

Kingfisher Patrol Log
September 1964- May 1967



THE PATROW BIRD.

Alcedo atthis.



W.D.P.

KINGFISHER.

Editorial note

The artist who drew the sketch of the Kingfisher bird was W.D.P. (William Donald Phillips). Billy was PL of the Kingfisher Patrol from August 1963 until June 1964. It is not known when he drew the diagram, but he moved to West Linton during the summer of 1964.

Introduction by Editor

This document provides a transcript of the Kingfisher Patrol Log covering the period 1964-1967. The original text is provided, although some minor modifications have been made in terms of punctuation. Occasionally a word has been added by the editor to clarify the meaning of a sentence. Such words are in italics. The sketches provided are scans of the originals. Additional comments are also provided in italics after each week's entry in the log. These serve to provide additional information or an explanation regarding what has been written. A red superscript number in the original text identifies when an additional comment has been made.

Patrol Logs were primarily written to record the events taking place at the weekly troop meetings on Friday nights. They rarely provide information on other Scouting activities such as hikes, camps, fund raising events, parents meetings, Scouts Owns, Parades, Church services, Going up ceremonies, service projects etc etc. It should also be appreciated that Patrol Leaders were expected to organize patrol meetings and events to be held outwith the normal Friday night meeting. A few of these are mentioned in this log but it is likely that most patrol meetings went unrecorded.

In terms of the regular Troop meeting, the majority of these were held in the Church hall of Fynnart Church. The programme started with three whistles to summon everyone to form up in patrols in the hall, before flagbreak was carried out by the Duty Patrol. This was followed by inspection during which the Scouters inspected each patrol. The inter-patrol game then ensued and was chosen by the duty patrol. The order of events after that could vary but usually included one or two sessions of Patrol corners and a variety of troop games. Patrol Corners involved each patrol sitting together and working on the various Scouting skills that were required to pass tests for the Tenderfoot, 2nd Class and 1st Class badges. This was directed by the Patrol Leader and Second. Scouters were on hand to test individual Scouts on specific tests, but this was done away from the rest of the patrol. The progressive Scout Training system involved gaining the Tenderfoot, 2nd Class and 1st Class Badges in that order. The ultimate goal was the Queen's Scout Badge.

Stunts were often included in the programme and involved the Patrols having to complete some sort of challenge set by the Scouters. Campfires were frequently held towards the end of the meeting. These were not real campfires but involved the Scouts sitting round a mock campfire that included an orange light bulb surrounded by a transparent film and a pyramid of sticks. The typical Campfire included songs and yells. Very occasionally, a patrol might perform a sketch. At the end of the meeting, the patrols would form up in full uniform and the Scout Master would make announcements before the final flagdown carried out by the Duty Patrol. In terms of uniform, most Scouts wore shorts during the period covered in this log, so changing out of uniform merely involved removing hat, neckerchief, lanyard and smart shoes. The short-sleeved uniform shirt of the period was far sturdier than the one that was introduced in the late 1960s and usually survived games such as British Bulldog and Chalk rugby. Some Scouts wore kilts and so the process of removing and putting on uniform was more involved.

After the meeting, the Duty Patrol tidied up the hall and other rooms used during the evening. Several Court of Honour meetings were held after the Troop meeting, which involved the Patrol Leaders meeting with the Scouters in the session room to discuss various troop matters. Finally, there was a monthly patrol competition and each patrol could earn points from the weekly inspection, interpatrol game, tests and badges passed, stunts and activities, log books, patrol meetings etc. Not all troop meetings were held indoors. If there was good weather, a wide game might be held up the Lyle Hill.

Appendix 1 provides descriptions of the various games played during Troop Meetings.

Abbreviations

ADC	Assistant District Commissioner	ASM	Assistant Scout Master
BB	British Bulldog	DC	District Commissioner
GSM	Group Scout Master	JASM	Junior Assistant Scout Master
PL	Patrol Leader	SM	Scout Master
VJASM	Very Junior Assistant Scout Master		

This year the patrol started afresh with a new patrol leader – myself – and the members of the patrol are:-

P.L. Robert J. McCallum
Second Raymond Berry (left for 59th)¹
1st Scout Robert Morrison
2nd Scout Robert Beattie
3rd Scout Douglas Scott-Dodd (left for Dundee)¹

R. J. McCallum PL. Kingfisher

Additional members to the patrol	Date
4 th Scout David Shearer (was not a cub)	25 th Sept 1964
Second Roderick McArthur	8 th January 1965
4 th Scout Alan Anderson	

1965-1966

P.L.	John A. Lyle
Second	Robert Beattie
1 st Scout	David Shearer
2 nd Scout	Alan Anderson
3 rd Scout	Alan Crumlish
4 th Scout	Russell Reid
5 th Scout	Andrew Watson
6 th Scout	Andrew Lyon

Editorial notes for 19th October 1962

1. Information in brackets was added at a later undisclosed date.

7th September 1964¹

This year, the new session started on the 4th September 1964.

After the usual game of football out in the street², Scouts assembled in the “ultra bright”³ Finnart Hall for flagdown and inspection etc. After inspection, for which we got seven, we went for a wide game up the hill⁴. The object of this wide game was to pull a thread⁵ off someone’s arm to kill them, then find a patrol flag and keep it for as long as possible.⁶ When a person’s thread was pulled off, he was to go up to one of the Scouters, who asked them a simple question about Scout⁷. For example, ‘what is the ADCs name A.J. Dick?’⁸ and there were many others. The game as you might imagine was quite exciting. Each patrol came suddenly from nowhere and a full-scale battle was in progress. Quickly, it was finished with half a dozen folk going up to the Scouters to regain their precious lives. Soon they were back again giving as much trouble as they were before. The eventual winners were the Fox patrol who had two flags – their own and our flag (the Kingfishers).

After that, we had our revenge on another PL. The one we had was Robin Crawford. The PL was to offer no resistance while we tied him up. When the whistle blew, the PL went back to his own patrol, while our own PL came back. We untied him as quickly as we could and the first untied was the winner. The last one untied also gained points for the patrol that tied him up. Our patrol gained those points.

When that fun was over, we prepared for a tug-of-war.⁹ The tug of war was a real tough one. At one time, one side was winning and another time, another was winning. Just as we had our first major pull, which was certain to win the war, the whistles went for the end.



After the fall out, we proceeded back to the hall for a campfire.

After campfire, we had announcements and flagdown.

After fall out, the most familiar cry was being resumed after quite a break – subs, subs, subs.¹⁰

Robert Morrison

1st Scout and Kingfisher Patrol Scribe

Editorial notes for 7th September 1964

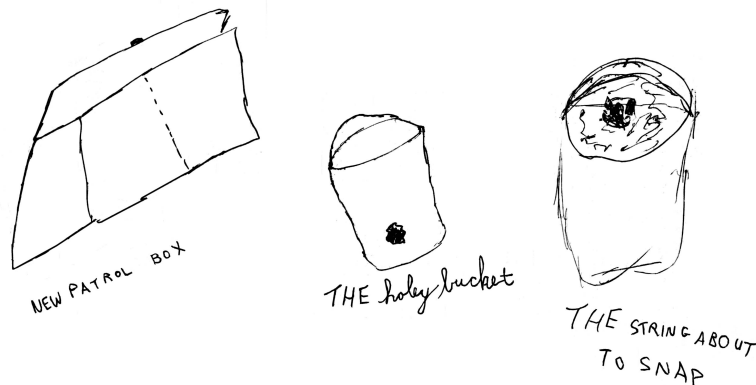
1. The date of the troop meeting was actually the 4th September. The 7th probably refers to when the log book entry was written.

2. *This is the first recorded mention of football being played put in the street. In the 1960s, the level of traffic was still relatively low.*
3. *Presumably new lighting or redecoration had taken place*
4. *The Lyle hill. The accompanying sketch pinpoints the location as the stretch of level ground on the north side of the road just beyond the Lyle Park. This used to be used for cattle grazing and so there were no bushes or trees there during the 1960s. Many bushes and trees have grown on the field in recent years, and so it would not be possible to play baseball or football there now. The sketch shows the 'ramp' leading down from the gate to the field and the tunnel under the road is also shown.*
5. *A thread of wool which was usually tied round the wrist.*
6. *To be more precise, each patrol defended its own flag, but also tried to capture other patrol flags. Scouts could no longer attack or defend if they lost their woolen 'life'.*
7. *Scouting*
8. *John Dick. John was a well respected ADC and helped out as an Assistant Scout Leader at the 70th in later years.*
9. *In the sketch, the Scout at the end of the right-hand team is identified as 'Bouncer'. This was David Flockhart, who was Second of the Fox Patrol and was rather 'large'.*
10. *At each troop meeting, the Scout paid a small subscription – possibly towards patrol funds.*

11th of September 1964

Tonight we started in the hall and after flagbreak and inspection as well as the regulations¹ being told to us, we had our first game of crab football². It was a hard game for us because we were playing the Seagull, but we won probably because "Goofy"³ was not playing. In the finals, we were beaten by the Falcon who are the strongest team just now.

At patrol corners², our new patrol box was being inaugurated. It was a deep one and, as Raymond⁴ said, it was good for putting water in and then shoving your feet in after crab football. After the chairs, patrol boxes and other stuff was put away, we were given details to do a stunt. We were to get a pail, cocoa tin lid, and some matches. We went to Douglas's⁵ house to get the requirements and when we got back we found Raymond with everything. We also saw that the bucket had a huge hole in it so we could not use it. We filled the other bucket two thirds full of water while Y.N.⁶ put a piece of string over it. We had to burn the piece of string through. Our fire did not go very well at first but eventually it got going.



When that was over, we had a game of BB². The eventual winner of this was Bobby (Slobby)⁷.

After that, we had a game of dodgy ball.²

When this was over, it was time for campfire so we had our first campfire².

Nobody is very good at singing so it was a rather deep⁸ sort cats choir.

After this, a few badges were handed out, then it was time to go home.

Robert Morrison

Editorial notes for 11th September 1964

- 1. It was not specified what these regulations referred to.*
- 2. See Introduction and Appendix 1.*
- 3. Probably Gifford Lind, who was PL of the Seagull Patrol at the time.*
- 4. Raymond Berry*
- 5. Possibly Douglas Scott-Dodd*
- 6. Young Niz (Michael Nisbet). Michael resigned as PL of the Curlews in the summer of 1964 to join the ranks of the Scouters as a Very Junior ASM.*
- 7. Bobby McCallum*
- 8. The word is a bit indistinct*

20th of September 1964¹

Tonight after flagbreak, for a change, we had crab football.² We had an easy team to beat - the Curlew. It was just a walk over. Slobby³ shot at J. Barr who picked it up and it was an obvious penalty. Slobby put it right at the keeper, but he got the goal on the rebound. The final score was 4-0 for us. In the semi-finals, we had to play Seal. It looked a tougher team but it wasn't, because we beat them 5-0. In the finals, we met our match - the Fox. It was them that beat us 1-0. It was a tough but exciting game. They won because 'Bouncer'⁴ sat on us instead of letting of us charge after R. Crawford as we like doing.

Next on the programme was patrol corners² where nobody did very much.

After patrol corners, we had a game of British Bulldog²; the winner was Slobby. After that, there was a stunt. It was to look at a map through a window (made of paper) memorise it and take it back to the patrol. Then write it down on a sheet of paper as best you could, it was a bit round Tighnabruaich we had to do. The winners were the Fox and the Falcon who had bits round Brodick.

After the stunt, we had drill. It was a wee bit off according to Al,⁵ but could have been a bit better.

After drill, we had a game of hopping Charlie² which was a bit pushed for time. After the game was declared a draw by the Scouters, we had 1 ½ minutes to get into uniform which most folk got into except Slobby who put on bits of his uniform because it had been torn in the BB⁶.

After flagdown and various odds and ends we all went home.

Robert Morrison

Editorial notes for 20th September 1964

- 1. The date of the troop meeting was actually the 18th September. The 20th probably refers to when the log book entry was written.*
- 2. See Introduction and appendix 1.*
- 3. Bobby McCallum (PL of the Kingfisher Patol)*
- 4. David Flockhart (Second of the Fox Patrol).*
- 5. ASM Alastair Cram*
- 6. British Bulldog*

27th of September 1964 ¹

Tonight the Kingfisher patrol was the duty patrol². After flagbreak and inspection, we started with the patrol games. We chose for an unusual game, crab football³ and we had to play the Fox in the first. The Fox beat us after a real tough game of football.

After the game, we had patrol corners³ where members of the 59th ⁴ came along on one of their stunts. P. McCrorie⁵ came along and we tied him up and hauled him about the hall.

After the patrol corners, we had a stunt. A. Cram produced a number of articles including a lock of hair, bus ticket, Spanish peseta and other odds and ends. The object of the stunt was to find which pocket the items went into, or whether they went under his hat like the lock of hair did.

We also got a new member into the patrol. His name was David Shearer. He had not come from the Cubs like most new Scouts had done.

We had a game of BB⁶. The duty patrol was in the centre.

After the game was finished, we had a short drill which most folk could do for once.

After the drill, we were shown the slides from summer camp⁹. There were favourite pictures of the football matches we played. The best was of a penalty shot.

After the slides, we had to put on our uniforms in the usual two minutes. After flagbreak, we had to clear up all the mess and tidy up the place because we were duty patrol.

Robert Morrison

Editorial notes for 27th September 1964

- 1. The date of the troop meeting was actually the 25th September. The 27th probably refers to when the log book entry was written.*
- 2. Duty patrol. The duty patrol had various duties to perform at troop night such as sweeping the hall after the meeting and returning any furniture that had been removed. The PL of the duty patrol also broke the flag at the start of the meeting and lowered it at the end. They also chose the game for the inter patrol competition at the start of the meeting*
- 3. See introduction and Appendix 1.*
- 4. The 59th Scout Troop met at St. Andrews Church on Union Street and were the nearest troop to Finnart Church. Like the 70th, many of its Scouts went to Greenock Academy. After the war, 70th Scouts briefly amalgamated with the 59th for several months, as the 70th lacked a Scout Master.*
- 5. Peter McCrorie was a PL with the 59th*
- 6. British Bulldog*

4th October 1964¹

After flagbreak and inspection, we had a game of ringstick.² Our patrol was to play last and we had to play the Curlew. It was not a very easy game, but we won by a good margin. In the finals, we had to play the Fox. Nobody scored in the first half but, in the second-half, our side turned into a fireworks display. Our goal scoring machinery got six good goals and could (have) got more had the ring not hit the wall so many times. The final score was 6-0 against the Fox patrol. So for the first time this year, the Kingfisher won the patrol games.



Figure. Modified from a rough sketch drawn by Robert Morrison².

At patrol corners², there was a large number of tests past so it was an extra long one.

After Patrol Corners, we had a game of BB².

When BB was over, we had our weekly stunt. For this week's we had to do a good turn, produce a large green object and a plan of the new Greenock Academy³.

Most patrols produced a plan of the building and were told to draw a map with scale and so on. We produced a lid from a patrol box that being the most we could find outside the church (it was in our den⁴). Altogether, we managed to get five points.

After the stunt, it was already very late and having our uniforms on because of the stunt before, we had announcements which included the monthly score. The winning patrol was the Fox. They managed to get the knife⁵ from us, landing us in third place just after the Falcon patrol.

Robert Morrison

Editorial notes for 4th October 1964

1. The date of the troop meeting was actually the 2nd October. The 4th probably refers to when the log book entry was written.

2. See introduction and appendix 1. The sketch drawn by Robert Morrison suggests that the two goals were placed at opposite corners of the hall. The catcher was usually the youngest Scout in the

Patrol and stood on a chair. His role was to hold a stick and to try and catch the rubber ring on it when it was thrown to him by his Patrol. The catcher was not allowed to touch the ring itself. One of the taller Scouts in the opposite Patrol usually stood in front of the catcher and tried to intercept the ring when it was thrown to the catcher.

3. The new Greenock Academy was opened in 1964 and was situated on the other side of Madeira Street from Finnart Church. The land was originally owned by the Scott family (of Shipbuilding fame) who lived in a mansion called Balclutha. Balclutha was demolished when Greenock Academy was built. Greenock Academy was closed in 2011 and was itself demolished in 2015 after a three year period when it was used as the location for the TV series Waterloo Road.

4. The location of the den is not known, although patrols certainly had dens in the church dunny later in the 1960s

5. A small sheath knife with strands of wool corresponding to the winning patrol of the month was worn by the Patrol leader during the subsequent month. The patrol also took up the position closest to the door of the hall.

9th of October 1964

Tonight, the meeting started at 7:30 and after flagbreak and inspection, for which we got eight, we proceeded with the program, composed by PL of the Seal¹.

This commenced with the usual patrol game, crab football². We were beaten by a penalty goal in the final by the Seagull.

We then had a session of patrol corners² at which I³ taught David Shearer salutes⁴. D. Scott-Dodd practised his flag folding⁵ in the meanwhile.

After P.C.⁶, we had a stunt. For this, the PLs were given a slip of paper, on which was written a message. The PL memorised this, then told it to the second, who told it to the first Scout etc. When it got to the last Scout, he wrote it down and handed it in.

After this, we had a game of dodgy ball². R Morrison won with our patrol and then won with the winners.

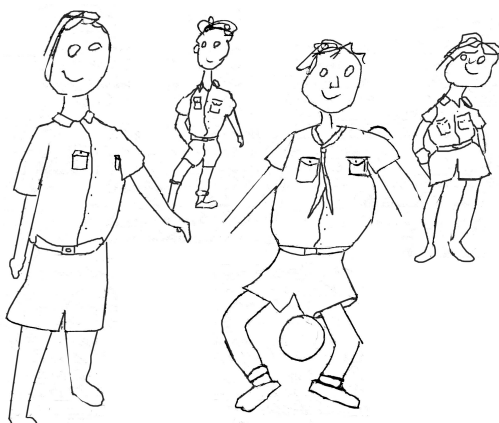


Figure. Crab football – modified from a rough sketch by Robert Morrison.

Some drill followed this, in which we practiced left and right turns and forming threes.

At campfire² (the first one in moons), we sang a few songs.

After this, we heard announcements and had dismissal.

R. Beattie

Editorial notes for 9th October 1964

1. George Conway

2. See Introduction

3. Robert Beattie

4. Various types of Scout salute had to be learned for the Tenderfoot. Apart from the full salute, there was the Scout sign that was taken when taking the Scout Promise. There was also a different form of salute when holding a staff.

5. To carry out a flagbreak, the flag is folded, rolled then secured with the lanyard such that it remains folded when hoisted. Flagbreak involves tugging the hoist rope such that the flag is unfurled. The ability to do this was one of the tests for the Tenderfoot badge.

6. Patrol Corners

16th October 1964

At 7:30, the flag was broken by B. Gunn and we then had inspection. The game was ring stick¹ which we won 3-1 over the Falcon in the final.

We then had a session of patrol corners¹ at which Douglas² learned his Law and Promise along with David Shearer, who also did salutes³. Robert Beattie learned Rules of Health⁴ while I supervised.

The stunt followed. For this, we had to go up to a seat⁵ and find our instructions. We were told to get Mrs White's signature and a French book. We got both from Mrs White. (Mrs White being D. White's mother).

We then came back to the hall for a game of BB¹ in which I was last caught.

This was followed by campfire, then flag down and dismissal.

R. McCallum

Editorial notes for 16th October 1964

1. See introduction and Appendix 1
2. Douglas Scott-Dodd
3. Salutes, Law and Promise were tests that counted towards the Tenderfoot Badge
4. Rules of Health counted towards the 2nd Class Badge
5. This would have been outside, probably a bench in the Lyle Park

23rd of October 1964

After flagdown and inspection, for which we got 8, we had a game of crab football¹ which we lost 1-0 in the final against the Fox.

This was followed by a stunt for which we had to go to Craig's Top to find the trig and date of erection of the flagpole. Meanwhile, some went to estimate the height of St Paul's steeple. We also had to say how many zebra crossings there were in Greenock.

When we got back, we had patrol corners¹, followed by BB¹.

R. McCallum

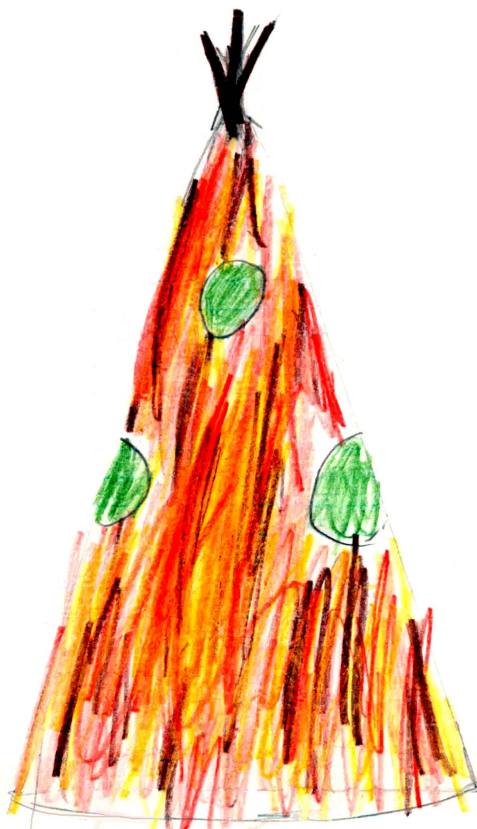
Comments from Scouter: A lot of effort has obviously been put into this at first – I suspect, however, that this has tailed off! How about a more comprehensive write-up – points for inspection, tests passed, badge work, patrol meetings (in the Den²!!!) and some pictures. Not a bad effort though. 15.

Editorial notes for 23rd October 1964

1. See introduction and Appendix 1.
2. The location of the Den has not been identified to date.

30th October 1964

Tonight was the troop's annual party. It was Halloween. Ian McFarlane, who has resigned, owing to his moving to Bridge of Weir with his just married wife, came along to pick the best fancy dressed. He decided that the best was D. Phillips, who had come as a campfire. Inside a paper framework, he sat and flashed a torch. This was very effective as the torch beam flashed through green selophane.



D. Phillip's winning campfire (he went inside).

There were many other camp gadgets (everybody had come as one) such as knife- fork – spoon racks, ovens, multipurpose, and many other things. The customary BB¹ followed, in which everybody took off their fancy dress. This was followed by treacle scones², food 1, musical chairs, food 2, crab football¹ and prize presenting.

I McFarlane presented D Phillips with sweets, and R. Berry, who won musical chairs, with sweets. D Phillips then presented I McFarlane with a going away present. This was a barometer with the '70th Renf' engraved on one corner. After this, we had flag down and all but PLs went home. The PLs stayed to clear up the mess.

R. McCallum

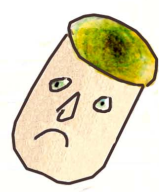
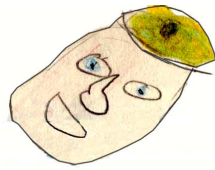
Editorial notes for 23rd October 1964

1. See Appendix 1.

2. These were dangled from sisal such that the treacle would drip into whoever attempted to eat them (no hands allowed)

6th November 1964

PRINTING
WORKS
DUBLIN
COMPANY



[Handwritten signature]

13th of November 1964

At 7:30, the flag was broken by R Crawford, P.L. of the Fox. The patrol game was chosen as crab football¹. In the first round of this, we beat the Seal 1-0, but in the semi final we were beaten 3-1 by the Fox, who went on to win in the final over the Seagull.

Patrol corners¹ followed and little was done as the P.L. had to leave in the middle of them.

After the chairs had been cleared away came rodeo¹, a change from the usual BB¹.

When this was over, there came the stunt, which was on first aid.

After this, came campfire¹ which may have been quite good. (I do not know since I was not there to pass judgement)

Announcements followed, and then came flagdown. After this, everybody went home.

R. McCallum

Editorial notes for 13th November 1964

1. See introduction and Appendix 1

15th of November 1964

Today at 2 PM, R. Beattie came to my house and there was taught second class knots, lashings, map and compass, and minor accidents.

R. McCallum

19th November 1964

At 6:30 in the evening, D. Shearer arrived at my house. D. Scott-Dodd was supposed to turn up also, but did not. D. Shearer learned some of his tenderfoot, before going home at 7:30.

R. McCallum

20th of November 1964

At 6 p.m., the Troop met outside Finnart Church¹. Two groups, each of three patrols assembled. The first of these groups consisting of the Curlew, Falcon and Seal patrols. R. Berry of the Kingfisher went with them. The second group consisted of the Fox, Seagull and the rest of the Kingfisher patrol present (i.e. R. McC).

The second group set off over the Lyle Hill, up the helter-skelter², and following the Cut. With this group was Caesar, a large Labrador owned by Mowgli³. Owing to the group getting tired, we started to rest every fifth bridge. Soon we came to the end of the cut at Shielhill. Here, we turned right instead of left and went away down the road which we were now on. We soon realized we had made a mistake as we found no tent⁴, and so we returned back up the hill. Soon we met Skipper⁵ and Y.N.⁶ and together with them soon reached the tent, where we found the other group already there. After a short rest, we had a torch game in a wet, muddy field. Both groups had a shot at guarding the torch, and both lost it. In the second game, B. Gunn got a black eye.

Torch game.



After this, the Scouters and R. Crawford went on a midnight hike, while the others started off home. Most people arrived home at about midnight.

R. McCallum. P.L.

Very good log 15 MgN⁷

Editorial notes for 20th November 1964

- 1. Bob Miller was responsible for introducing an annual winter night hike that included a wide game. After that, the younger Scouts returned home while the older ones continued on a midnight hike returning home in the early hours of the morning. This event replaced a normal Friday night meeting at the Church Hall.*
- 2. A path that led up to the Cut from the site where the Greenock High School used to stand.*
- 3. Alex Aitkenhead, Second of the Seagull Patrol*
- 4. The Scouters pitched a tent in order to provide cocoa and food to the hikers when they arrived.*
- 5. Bob Miller*
- 6. Young Niz (Michael Nisbet)*
- 7. Additional comment and mark added by Michael Nisbet who joined the Leader team at the end of June 1964.*

27th of November 1964

At 7:30, B. Gunn of the Falcon broke the flag. This was followed by inspection, and the patrol game, crab football¹.

In the first game we played the Seagull and beat them 2-1. We then beat the Fox by a penalty goal in the semi-final, but were beaten by a penalty goal in the final. Patrol corners¹ followed at which D. Shearer passed whippings². While this was happening, R. Beattie was passing a joiner badge and R. Morrison was at the gang show.

After patrol corners³, we played rodeo¹ which was extra short.

We then had a game of staffs⁴, followed by a first aid stunt, at which D. Shearer was our unfortunate patient.

After recovering the patients, we had a game of dodgy ball¹ before an extra large amount of announcements and home.

R. McCallum

Editorial notes for 27th November 1964

1. See introduction

2. Whipping was a test for the Tenderfoot badge. It involved tying a piece of string round the frayed end of a rope to prevent it getting any worse.

3. It was common to have two sessions of Patrol Corners at troop nights.

4. This was probably the game known as 'Up one, Down one' (see introduction).

4th December 1964

At 7:30, the meeting started (with) flagbreak and inspection. Then came crab football¹, the usual patrol game.

In the first round, we were beaten 1-0 by the Falcon. The Seal patrol won in the final.

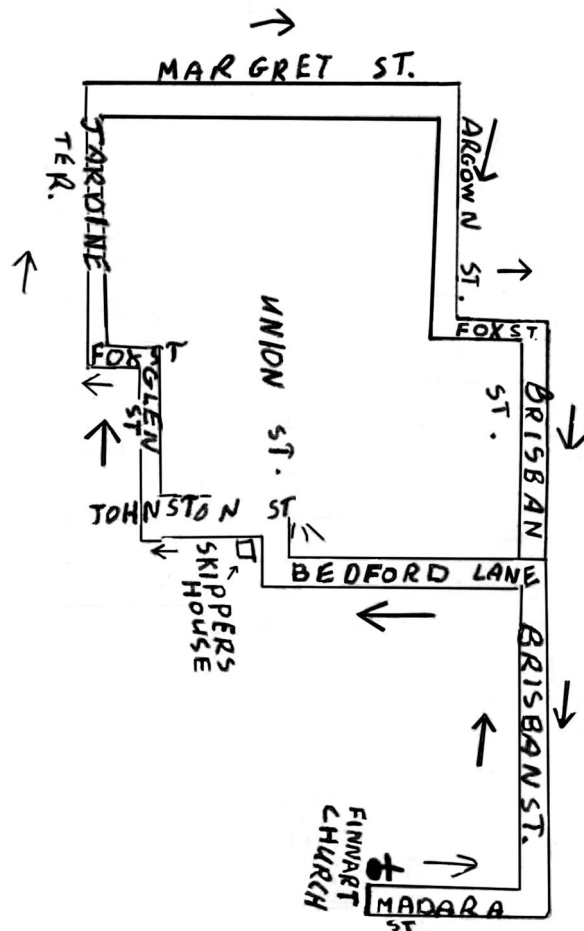
Patrol corners¹ followed, at which D. Shearer passed Union Flag², and, along with D. Scott-Dodd, failed Kim's game³. R Morrison practiced lashings⁴ and Raymond read a book on birds⁵.

After the chairs had been taken out, we had a game of rod(e)o¹ which is not as good as BB¹.

A stunt followed this. For the stunt, one patrol got away and another followed.⁶

We were the patrol which went away, and the hounds were the Foxes. We took a route shown on following page.

When we returned, we had two sandshoe games⁷, before announcements and flagdown.



Route taken on stunt.⁸

R. McCallum P.L.

Editorial notes for 27th November 1964

1. See introduction and Appendix 1.

2. One of the tests for the Tenderfoot Badge was to fold the Union Flag and to hoist it up on the flagpole such that it could be broken at the start of the meeting by the Patrol Leader of the Duty Patrol.

3. *Kim's game involved being shown 24 objects for a minute, then describing from memory what had been present. To pass, at least 16 objects had to be remembered and described. This was part of the observation test for the 2nd Class badge. An alternative test was to follow a trail for about half a mile that had been marked with at least 30 woodcraft signs.*
4. *Lashings are fundamental to the skills of pioneering and were a test that counted towards the 2nd Class Badge. A square lashing involves using a piece of rope to tie two non-parallel wooden spars together. A diagonal lashing serves the same purpose, but is used to tie two wooden spars that cross each other but are not touching. The lashing starts off with a timber hitch which serves to pull the spars into contact.*
5. *There was a test in the 1st Class Badge that required Scouts to identify 6 common birds.*
6. *It is likely that this required the 'Hounds' to follow the other patrol without being spotted.*
7. *The game would have been 'Swing the Sandshoe' (see the introduction)*
8. *The spelling of the Street names is as in the original sketch. The actual spellings of misspelt streets are Margaret Street, Brisbane Street, and Madeira Street.*

11th of December 1964

Tonight we were duty patrol and so after the Brownies¹ came out, I went in and put up the flag. After three whistles² etc., I broke the flag and then we had inspection for which we got 7.

The patrol game was chosen as ring stick³. In this, we first played the Curlew whom we beat 3-1. In the semi-final we played the Seagull whom we beat 5-3 and then in the final after being 3-1 up, we lost 3-4 to the Fox.

Patrol corners³ ensued, at which R. Beattie and D. Scott-Dodd went to attempt to pass Rules of Health⁴ and Union Flag⁵ respectively.

After patrol corners, we had a game of BB³ at which R. Crawford was the final person caught. After this, each patrol set a map and took a bearing of something or other.

The Curlew, Falcon and Fox then joined up to play the Kingfisher, Seagull and Seal at crab football³. The Curlew, Falcon and Fox won this 9-2.

After this we got into uniform and the flag was brought down and most of the people went home.

R. Beattie passed his Rules of Health and D. Scott-Dodd failed his Union Flag after the meeting. Then after a game of crab football in which the PLs and Skipper participated, all went home.



Figure: Patrol Corners

R. McCallum, P.L.

Editorial notes for 11th December 1964

- 1. This is the first recorded indication of the Brownies using the Church Hall at Finnart Church. It's not known when that started or for how long it continued.*
- 2. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.*
- 3. See the introduction and Appendix 1.*
- 4. Rules of Health counted towards the 2nd Class Badge*
- 5. One of the tests for the Tenderfoot Badge was to fold the Union Flag and to hoist it up on the flagpole such that it could be broken at the start of the meeting by the Patrol Leader of the Duty Patrol.*

18th of December 1964

After flagbreak and inspection at 7:30, the dice¹ was spun to decide who was to play who at crab football², tonight's patrol game. After this had been decided, we had a go at the sandshoe game³ before going to the small Hall⁴ for a practice at hymn singing.

After this, we returned to the hall to have the game of crab football. For our first game we played the Fox patrol. As there was only D. Scott-Dodd and myself present, we were given G. Conway to assist us. This game we won 3-2, and in the final with the assistance of I. Galt, we beat the Falcon 2-0.

After this we had a game of BB² in which all the Scouters expect Skipper joined. Then the Kingfisher plus the Seagull played the Fox and Falcon at ringstick². The latter group won by a large margin. The Scouters then played the Seal and Curlew, whom they beat, and in the last game, the Fox and Falcon beat the Seal and Curlew. This was followed by flag down and home.

R. McCallum

'Well done – but let's have another Scribe.'⁵

A B Cram (ASM)

Editorial notes for 18th December 1964

1. The dice (or to be more specific the die) was a made of wood and was about the size of a baseball. The patrol colours were painted on the six sides and the dice was thrown on the floor to see which patrols would play each other. Once four patrols had been identified, there was no need to throw it any further, but it sometimes took a fair while to get four different patrols. From memory, the patrols were still lined up round the hall and the dice was probably thrown by the PL who was nearest to where it ended up on the previous throw.

2. See the introduction and Appendix 1

3. Swing the Sandshoe – see Appendix 1

4. The small hall was down the stairs from the main entrance corridor and may well have been carpeted. It was certainly far too small and posh for most Scouting activities, but it was occasionally used as here.

5. Troop logs and patrol logs were read by a Scouter every month or so to ensure that they were written to a reasonable standard.

8th January 1965

This was the first troop meeting in the New Year. Not many turned up, probably because it was soaking. After flagbreak and inspection, instead of spinning the dice,¹ we tossed a coin to get the order of the game. This was mainly done as nobody could find the dice.

The game was crab football² and we played the Fox to start with, and won mostly due to force of numbers.

After the game, there was patrol corners² in which everyone had to make sure they knew their tenderfoot knots for the stunt.

When patrol corners ended, there was a game of BB², Bobby being the winner at the end.

The stunt came next on the programme in which we had to do our tenderfoot knots in a relay race fashion. The Curlews won and they got a handsome prize of a box full of ropes for beating the clock or at least being best triers.

There was a short patrol corners after this for tests, and after *this*, there was a sandshoe game.³

Then there was flagbreak, but just before, some badges were being presented. One of our patrol R. Beattie received his Joiners badge.

After this, everyone floated home and, I might add, in the pouring rain (pity Bouncer⁴ on his bike).

R. McArthur

P.S. Hope you can read my writing

Editorial notes for 8th January 1965

1. *The dice was a made of wood and was about the size of a baseball. The patrol colours were painted on the six sides and the dice was thrown on the floor to see which patrols would play each other. Once four patrols had been identified, there was no need to throw it any further, but it sometimes took a fair while to get four different patrols. From memory, the patrols were still lined up round the hall and the dice was probably thrown by the PL who was nearest to where it ended up on the previous throw.*

2. *See the introduction and Appendix 1*

3. *Swing the Sandshoe – see Appendix 1*

4. *David Flockhart (Second of the Fox Patrol).*

15th of January 1965

The meeting started with flagbreak followed by inspection which lasted for 10 minutes approximately. After this followed the patrol game which was crab football¹, the Seal patrol being the winners.

There was a long patrol corners¹ next during which everyone had to brush up on their tenderfoot and second-class knots.

Next came a game of BB¹ that took longer than usual as it was found to be quite hard catching people.

This was followed by the stunt. Tonight we had to demonstrate in as many different ways as we could second-class and tenderfoot knots.

The stunt led on to patrol corners but nothing much was really done as it was very short.

A game of dodgball¹ was played next after which, there was a short competition of sausage knot tying². The Curlews won well with 24 breaking all known standing records.

Flagdown followed next. There was no badges presented tonight so it was off home straightaway except for the signalling team³ which met in the new hall⁴. Later, we were given a picture of BP to frame as part of the patrol challenge⁵.

R. McArthur

Editorial notes for 15th January 1965

1. See the introduction and Appendix 1

2. This might have involved tying as many sheep shanks as possible on a single length of rope. A sheep shank is used to either shorten a rope or to bypass a frayed part of the rope. It's the knot that comes closest to the description of a sausage knot.

3. The 70th had a proud record of achievements in terms of the District Signalling Competition. A team of four Scouts were involved in sending and receiving messages by semaphore or morse. The 70th were particularly good at semaphore.

4. The small hall was down the stairs from the main entrance corridor and may well have been carpeted. It was certainly far too small and posh for most Scouting activities, but it was occasionally used as here.

5. Each patrol was given a different challenge to complete. One of the stipulations of the challenge was that the patrol had to organize patrol meetings in order to complete the task. It was not permitted to tackle the challenge at the troop meeting and the challenge was designed to encourage each patrol to meet at a suitable location at a different time. This usually meant meeting at somebody's home, which generally guaranteed a lavish supper provided by the host's mother.

16th of January 1965

The signalling team met¹ at 10:30 PM and had a short practice which consisted mainly of the alphabet in semaphore which lasted till 11.40.

R. McArthur

Editorial notes for 16th January 1965

1. It is not stated where the team met or who was in the team. Presumably, it included Roderick McArthur.

22nd January 1965

The meeting began at 7.30 with flagbreak and inspection after which the Falcon Patrol, which was duty patrol, chose to play ring stick¹ for the patrol game which we won.

Following Ringstick was patrol corners¹ during which we revised all knots tenderfoot, second-class and first class.

After patrol corners was the stunt in which we had to erect a signalling tower at least four feet off the ground and make a distress signal.

Once finished, there was another short session of patrol corners after which there was a game of BB.¹

Then everyone quickly put on their uniforms as we were late and proceeded to flagdown, after which everyone departed off home.

R. McArthur

Editorial notes for 22nd January 1965

1. See the introduction and Appendix 1

29th of January 1965

Tonight after flagbreak and inspection, we played crab football¹, which we won by the odd goal. During the first game, Robert² and I³ were put off⁴ and Bobby⁵ had to carry on himself.

After the patrol game was a session of patrol corners¹ during *which* something constructive was done for a change.

BB¹ followed during which, there was the usual number of casualties and tonight Robin⁶ was last caught.

There followed after that another session of patrol corners in which we got on with our constructive construction.

After this, there was a short campfire¹ at which all the usual songs were sung, or, at least, a vain effort was made in singing them.

Flagdown came next, after which we went home, but not before we had a look at our patrol challenge which Bobby had brought in (the finished effort)⁷.

R. McArthur

Editorial notes for 29th January 1965

1. See the introduction and Appendix 1

2. Robert Beattie

3. Roderick McArthur

4. This usually resulted from kicking the ball above waist height

5. Bobby McCallum

6. Robin Crawford, PL of the Fox Patrol.

7. See note 5 for the 15th January 1965.

30th January 1965

The troop played a game of football against second year. Unfortunately, we lost 3-1 after winning 1-0 at halftime.

R. McArthur

Editorial notes for 30th January 1965

Presumably this was against second year of Greenock Academy. Unfortunately, there is no other information regarding this game

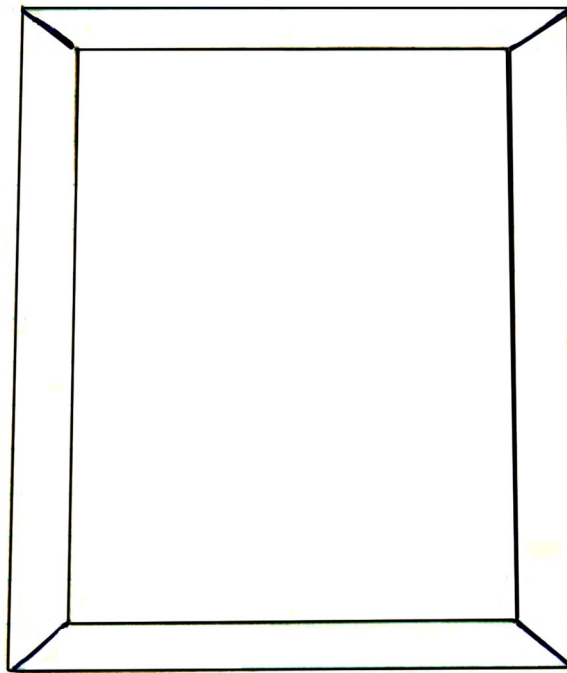
5th of February 1965

Tonight, the meeting started at 7.30 and, in my absence, R. McArthur broke the flag. Just after this had been done, I arrived with R. Crawford, with whom I had been doing Cub instruction¹ at the 59th. After inspection, the game, which was crab football², commenced. We were beaten 1-0 by the Seagull after Roderick and myself had been sent off. The final was a draw between the Seal and Seagull. At patrol corners² which followed, Robert Morrison passed his retest tenderfoot and completed his second class³, and David Shearer finished his tenderfoot³ by passing his law and promise⁴.

After this came BB² at which G. Lind and I went in the middle.

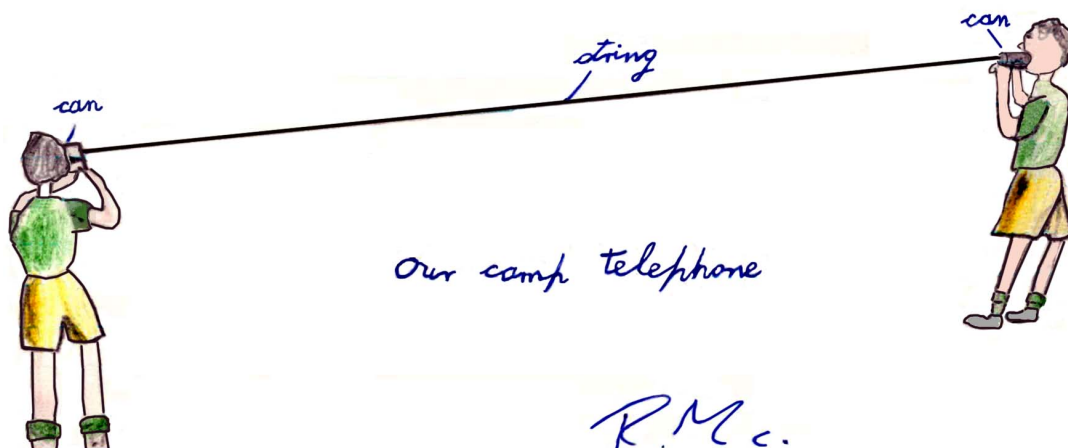
After all were caught, we put on our uniforms and David Shearer was invested. Robert Morrison was presented with his second class and given his stamp collectors badge⁵.

Then came announcements and flag down after which, we all went home.



Frame of B.P.'s⁶ picture (our patrol challenge)⁷

P.S. For the stunt, we made a camp telephone⁸.



R. McCallum (PL)

Editorial notes for 5th February 1965

1. This was a cadet Scouters course aimed principally at PLs who were in their last year in the Scout Troop. This involved gaining experience of leadership skills with another Scout Group.
2. See the introduction
3. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen Scout's Badge
4. In the 1960s, there were 10 Scout Laws, which had to be understood and learnt off by heart. The Scout Promise also needed to be understood and recited.
5. One of many Proficiency Badges which Scouts could tackle. They covered Scouting skills, hobbies and interests, and community service.
6. Baden Powell
7. See note 5 for the 15th January 1965.
8. This involved boring a small hole in the bottom of an empty tin can then knotting a piece of string to each can. When the string was held tight, one Scout spoke into one of the cans, while the other Scout used his can as an ear piece. I'm not sure if anyone ever experimented to see how long the string could be in order to be effective, or whether the system worked if the string went round a corner.

12th of February 1965

Tonight the meeting started at 7:35 with flagbreak and inspection. A game of crab football¹ followed at which we beat the Fox patrol 1-0 in our first game, the Seagull patrol 3-1 in the second, but were beaten in the final 1-0 by the Falcon patrol.

At patrol corners¹ which followed, D. Shearer and R. Beattie passed their Kim's game².

A quick game of BB¹ followed at which all the PLs were quickly caught.

The stunt came next.

This week we had to make some woggles, and tie our shoes in a Scout style knot. The Fox patrol had an advantage over the others as their PL³ had, at Scouter cadet courses⁴ the previous week, been taught how to tie his shoes Scout style⁵. When this was finished, we were given a game of dodgeball¹, after which we put on our uniforms before flagdown and home.

R. McCallum (PL)

Apart from the brillo opposite, a bit short of diagrams these months. 10 scored 26/2/65 Ian R. Fraser⁶

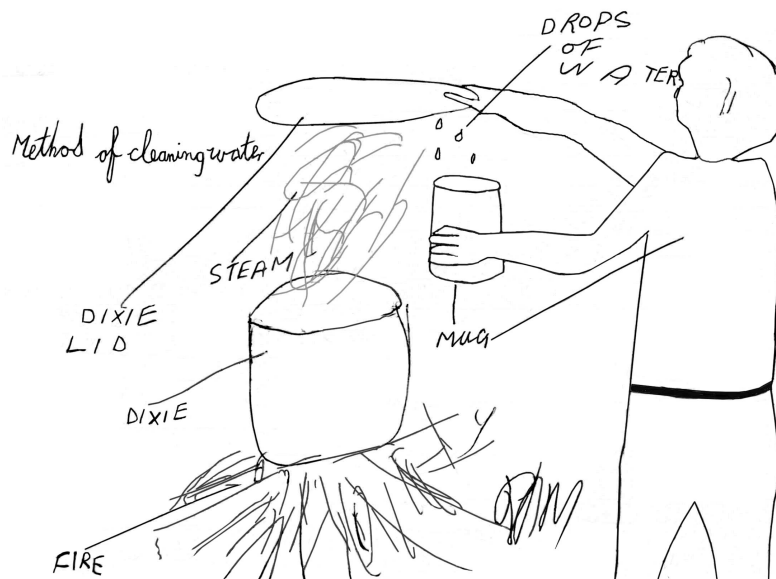
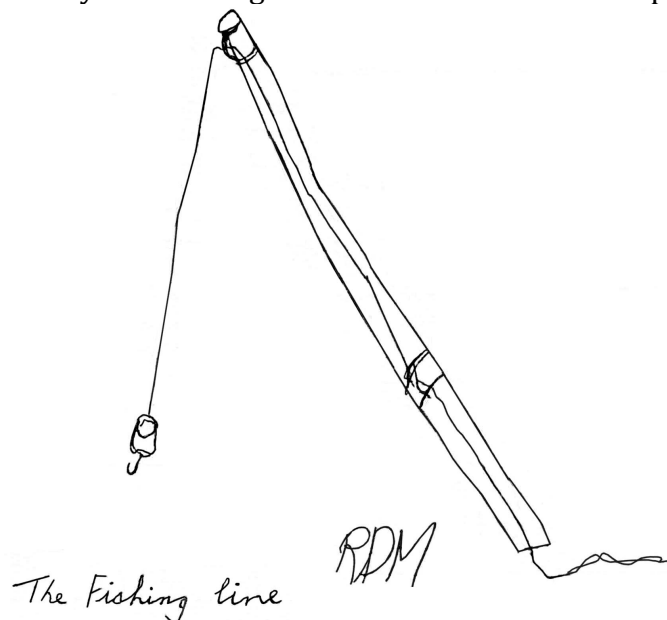
Editorial notes for 12th February 1965

1. See the introduction and Appendix 1
2. Kim's game involved being shown 20 objects for a minute, then writing down from memory what had been present. This was probably part of the observation test for the 2nd Class badge.
3. Robin Crawford, PL of the Fox Patrol.
4. See note 1 for 5th February 1965
5. It is still to be determined what this involved
6. Comment made by ASM Ian Fraser. Scouters checked the patrol logs to ensure that they were up to standard. Marks provided counted towards the Patrol Championship

26th February 1965

The troop meeting started in the same unusual way, flagbreak followed by the weekly game of crab football¹. This game ended not badly for us. At half time, the Falcons were beating us 1-0 and in the second half I was sent off. This was followed by another goal to Falcon. At this stage, Bobby² appeared and he scored two goals, one a penalty. Later, the Falcon beat us 3-2. The eventual game winner were Seal.

Next came patrol corners¹ which was used for the stunt which had been read out to us previously. While R. Beattie and D. Shearer were practicing second-class³ stuff, Bobby, Roderick⁴ and I were working out the stunt. It was – you are marooned on an island and you have some food, tents, compass, map and other things. You have to wait 4 days for the tide to be right, you had three quarters of an hour to cross and you had to write an essay on it (i.e. plan a menu and explain getting across). You had to make a fishing line and water purer⁵. I made the fishing line while Bobby was writing and Roderick did the water purer⁵.



After the corners we had a game of BB¹. Bobby was last because R. Crawford was playing.⁶

This was followed by patrol corners¹ where we added to the stunt.

After patrol corners, we had a game of the sandshoe⁷ and dodgeball¹.

When this was over, we had our stunts looked at but full results were not given during the announcements. The announcements were followed by flagbreak and home.

Scribe R. Morrison 1st Scout

PS

Owing to a dispute in the press, there has not been a copy for three weeks⁸: we deeply regret it. Sorry for any inconvenience.

Editorial notes for 26th February 1965

1. See the introduction and Appendix 1.
2. Bobby McCallum (PL of the Kingfisher Patrol)
3. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen Scout's Badge
4. Roderick McArthur (Second of the Kingfisher Patrol)
5. Purifier
6. It's not clear why Bobby would be last to be caught if Robin Crawford was playing, unless Robin was the Scout who was doing the catching – implying that Robin was usually the last to be caught.
7. Probably Swing the Sandshoe – see the introduction.
8. Only 1 week was missing from the log (the 19th). The 'copy' referred to might relate to a diagram, as the last diagram to be included was provided on the 5th February.

5th March 1965

Tonight the flag was broken by B. Gunn, P.L. of the Falcon. I was inspected because I was the only one there¹. The game was picked *as* skittles². This was the best game owing to our numbers³. Fortunately, our game was the last because Bobby⁴ came midway through the second game. We were playing the Fox and we won 28-22. In the finals, we beat the Seagull 22-17, a fine win for us. Next was patrol corners where I was shown some first class splices⁵.

After this we had a game of BB².

This was followed by patrol corners².

After this, there was a game of crab football² - PLs and seconds *versus the* rest. The rest won 1-0.

Next, there was campfire² at which some people tried their worst to sing.

After this was a large number of announcements, flagdown and then everybody went home.

No illustrations because everything was the same as usual.

R. Morrison 1st Scout

Editorial notes for 5th March 1965

1. *To be more specific, Robert was the only member of the Kingfisher Patrol to be present.*

2. *See the introduction and Appendix 1.*

3. *This possibly implies that each patrol was allowed half a dozen throws (or so), in which case, Robert would throw all 6 times.*

4. *Bobby McCallum (PL of the Kingfisher Patrol)*

5. *Splicing was a skill tested for the 1st Class badge. It involved repairing the frayed end of a rope by 'tucking' the loose strands back under the intact strands of the rope itself. Not an easy skill to master.*

12th March 1965

Tonight the flag was broken by Alistair Barron who was acting PL¹ in place of R. Crawford who arrived late².

The game crab football³ was chosen and it soon was underway. We were to play the Seal but as usual Bobby⁴ came in before our game started. After a hard game, we beat the Seal 1-0. In the finals, we went and fought the Seagull. This game turned into more of a fight towards the end leaving Roderick⁵ and I playing two of their men. Roderick eventually put a softball between the legs of Mowgli⁶ to make the score 2-1 for us. This was the second week in succession that we had won the patrol games.

This was followed by patrol corners³. The time was passed by trying to persuade I.F.⁷ to take me for estimation⁸.

Next in the programme was BB³. It was stopped too soon so therefore there was no last person.

Next we had a stunt, the object being to tie a knot to one of the rafters. This was not done satisfactorily to the Scouter's point of view because nobody did the Highwayman's knot.⁹



Figure: Sketch showing weighted ropes being thrown over the metal rafters that traversed the width of the hall.¹⁰

After this were patrol corners.³

Then after that announcements followed by flagdown. The meeting was over.

R. Morrison 1st Scout

Editorial notes for 12th March 1965

- 1. Acting PL of the Fox Patrol, which was duty patrol that night.*
- 2. Robin Crawford and Bobby McCallum were probably late on this and other nights because they were helping out at the 59th Wolf Cub Pack as part of their Cadet Scouters' Course.*
- 3. See the introduction*
- 4. Bobby McCallum (PL of the Kingfisher Patrol)*
- 5. Roderick McArthur (Second of the Kingfisher Patrol)*
- 6. Alex Aitkenhead, Second of the Seagull Patrol*
- 7. ASM Ian Fraser. During Patrol Corners, the Scouters assessed Scouts on particular tests, but were not always available to do so if a lot of Scouts wanted to be assessed.*

8. Estimation was one of the tests for the 1st Class Badge. It involved learning techniques that could be used to determine the height of a tree or steeple, as well as the width of a river. It involved mathematical principles and was reasonably accurate.

9. This was quite a popular stunt. The patrol was meant to tie a Highwayman's hitch on a rafter without climbing up to it. It involved throwing a piece of rope over the rafter to start with, then attaching it to the middle of another rope so that the middle of the second rope could be pulled over the rafter and back to the ground. The first rope could then be untied and set aside. The second rope now had two ends on one side of the rafter and a loop on the other, all of which reached the floor. It was then a case of making further loops that could be pulled up to the rafter to create the knot. At that point, only the two ends of the ropes now dangled to the floor. It was then possible to climb up and down one of the ropes, while the other rope could be pulled to release the knot without having to leave the ground.

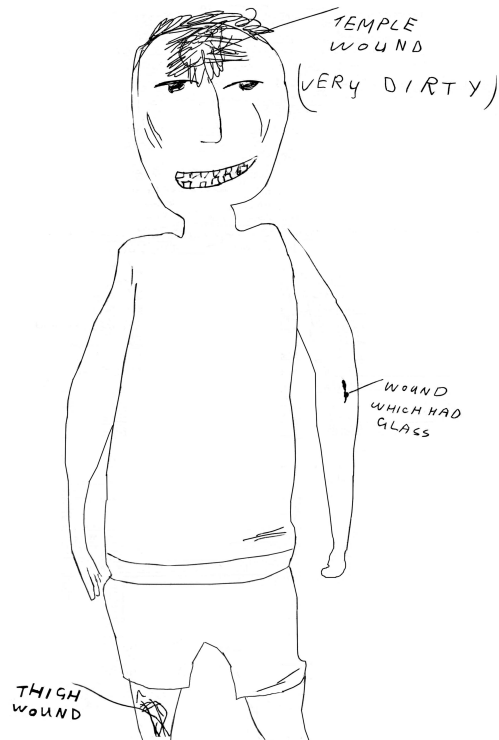
10. The diagram shows the hall without the roof in order to show the thin metal rafters that crossed from one side of the hall to the other. Ropes are also shown being flung over the rafters. Although one could have climbed up to the rafters once the knot was tied, this was never attempted - presumably because the rafters were thin, metal supports that probably would not have supported the weight.

19th of March 1965

Tonight there was a slight disruption in the programme. The first aid competition¹ was tonight and the Winston Churchill collection² was taking place. Scouts not in the F.A.³ competition were asked to meet at the hall. They then went in IF's⁴ car and did the collecting in the Belville St. area. At 7:30, the flag was broken amongst the midst of the F.A. teams and reserves.

After this, there was a game of crab football⁵ which lasted till the other Scouts came back from collecting.

Then we had a new game of crab football. In the middle of it the "A" First Aid team went and did their stuff. The B team followed them 15 minutes later. This year the 'dead bod' had a head wound (which was dirty) *and* an arm wound which contained glass. There was also a leg wound which was not very serious. The A team won the competition with 53 ½ points to the 5th Greenock's⁶ 51. The B team had a total of⁷?



A Team

PL. R. Crawford, 2nd G. Lind, 1st Scout, 'Bouncer'⁸, 2nd Scout M. Dale

B team

G. Conway, R. McKnight, A. Aitkenhead, R. Morrison

When the teams came back, they joined in the mass game of crab football.

The meeting ended with flagdown and there was no subs⁹.

Morrison

Well done R.K. Miller!!! S/M 26/3/65¹⁰

Editorial notes for 19th March 1965

- 1. This was the annual District First Aid Competition which was being held in Finnart Church that year (presumably in the small hall).*
- 2. Winston Churchill died on the 24th January 1965 and received a state funeral. After his death, a national collection was organised, helped by Boy Scouts making door-to-door collections across the country. The funds were used to set up the 'Winston Churchill Memorial Trust', which is now named the 'Churchill Foundation', The foundation is a living legacy of Sir Winston Churchill and aims to 'honour his memory and spirit in a unique community of changemakers across the UK'. The organization provides fellowships that allow individuals to gain 'practical insights from the world's experts in every aspect of society'.*
- 3. First Aid*
- 4. Ian Fraser – an Assistant Scout Master in the 70th*
- 5. See the introduction and Appendix 1*
- 6. To be more accurate, the 5th Renfrewshire Scouts*
- 7. The scribe probably meant to add the score later but forgot.*
- 8. David Flockhart (Second of the Fox Patrol).*
- 9. At each troop meeting, the Scout paid a small subscription – possibly towards troop and patrol funds.*
- 10. Additional comment made by Scout Master Bob Miller.*

26th March 1965

After flagbreak and inspection, all of which I attended for the first time in weeks¹, the game chosen was crab football² and we played the Seagull who defeated us 4-2 and continued to win the final after defeating the Falcon and Seal.

Patrol corners² followed at which D. Shearer learned his minor accidents and rules of health³, and R Morrison went to continue with his estimations test⁴.

Meanwhile, I went in Y.N.s⁵ car, to see Duncan Riddle⁶ about the Pathfinder badge⁷.

When I returned, there was a session of drill in process. This was done so well, it was made extra short.

The stunt followed. This week Y.N. took on the patrols at a Kim's game,⁸ at which 50 objects were placed on a canvas. We were given 10 minutes to see and remember them. When the time was up, we went and wrote down all we could remember. About 40 were remembered by us.



Figure: An Investiture.

After the stunt, we put on our uniforms for G. McBride was to be invested⁹. He was the only remaining tenderpad¹⁰ in the troop.

After this, the Fox patrol were presented with the patrol championship knife of the month¹¹. This month, the Kingfisher patrol were once again second. After this, G. Conway brought the flag down before we were dismissed and went home.

R. McCallum P.L.

Editorial notes for 26th March 1965

- 1. Robin Crawford and Bobby McCallum were undertaking a Cadet Scouters' Course, which may have involved a regular 6-month commitment to help out at the 59th Wolf Cub Pack on Friday evenings. As a result, they arrived several minutes late at the troop meeting during that period.*
- 2. See the introduction*
- 3. Minor accidents and Rules of Health counted towards the 2nd Class Badge*
- 4. Estimation was one of the tests for the 1st Class Badge. It involved learning techniques that could be used to determine the height of a tree or steeple, as well as the width of a river. It involved mathematical principles and was reasonably accurate.*
- 5. Young Niz (Michael Nisbet) joined the Scouter team as a very junior ASM after the summer of 1964*
- 6. Possibly the District Badge Secretary*
- 7. Thought to be a Proficiency Badge, but it is not known what it involved. Note that a Pathfinder Badge was introduced in later years as part of the progressive training scheme, but was totally different from the one operating during the sixties.*
- 8. Kim's game normally involved being shown 20 objects for a minute, then writing down from memory what had been present. This was probably part of the observation test for the 2nd Class badge. It was also occasionally played as a stunt or competition.*
- 9. The Investiture ceremony has probably changed very little during the history of the troop. In preparation, a table was brought in to the hall and a Union Flag laid on top. Candles were lit and placed on the table and the main lights were put out such that the only light came from the candles. The boy who was due to be invested was then instructed to march to the table by his PL, who stood at the alert a few paces behind. The boy stood on one side of the table, while the Scout Master (SM) stood on the other side. The SM then asked the boy if he knew 'what it meant to be put on your honour', to which the boy replied something along the lines of 'A Scout is to be Trusted'. The SM then asked the boy to place his left hand on the flag and to make the Scout sign with his right hand. The SM then asked everyone else present to make the Scout sign before asking the boy to repeat the Scout Promise after him. Once this was over, everyone stopped showing the Scout sign and the boy was welcomed into the 'Worldwide Brotherhood of Scouts' and presented with his neckerchief and various badges. The SM shook the newly accepted Scout by the left hand and they both saluted. The Scout's PL then commanded the new Scout to 'about turn' and march back to the patrol. At some point during the years that this ceremony was carried out, the parents of those boys getting invested were invited along to witness the ceremony, but it not known when exactly the practice was introduced or whether it occurred during the 1960s. An interesting aspect of the ceremony involved the PL identifying the boy by name only when instructing him to march to the table. Once the ceremony was over, he added the title 'Scout' when ordering him back to the patrol.*
- 10. A Tenderpad was defined as a Scout who had just joined and was working towards his Tenderfoot badge.*
- 11. A small sheath knife with strands of wool corresponding to the winning patrol of the month was worn by the Patrol leader during the subsequent month. The patrol also took up the position closest to the door of the hall.*

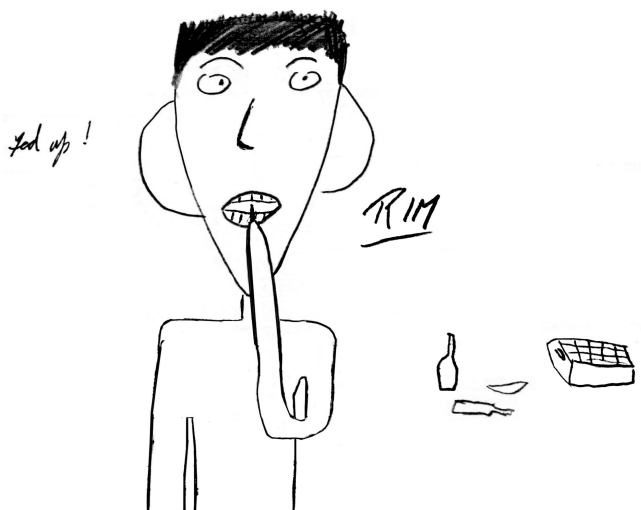
2nd April 1965

Tonight, at 7.30, we all trooped into the hall. There were two visitors (Arthur Ferguson - Convenor and Alex Stewart - Examiner) who had come along to present the troop with the Drummond Vase, which our first aid team had won 2 weeks ago. After flagbreak and inspection, they presented it to R. Crawford, P.L. of the First Aid team and then disappeared with R. Crawford who was going to the 1st Gourock troop.¹

In the game of crab football² which followed, we defeated the Fox patrol 2-1 in our first game, but were defeated 1-0 in the second game by the Falcon who scored after I had been sent off. They went into the final and were defeated by the Seal patrol.

A short session of patrol corners followed, at which R. Morrison continued his estimations³, while D. Shearer was taught minor accidents and rules of health⁴. After this came a game of BB². Tonight,⁵, who has come to do his six weeks for the Scouters course, went in the middle. He successfully caught everybody very quickly.

A campfire², the first in many weeks, followed. After singing a few songs, ice cream and jelly was brought in. When this had been devoured, cakes and lemonade came in...⁶.



When this was over, we fell in, R. McKnight⁷ brought down the flag, and all returned home.

R. McCallum P.L.

Editorial notes for 2nd April 1965

- 1. It's not clear why Robin Crawford was visiting the 1st Gourock Troop.*
- 2. See the introduction and Appendix 1.*
- 3. Estimation was one of the tests for the 1st Class Badge. It involved learning techniques that could be used to determine the height of a tree or steeple, as well as the width of a river. It involved mathematical principles and was reasonably accurate.*
- 4. Minor accidents and Rules of Health counted towards the 2nd Class Badge*
- 5. The name of the Scouter concerned was not provided.*
- 6. Almost certainly, this was a feast that was laid on to celebrate the troop's success in winning the Drummond Vase.*
- 7. PL of the Curlew Patrol*

April 1965 Easter Camp

It is likely that an Easter Camp took place during April 1965. However, no written or photographic accounts of the camp have survived.

23rd of April 1965

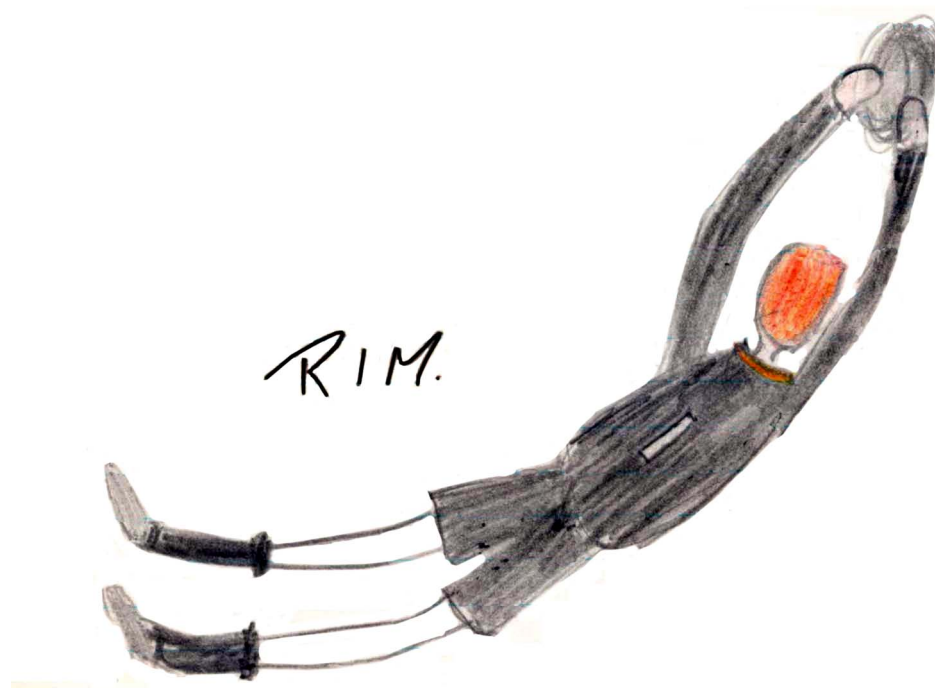
Tonight was only a games night at which only a few people were present.

30th of April 1965

Tonight at 7.30, R. McKnight, P.L. of the Curlew patrol broke the flag. After inspection, a game of crab football started but, because JJ Swan¹ had arrived to present R. Lind² with his Queen's Scout badge³, this was ended before the first game had been finished and we all put our uniforms on once again⁴. Mr Swan then entered, read out the certificate and presented it to Ron.

We all went to patrol corners.⁵

After Mr Swan had left, we all went up the hill⁶ to play football for the rest of the meeting.



When this was over, all went home, except the PLs who returned to the hall for a short meeting⁷. R. McCallum PL

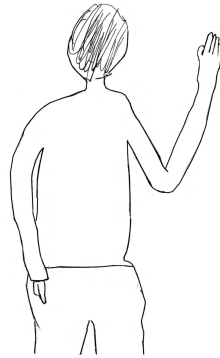
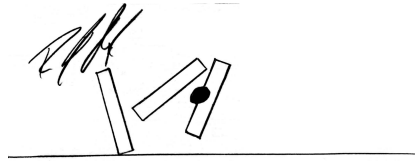
Well done – an xtra good log, well written and illustrated – keep up the good work. A B Cram ASM 14.3.65. PS Could we have reports of Patrol meetings, outings, camps etc, please?⁸

Editorial notes for 30th April 1965

- 1. James J. Swan was District Commissioner for many years and was a legend of local Scouting, so much so thta after his death, the District adopted a District badge with a picture of a swan to commemorate his services to Scouting. For many years, all local Scouts wore this on their uniform.*
- 2. Ronald Lind was PL of the Fox Patrol from 1960 – 1963 and completed his Queen's Scout Badge in September 1963. There was often quite a time gap between completing the badge and being awarded the certificate, and in Ronald's case, this was about 20 months. It is not known whether Ronald was still involved in Scouting at that point.*

3. *The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen's Scout Badge, which involved gaining the Venturer Badge, the Bushman's Thong, four service Proficiency Badges, evidence of public service and an interview with the District Commissioner.*
4. *In the 1960s, the uniform shirt was made of sturdy material and was usually kept on during the whole meeting. Many of the Scouts also wore shorts. Therefore, putting uniform back on generally only involved re-donning neckerchief, lanyard, hat and possibly smart shoes. Some Scouts had kilts which were removed for most of the meeting.*
5. *See the introduction*
6. *The Lyle hill. By the mid 1960s, McAuley's Field at the top of Madeira Street had been used for housing. Therefore, the Scouts used a stretch of level ground on the north side of the road leading up to the Lyle Hill just beyond the Lyle Park. This used to be used for cattle grazing and so there were no bushes or trees there during the 1960s. Since then, bushes and trees have appeared which now make it impossible to play baseball or football. There was a 'ramp' leading down to the field from a gate and a tunnel that went under the road that connected to fields on the south side of the road. Both the ramp and tunnel are still present.*
7. *This might have been a Court of Honour Meeting. Such meetings were usually held in the Session Room after the Troop meeting.*
8. *Additional comments made by ASM Alastair Cram. Patrol Log Books were frequently checked by the Scouter team to ensure high standards.*

7th May 1965



Tonight the meeting started at 7.30 with flagbreak and inspection. The patrol game was chosen as skittles.¹

After this came a short session of patrol corners¹ at which little was done by us. Later, a mass game of crab football¹ came. This the PLs did not play as there was a Court of Honour².

When the PLs returned, the stunt?³ had just ended. All then put on their uniforms⁴ and the flag was brought down

R. McCallum PL

Editorial notes for 7th May 1965

1. See the introduction and Appendix 1

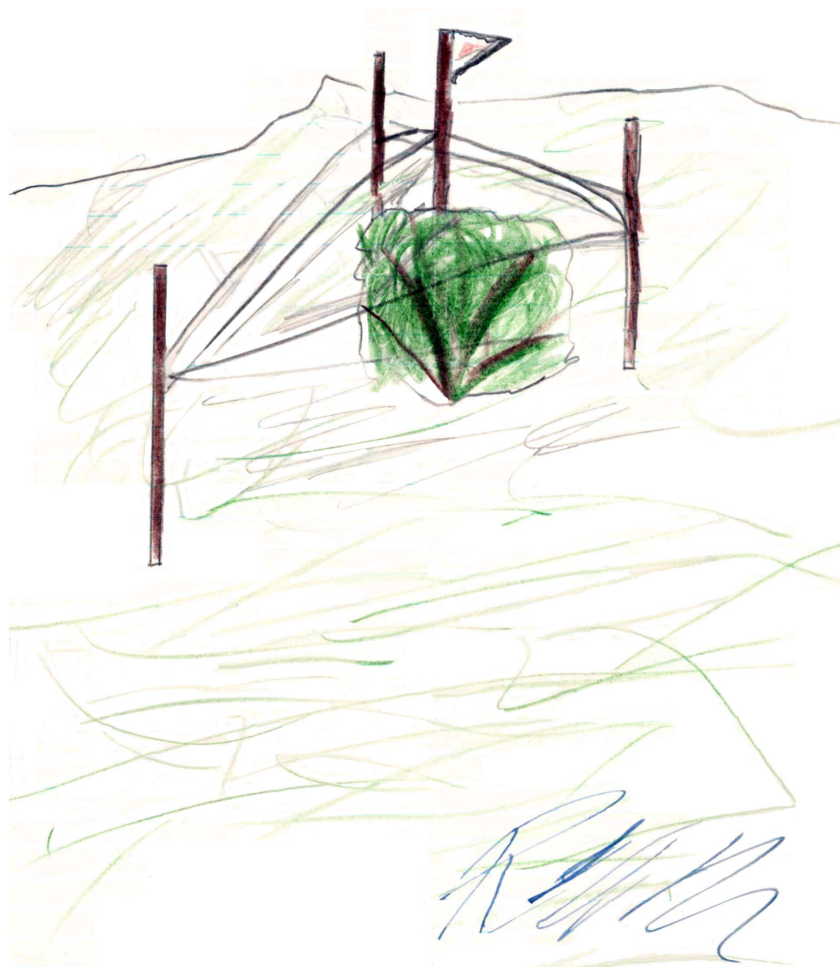
2. Court of Honour Meetings involved all the PLs, Scout Master and some of the ASM. Such meetings were usually held in the Session Room after the Troop meeting.

3. The question mark probably indicates that Bobby McCallum did not know what was involved in the stunt that evening.

4. In the mid 1960s, most Scouts wore shorts and only needed to put back on their neckerchief, lanyard, hat and shoes. Changing back into uniform was more elaborate for those Scouts who wore kilts.

14th of May 1965

Tonight, five Cubs came up to join the Scouts. Alan Anderson joined our patrol and soon knew everybody. After inspection and flagbreak, everybody was given a staff¹ and we went up the hill² marching³. When we arrived, all the patrols got to work erecting a flagpole with the patrol flags at the top of them⁴. The patrols were then told to attempt to capture other flags, and keep their own safe. We captured two and lost our own.



The troop was then divided up into four teams, and we played games of football. After that, the losing teams played the winning teams, and defeated them. Meanwhile, Alan passed his salutes⁵. The meeting ended and all returned home.
R. McCallum PL

Editorial notes for 14th May 1965

1. Scout staffs were made from ash wood about 5 to 6 feet long and had markings a foot apart. At the top of the staff, the last foot had markings representing inches. It is believed that 6 of the 12 inches making up a foot were marked, but this needs to be confirmed.

2. The Lyle hill. By the mid 1960s, McAuley's Field at the top of Madeira Street had been used for housing. Therefore, the Scouts used a stretch of level ground on the north side of the road leading up to the Lyle Hill just beyond the Lyle Park. This used to be used for cattle grazing and so there were no bushes or trees there during the 1960s. Since then, bushes and trees have appeared which now make it impossible to play baseball or football. There was a 'ramp' leading down to the field from a gate and a tunnel that went under the road that connected to fields on the south side of the road. Both the ramp and tunnel are still present.

3. The Scouts would have 'marched' up the road to get to the field. It is highly unlikely that they marched up in any formal manner.
4. The diagram suggests that the Kingfisher Patrol had their flag on a Scout Staff which was probably planted in the middle of a gorse bush. Other staves were used to put a fence round the flag to make it even more difficult to capture the flag.
5. Various types of Scout salute had to be learned for the Tenderfoot. Apart from the full salute, there was the Scout sign that was taken when taking the Scout Promise. There was also a different form of salute when holding a staff. Scouts may also have been told that the three fingers used in the salute represented the three parts of the Scout Promise.

20th of May 1965

Tonight a patrol meeting was held at my house. R. Morrison, R. Beattie, D. Shearer and A. Anderson, along with myself attended.
R. McCallum PL

Excellent! – but what happened??!¹

Editorial notes for 20th May 1965

1. Additional comment made by ASM Alastair Cram.

21st of May 1965

Tonight we were duty patrol. After flagbreak and inspection, the patrol game, crab football¹, was played. We were defeated (in extra time) by the Fox. The score was 1-0. After the game, patrol corners¹ at which R Morrison passed first class² First Aid and Emergencies.

After this came a game of BB¹ in which I was in the middle. The game soon ended.³

The stunt followed. We had to make a plaster cast of an animal print. R. Morrison did this as it helped him practice reading a track, a first class test.

After this, uniforms were put on⁴ and the flag brought down.

R. McCallum PL

Editorial notes for 21st May 1965

1. See the introduction and Appendix 1.
2. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen's Scout Badge, which involved gaining the Venturer Badge, the Bushman's Thong, four service Proficiency Badges, evidence of public service and an interview with the District Commissioner.
3. In general, games of BB were much shorter when a PL was placed in the middle, rather than a younger Scout.
4. In the mid 1960s, most Scouts wore shorts and only needed to put back on their neckerchief, lanyard, hat and shoes. Changing back into uniform was more elaborate for those Scouts who wore kilts.

22nd May 1965

This afternoon the patrol had an outing to Cappielow.

R. McCallum PL

Perhaps a fuller account of the Patrol activities – otherwise an A1 log. Another log writer please. A B Cram ASM. 28/5/65¹.

Editorial notes for 20th May 1965

1. Additional comment made by ASM Alastair Cram.

26th May 1965

Tonight a patrol meeting was held at my house. All the patrol attended but R. MacArthur.

R. McCallum PL

28th May 1965

At 7.30, the flag was broken and then followed inspection. We then had a game followed by patrol corners¹, BB¹, patrol corners¹, flagdown and home.

R. McCallum PL

Editorial notes for 28th May 1965

1. See the introduction and Appendix 1

Other Editorial notes

**Troop meetings held during June 1965 have not been reported in this log.*

**A Meeting of all Parents was held during May 1965. This was a meeting where Bob Miller and Alexander Lyall argued the case for establishing a 70th Scout HQ by converting the old Civil Defence Building at the corner of Madeira Street and Finnart Street. The parents voted unanimously to proceed with the project and to set up a Parents Committee of 14 parents plus the Scout Master and Cub Master to raise funds and set the project in motion. The first meeting of this committee took place on the 2nd of June 1965. See the minutes of the Parents committee, 1965-1968 for a report on this and subsequent meetings.*

**There is no account of the Summer Camp held in 1965. The 1965 Summer Camp was held at Achnacarnan, West Loch Tarbert during the 17th-27th August. 6 Scouters and 22 Scouts attended. A report on the camp was included in the Troop Log covering the summer of 1965.*

New Session 1965-66

This year the patrol starts off with a new seconder and two new faces from this time last year.

The patrol is

R.I. McCallum	P.L.
R. Beattie	Secunder
D. Shearer	1 st Scout
A. Anderson	2 nd Scout

3rd of September 1965

Today at 7.30, we fell in for flagbreak and inspection. A. Aitkenhead and D. Flockhart were made PLs of the Seagull and Fox patrols respectively, and P. Robertson became second of the Seagull. After inspection, we had a game of crab football¹ which we won in the final.

At patrol corners¹, R. Beattie passed retest tenderfoot, and so completed his second-class². A. Anderson and D. Shearer learned Rules of Health and Minor Accidents³. When the chairs and boxes were away, a game of BB¹ commenced. This was won by me.

After BB, we went into the session room to see slides of summer camp⁴, and Nigerian slides brought along by J. Niz⁵.

After these were all shown, we fell in, brought the flag down and fell out.

Tonight, those present were R. McCallum, R. Beattie, R Morrison, D. Shearer, and A. Anderson.

R. McCallum PL

Editorial notes for 3rd September 1965

- 1. See the introduction and Appendix 1.*
- 2. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen's Scout Badge.*
- 3. Minor accidents and Rules of Health counted towards the 2nd Class Badge*
- 4. The slides were probably provided by Bob Miller and can be viewed on the website.*
- 5. Niz was the nickname for John Nisbet, who spent a year doing voluntary service overseas in Nigeria. During his time there, he attended a Nigerian Scouting Jamboree.*

10th September 1965

At 7.30 tonight, the meeting started with flagbreak and inspection. I was made T.L.,¹ R. Beattie *became* seconder of the Kingfisher, and J. Barr *became* seconder of the Fox.

A game of crab football² which we eventually won in the final followed.

After this came patrol corners² at which A. Anderson and D. Shearer revised their Rules of Health and Minor Accidents³, while R. Beattie was taught first-class splicings⁴.

In the next game, the Scouters took on the troop at crab football. They were defeated.

I.F.⁵ this week showed slides of summer camp⁶, after which the flag was brought down and we went home.

Attendance this week:- R. McCallum, R. Beattie, A. Anderson, D. Shearer
R. McCallum PL

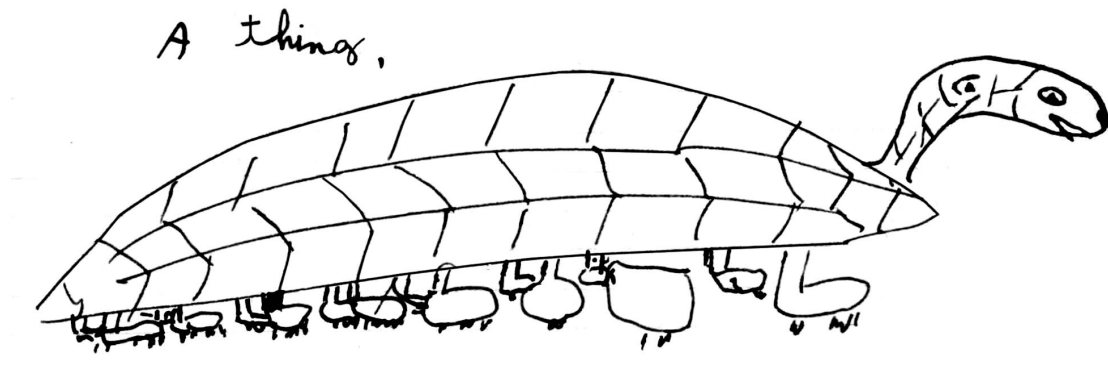


Figure: A thing⁷

PS R. Morrison is now at Kiel school.⁸

Editorial notes for 10th September 1965

1. Troop Leader. The Troop Leader had the option of remaining PL of his patrol or joining the Scouter ranks as a troop leader without patrol. Bobby remained as PL of the Kingfisher Patrol until the end of January 1966 at which point he reigned as PL and became TL without patrol.

2. See the introduction

3. Minor accidents and Rules of Health counted towards the 2nd Class Badge

4. Splicing was a skill tested for the 1st Class badge. It involved repairing the frayed end of a rope by 'tucking' the loose strands back under the intact strands of the rope itself. Not an easy skill to master.

5. Ian Fraser – one of the Assistant Scout Masters.

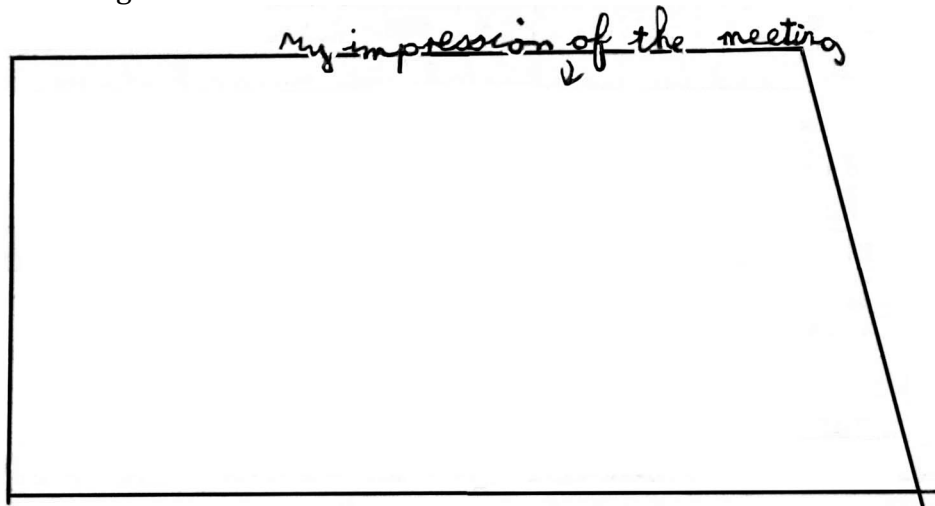
6. This suggests that the slides were taken by Ian. However, it is not known whether they still exist or not.

7. The relevance of the sketch is not known.

8. Although Robert left the Troop to move to Kiel School, he remained attached to the Troop and was designated a 'Lone Scout'. Although he was unable to participate in weekly Scouting activities, he attended the 70th summer camps of 1966 and 1967.

17th of September 1965

This meeting was not witnessed by me so that I am unfit to write of the proceedings. Attendance R. Beattie



R. McCallum PL

Well done! Please could we have another author? A B Cram¹

Editorial notes for 17th September 1965

1. Additional comment made by ASM Alastair Cram.

26th of September 1965¹

Editorial notes for 26th September 1965

1. No report was provided for the 26th September. Indeed, there was a gap of several months before the log book was resumed at the beginning of February 1966.

NEW

SESSION

February 1966

KINGFISHER
PATROL 1966

PL	John.	A.	Hyle.
SEC	Robert	Beattie.	
1 st	David	Shearer.	
2 nd	Alan	Anderson.	
3 rd	Andrew	Watson.	
4 th	Russell	Reid.	
5 th	Alan	Crumlish.	

27th May

PS We are sorry not to have started our log in January owing to some organizing about in the patrol. We are using some of our illustration space for the report about the Patrol meeting.¹

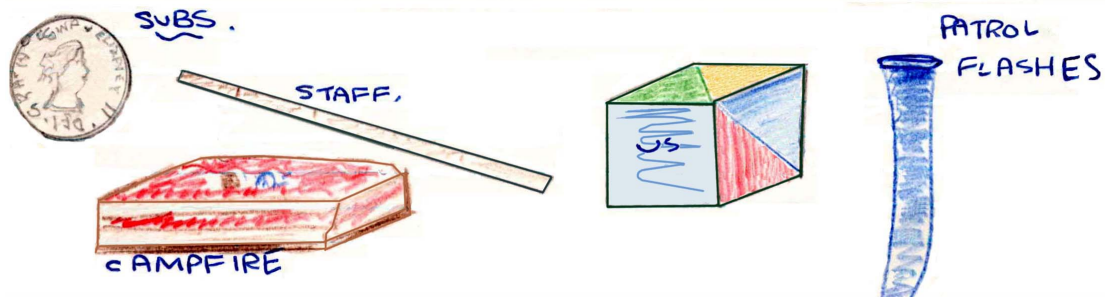
Editorial note

1. A space was left in the log book to describe a patrol meeting held on the 9th February. However, the report was never added.

4th February 1966

The meeting started as usual with the three shrill blasts of the whistle¹, following the Brownies exit². With Curlew duty patrol, the flag wasn't up so we had inspection first. Alistair Cram came up to us with a dreaded look (no grin) and inspected the patrol, saying several words about the untidiness of their uniform. Soon every patrol had been inspected and Skip³ came in (with no hat) just in time for flagbreak.

The dice⁴ soon was chucked out on the floor and we were drawn to play the Falcon Bang Bangs⁵. When our time came of playing crab football⁶ we were beaten 1-0 by the Falcon, who went on to play the Curlew in the final and managed to beat them 1-0.

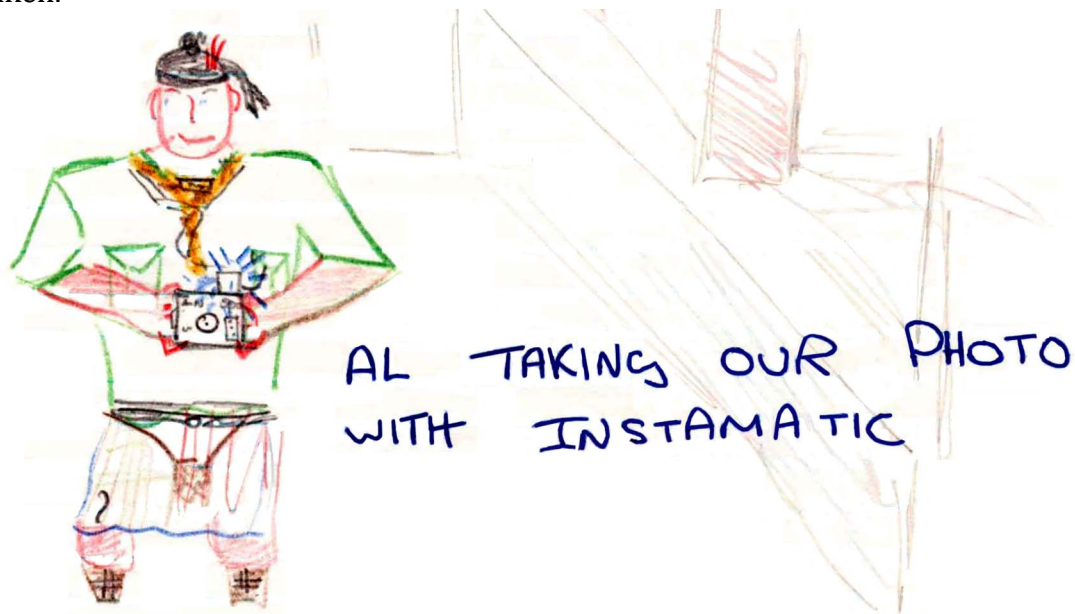


Patrol corners⁶ came and I told Alan Anderson to do his Rules of Health⁷ and retest Tenderfoot⁸, the first one the only one he could pass. Russell⁹ was taught how to do his union flag¹⁰ which he passed and also his tenderfoot knots¹¹ which he is doing next week.

Then British Bulldog⁶ with Robert Beattie and myself left at the end.

Campfire⁶ succeeded the BB, the campfire songs being extra good for a change. An investment¹² followed, in which one of the Seagulls was being brought into Scouting.^{12B}

Most interesting announcements followed telling us what was going on in the next week, Falcon, Curlew, Kingfisher being told to wait behind for photos to be taken.¹³



Flagdown came, signifying the end of the meeting after which followed the usual SUBS.¹⁴

John Lyle P.L. Kingfisher (Sorry about poor illustrations)

Editorial notes for 4th February 1966

- 1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.*
- 2. See note 1 for the 11th December 1964*
- 3. Scout Master Bob Miller*
- 4. The dice was a wooden cube made of wood and was about the size of a baseball (see sketch). The patrol colours were painted on the six sides and the dice was thrown on the floor to see which patrols would play each other. Once four patrols had been identified, there was no need to throw it any further, but it sometimes took a fair while to get four different patrols. From memory, the patrols were still lined up round the hall and the dice was probably thrown by the PL who was nearest to where it ended up on the previous throw. The sketch identifies the patrol colours for the Kingfisher (blue). The Fox were green and yellow. The Seagull were blue and red. The flashes were strips of material in the patrol colours that were attached to the uniform shirt at the top of the shoulder.*
- 5. The Patrol Leader of the Falcon Patrol was Billy Gunn who was nicknamed 'Bang Bang'.*
- 6. See the introduction and Appendix 1.*
- 7. Minor accidents and Rules of Health counted towards the 2nd Class Badge*
- 8. The final test for the 2nd Class Badge was to demonstrate that you could still do all the tests involved in the Tenderfoot Badge*
- 9. Russell Reid*
- 10. One of the tests for the Tenderfoot Badge was to fold the Union Flag and to hoist it up on the flagpole such that it could be broken at the start of the meeting by the Patrol Leader of the Duty Patrol.*
- 11. The tenderfoot knots probably consisted of the reef knot, sheet bend, clove hitch, bowline, sheep shank, and the round turn and two half hitches.*
- 12. Investiture – The Investiture ceremony has probably changed very little during the history of the troop. In preparation, a table was brought in to the hall and a Union Flag laid on top. Candles were lit and placed on the table and the main lights were put out such that the only light came from the candles. The boy who was due to be invested was then instructed to march to the table by his PL, who stood at the alert a few paces behind. The boy stood on one side of the table, while the Scout Master (SM) stood on the other side. The SM then asked the boy if he knew 'what it meant to be put on your honour', to which the boy replied something along the lines of 'A Scout is to be Trusted'. The SM then asked the boy to place his left hand on the flag and to make the Scout sign with his right hand. The SM then asked everyone else present to make the Scout sign before asking the boy to repeat the Scout Promise after him. Once this was over, everyone stopped showing the Scout sign and the boy was welcomed into the 'Worldwide Brotherhood of Scouts' and presented with his neckerchief and various badges. The SM shook the newly accepted Scout by the left hand and they both saluted. The Scout's PL then commanded the new Scout to 'about turn' and march back to the patrol. At some point during the years that this ceremony was carried out, the parents of those boys getting invested were invited along to witness the ceremony, but it not known when exactly the practice was introduced or whether it occurred during the 1960s. An interesting aspect of the ceremony involved the PL identifying the boy by name only when instructing him to march to the table. Once the ceremony was over, he added the title 'Scout' when ordering him back to the patrol.*
- 12B. The Scout being invested was Ian Notman (ABCs personal notebook).*
- 13. The sketch reveals that Alastair Cram took the photographs with an instamatic camera. These were probably photos of each patrol. They were presumably included in the troop log covering 1966-68. Unfortunately, this log has gone missing.*
- 14. At each troop meeting, the Scout paid a small subscription – possibly towards troop and patrol funds.*

10th February 1966 *A concert organized by the Parents committee was performed by a Mr. Brown at the St. Andrew's Church Hall. It raised about £13 towards the HQ Fund.*

11th of February 1966

Alan Crumlish couldn't remember what happened tonight.

Extra sorry.

John Lyle P.L. Kingfisher

Editorial notes for 11th February 1966

According to Alastair Cram's notebook (viewable on the website), the meeting started with flagbreak and inspection, followed by Crab Football as the patrol game. Patrol Corners then took place followed by British Bulldog. There was a break during which lemonade and crisps were sold, then the PLs and Seconds were given a talk from Bob Miller on choosing a campsite. The rest of the Scouts were instructed by Ian Fraser on how to pack a rucksack. The meeting ended with John Tait of the Falcons getting invested. Announcements and Flagdown followed.

18th of February 1966

It started off with the three blasts¹ of the whistles.

The first game was crab football². We were knocked out in the first round and the Seagulls won.

Then the three whistles blew and we had patrol corners².

After that they played British bulldog^{2,3} while I passed the last of my tests.

Then I was invested⁴ and I felt very nervous.

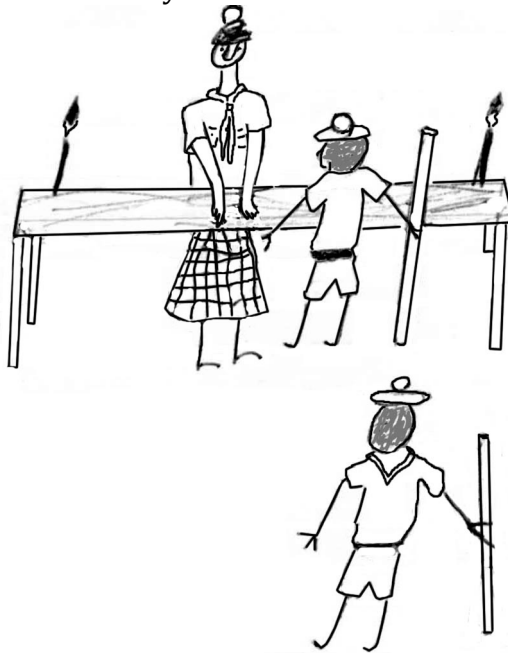


Figure: Russell Reid getting invested by Bob Miller with P.L. John Lyle standing behind Russell (Modified from original sketch by Russell Reid)

Well done Russell!

But PL, I think you want to make sure the log is up to date! An account of expedition to Everton⁵, Patrol meetings etc.

A B Cram ASM 70th 25/2/66 (10 points)⁶

Editorial notes for 18th February 1966

1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.

2. See the introduction and Appendix 1.

3. A stunt also took place that evening where each Patrol had to complete an eye splice and a West Country whipping, tie shoelaces Scout style, identify how old Baden Powell would be on the 22nd

February and identify the top ten (possible from Top of the Pops) (source: Alastair Cram's notebook for 1966).

4. See note 12 for the 4th February 1966. The sketch shows Russell at the table with Bob Miller on the other side. John Lyle his PL is standing a few paces behind. Both Russell and John are holding Scout staves. Russell would have received his staff after he had had been fully invested.

5. The expedition to Everton took place on the 20th February and included John Lyle. Activities included football in the snow, tracking, tree identification and hot soup (ABCs notebook 1966).

6. Additional comments made by ASM Alastair Cram following an inspection of the log book.

20th February 1966

Editorial notes for 20th February 1966

Six Scouts (John Lyle, David Flockhart, Peter Robertson, David White, John Martin and Duncan Malcolm) and three Scouters (Alistair Cram, Albert Runcie and Robin Crawford) had an 'expedition' to Everton where they played football in the snow and practiced tracking and tree identification. Hot soup was also consumed. Source: Alastair Cram's notebook, 1966.

25th February 1966

We were duty patrol tonight and were rushed at the last moment because of the Brownies. After we got into the hall and had come to the alert, I broke the flag. The inspection soon followed and we were all in disgrace for our untidiness and we only got 7.

We were then picked to play the Seal at crab football¹ in which we lost (because of me). After the rousing final, with only one man of the Seal on against several of the Seagull, the 'gulls won.

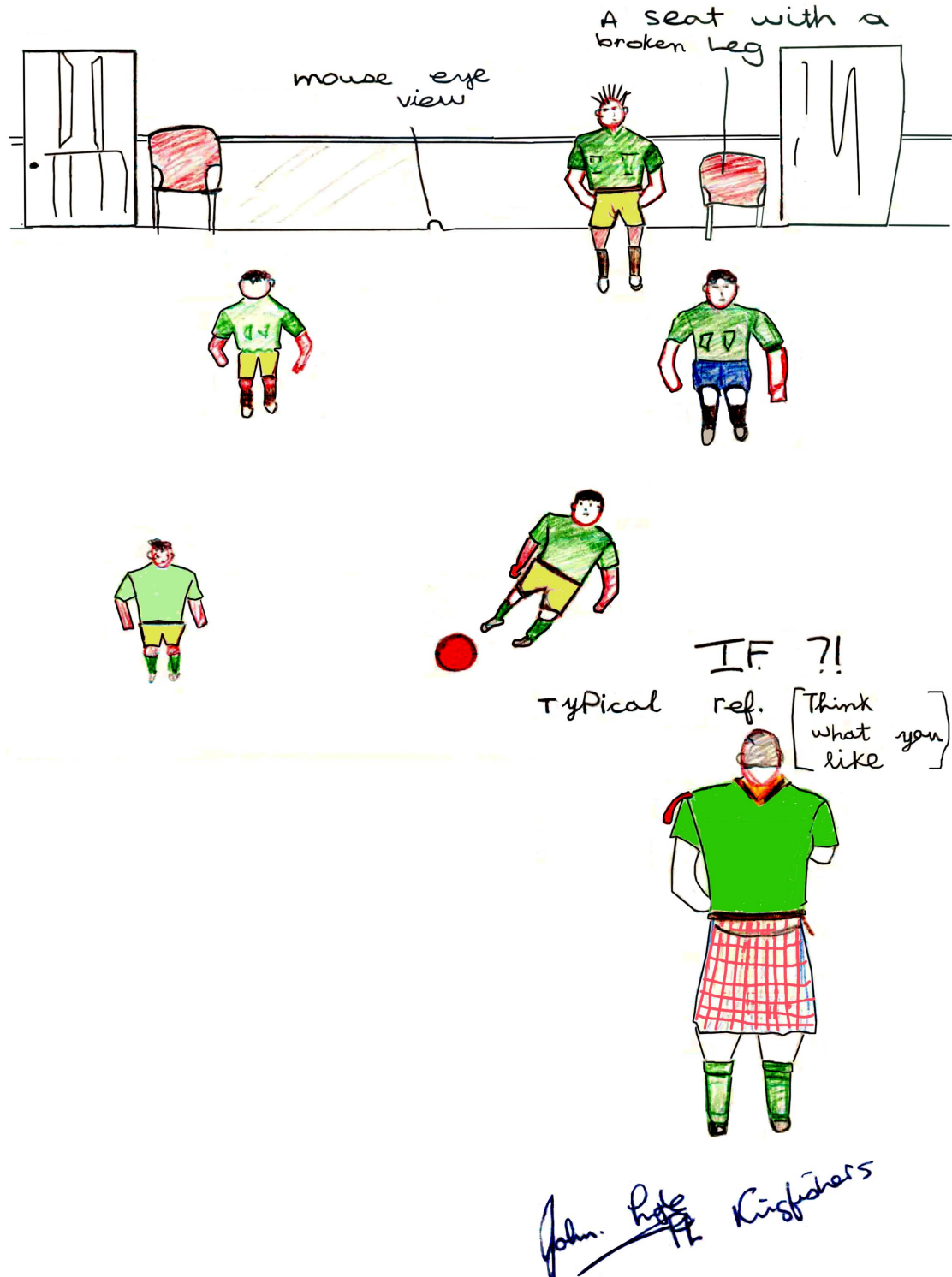


Figure: Kick off at Lesser Cappilow (Crab Football)

We had patrol corners¹ in which Drew Watson passed his flag² and learned his knots and whipping³.

Then came British Bulldog¹ etc followed by the sale of lem and crisps⁴ and delicious tablet by Mowgli.⁵

A game of dodgeball¹ followed this in which Russell Reid was the winner in our patrol, and as we had a little spare time we had a relay game involving knots. Uniform was then put on quickly⁶ as we were going to have an investiture⁷. This was followed by announcements, the most important being about the FETE⁸ (the FATE in English).

Then flagdown followed and then there was the clearing up to do.

Sorry about PATHETIC illustrations.

John Lyle P.L. Kingfisher

Some Verses for the Store

There was Skip, Skip⁹ who had just had a kip etc

There was Al, Al¹⁰ eating his bowl of Pal in the etc

There was Oz, Oz¹¹ blowing his big big Noz etc

There was If,¹² If sending forth a Nif from the store

There was Gunn¹³, Gunn eating a mouldy bun etc

There was Bouncer¹⁴, Bouncer who certainly wasn't an ounce etc

John Lyle P.L. Kingfisher¹⁵

Editorial notes for 25th February 1966

1. See the introduction and Appendix 1.

2. One of the tests for the Tenderfoot Badge was to fold the Union Flag and to hoist it up on the flagpole such that it could be broken at the start of the meeting by the Patrol Leader of the Duty Patrol.

3. Whipping was a test for the Tenderfoot badge. It involved tying a piece of string round the frayed end of a rope to prevent it getting any worse.

4. This is the first mention of the 'shop' that was available after the troop meeting. The kitchen was used for the wheeling and dealing.

5. Alex Aitkenhead, PL of the Seagull Patrol

6. In the mid 1960s, most Scouts wore shorts and only needed to put back on their neckerchief, lanyard, hat and shoes (the uniform shirt was pretty sturdy in those days). Changing back into uniform was more elaborate for those Scouts who wore kilts.

7. See note 12 for the 4th February 1966. Alastair Loch was invested (Alastair Cram's notebook 1966)

8. This was one of the big fund raising events organized by the Parents Committee to raise funds for the Scout Headquarters that was eventually built at the corner of Madeira Street and Finnart Street. It took place on Saturday 5th March 1966 (see Alastair Cram's notebook 1966 and the minutes of the Parents Committee, 1965-68).

9. Scout Master Bob Miller.

10. ASM Alastair Cram

11. ASM Albert Runcie

12. ASM Ian Fraser

13. Billy Gunn, PL of the Falcon Patrol

14. David Flockhart, PL of the Fox Patrol

15. The following comment on the sketch title was added, presumably by a Scouter reviewing the log book: "Greater surely!"

4th of March 1966

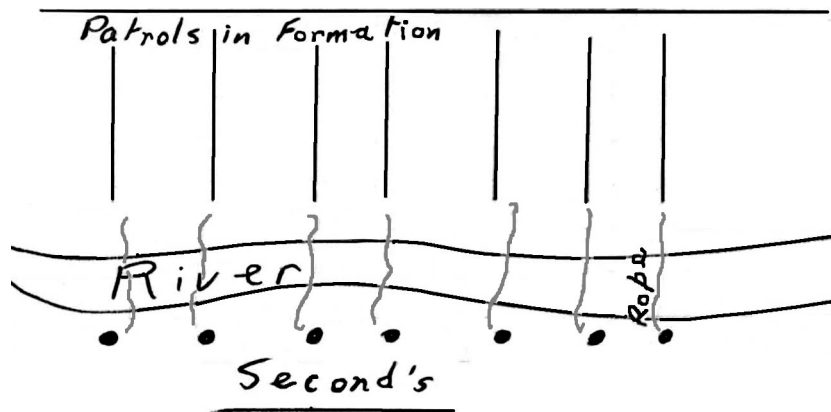
The meeting starts same as usual with three whistles¹. Some of the Scouters and Skipper² are down at Martyrs and North Church Hall because the Scouts are holding a fete³ and are organizing things. Al⁴ takes the meeting with the Seagull as D.P.⁵

Al just inspected seconds as the PLs had gone some place^{5B}. We then had flagbreak and a game of crab football⁶. We beat the Curlew 1-0 but the Fox beat us with a penalty kick.

After that, we had patrol corners⁶ where I showed Andrew Watson how to do a whipping⁷.

After that we had a game of BB⁶ with D.P.⁵ in the middle.

After that, we had a stunt which was that each man was to throw one piece of rope to the bloke who was at the other end of the hall like so, and he was to tie a bowline round his waist and be pulled across an imaginary river and so on and so on.



After that we had to hop backwards up to the top of the hall and back down.

Then we had a wheelbarrow race.

After which we had a game of dodgeball⁶ with D. White⁸ as referee.

We then had lem and crisps⁹.

Then an investiture¹⁰ of two blokes¹¹ then flagbreak and a game of football outside then home on my bike.

Patrol Scribe R. Beattie.

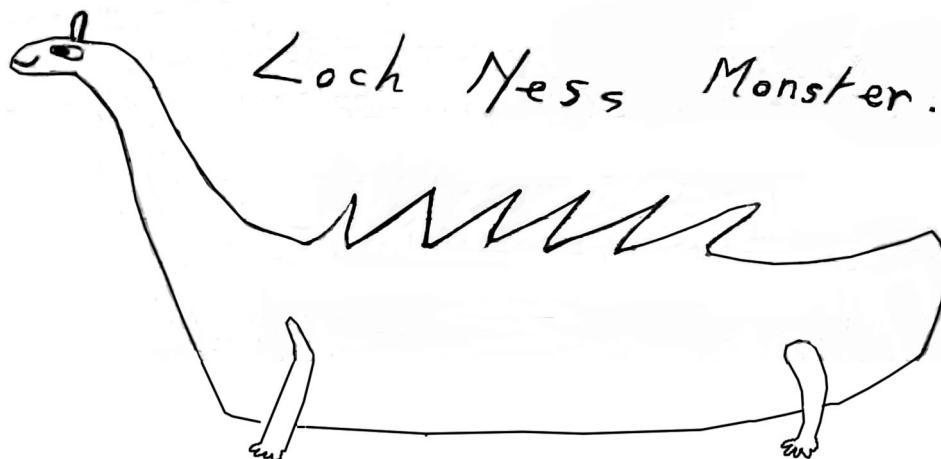


Figure: Loch Ness Monster.¹²

Editorial notes for 4th March 1966

1. *The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.*
2. *Scout Master Bob Miller*
3. *This was one of the big fund raising events organized by the Parents Committee to raise funds for the Scout Headquarters that was eventually built at the corner of Madeira Street and Finnart Street.*
4. *ASM Alastair Cram*
5. *Duty Patrol*
- 5B. *The PLs were also involved in making preparations for the forthcoming Scout fete (Alastair Cram's notebook 1966)*
6. *See the introduction and Appendix 1.*
7. *Whipping was a test for the Tenderfoot badge. It involved tying a piece of string round the frayed end of a rope to prevent it getting any worse.*
8. *David White, Second of the Falcon Patrol*
9. *From the troop shop which was usually run by the PLs*
10. *See note 12 for the 4th February 1966*
11. *The two Scouts to get invested were John Kirk and Stanley Anderson (Alastair Cram's notebook for 1966)*
12. *The significance of the sketch is not explained.*

Saturday 5th March. 1966 Scout_Fete at Martyrs and North Church

Editorial notes for 5th March 1966

The fete raised between £170 to £180 (the equivalent in value of about £3440 today as of 2024). Parents ran several stalls while the Scouts and Scouters ran a number of games (Bounce ping pong balls into bottles; throw darts at a playing card; Move a Penny, throw golf balls into buckets; move a washed along a metal wire without touching it; cover a florin in a bucket of water with another coin, lucky dip.) Source: Alastair Cram's notebook for 1966 and Minutes of the Parent's Fund Raising Committee. See also the Minutes of the Parents Committee from 1965-68.

11th of March 1966

Three blasts on a whistle¹ started tonight's meeting with the Seal as duty patrol. Herring² forgot to salute the flag after he broke it.

We then had the unusual game of crab football³. We beat the Curlew 2-0 in the first round but lost 1-0 to the Fox in the semi-final.

During patrol corners³, R. Reid tried but failed his highway code⁴ and Robert Beattie tried emergencies but the wind was too strong for lifeline throwing⁵

Next we had British Bulldog³ with Bang Bang⁶ and Ronnie McKnight⁷ in the middle. The game was no sooner started than it was finished.⁸

For the stunt, each patrol was given 10 straws with which to make a whistle. Each patrol in turn played a tune. The only patrol to produce a whistling noise was the Seagull who was supposed to give us a tune during campfire³.

Bang Bang took campfire in which we sung the usual songs.

We were given the usual two minutes to get into uniform⁹, then announcements, Flagdown and home.

Scribe: David Shearer, 1st Scout.

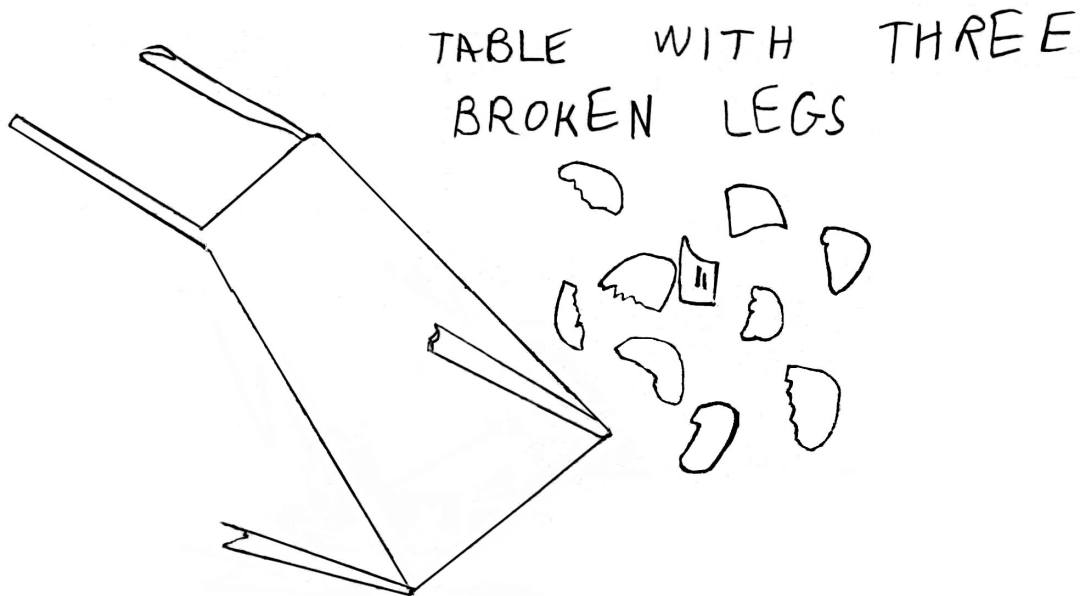


Figure: Table with three Broken Legs¹⁰

Editorial notes for 11th March 1966

1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.

2. Gordon Paterson, Second of the Seal Patrol

3. See the introduction and Appendix 1.

4. The Highway code was a part of the 2nd Class Badge

5. Emergencies was part of the 1st Class Badge. The test including coiling up a rope, then throwing it a certain distance such that it landed close to a 'drowning person'.

6. Billy Gunn, PL of the Falcon Patrol

7. Ronnie McKnight, PL of the Curlew Patrol

8. Whenever PLs were put in the middle, the game was guaranteed to be over quickly.

9. In the mid 1960s, most Scouts wore shorts and only needed to put back on their neckerchief, lanyard, hat and shoes (the uniform shirt was pretty sturdy in those days). Changing back into uniform was more elaborate for those Scouts who wore kilts.

10. The significance of the sketch showing a broken table was not explained.

18th of March 1966

The same old monotonous three blasts¹ probably started the meeting. I do not know as I was late. After saluting the flag, I saw a familiar face in our patrol. It was Bert Morrison (Firey Fred)². I knew him by sight through Douglas his young brother and I had gathered before his appearance that he was in our patrol from the log.

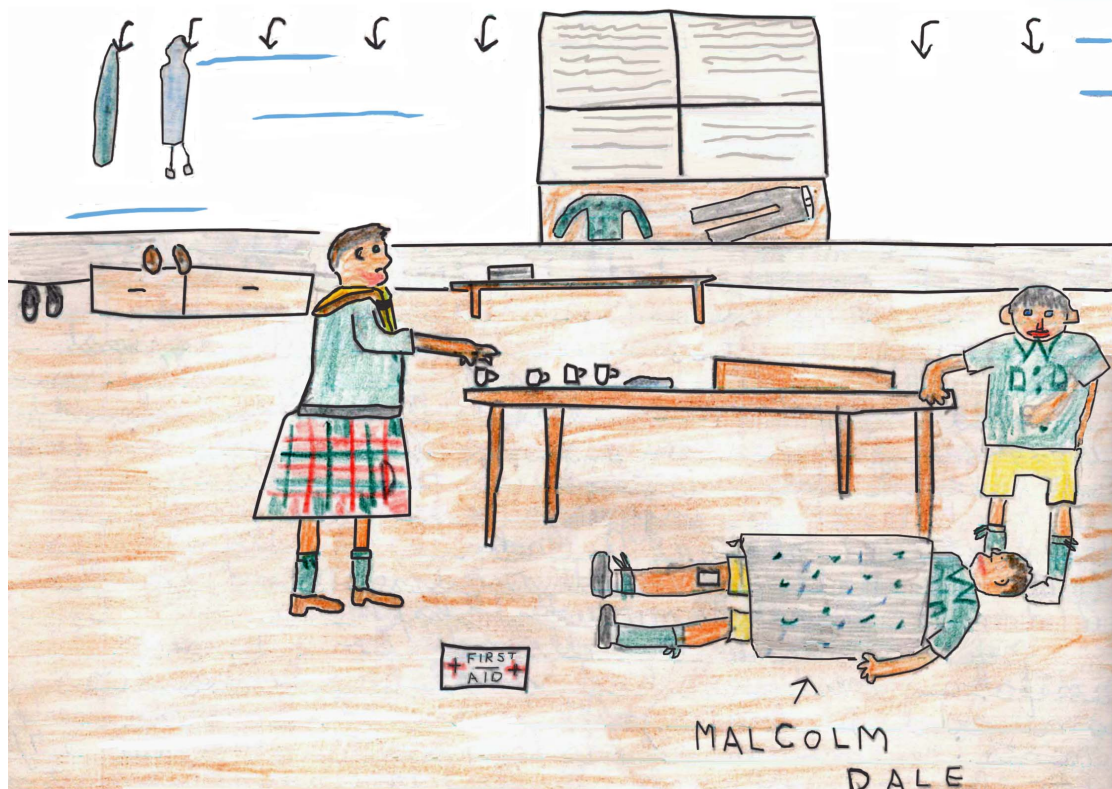
The game chosen was crab football³. We were drawn to play the Falcon who beat us despite great effort. At half time, it was 0-0, but in the second-half Oz⁴ declared that the first goal was to be the winner and John Tait scored it following John (Lyle's) being sent off.

We managed to grab the two chairs being used for goalposts. These were used for patrol corners³. During patrol corners, David Shearer and myself were taught minor accidents⁵ which we passed during British Bulldog³. Al⁶ took us and on the second go, I got the triangular sling almost right.



Figure: Patrol Corners. The Kingfisher Patrol is sitting around the patrol box coloured blue. The black and red patrol box indicate the Seal Patrol sitting nearby. A couple of Scouts appear to be doing knots and two might be reading books. The objects below the window on the left might be Scout berets and Scout balts placed on the window ledge.

After this (passing) we went to the patrol box to get out two books, which were to be used for studying rules of health⁵ but were not, as Robin⁷ came charging in and told us to bring cups of cold water into the other room⁸. On entering the room, we saw Malcolm Dale stretched out on the floor covered with a rug. (He had been the victim of a dead leg⁹).



Suddenly three whistles sounded announcing the end of BB (after the meeting I was told that as only the big ones had been left, BB had been brought to an end) When in patrols, Ronnie McKnight declared that it was Billy Gunn's (Bang-Bang) birthday¹⁰.

After this, we had the stunt which was arranged by Bang Bang. Each patrol was given a note which when dismissed they opened. On it was a puzzle like this 'B _ H _ I _ N _ P I _ _ O'

which when completed read 'Behind Piano' which was where we were to look. Ronnie McKnight found the tin with the instructions in it and instead of just taking the one marked Curlew, he took the lot (the rotter). Because of this, the Curlew patrol won.

Then came lem and crisps (and tablet)¹¹.

Little did I know, I was to be the second to have an accident. The mob charged through to the 'other room' (already referred to⁸) thinking that the lem and crisps were in there. Just as I went to enter the 'other room', the mob who had discovered that the lem and crisps were in the kitchen came barging out. In the course of this, I was knocked against the wall and then the door. I was then given a cold compress? by Robert Beattie (our second) who is in for the Drummond Vase first aid course^{11B} and team (Malcolm Dale is also in this). Robin stated that at least the injuries were good practice for the first aid chaps. Malcolm and I didn't go into the hall for the other games and therefore don't know what happened.^{11C}

After the two minutes allowed to get our uniforms on¹², we had drill¹³ (as there was an odd five minutes).

Then we had announcements: e.g.

Each man has to provide at least 27 shillings¹⁴ for Bob-a-Job week¹⁵.

After this came information about the Drummond Vase and the signalling course. An Alan¹⁶ was mentioned in the people who were to attend on Monday for practice for the signalling course. Then we had flagbreak after which 2/6's were given to OZ⁴ for the new Scout hut.¹⁷



I went over to Al⁶ to get my card signed for minor accidents and to enquire if that Alan was me. The reason for it being me was that I go to signalling course. After this, I went home with Douglas and Alistair Loch¹⁸. On arriving, I wrote the log which I have just finished.

Alan Crumlish
Sorry about spelling

Editorial notes for 18th March 1966

- 1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.*
- 2. Robert Morrison was an enthusiastic Scout and was in the Kingfisher Patrol until the summer of 1965 when he moved to Kiel School. Nevertheless, he maintained a link with the 70th as a lone Scout and attended the troop summer camps held in 1966 and 1967. His younger brother, Douglas was the same age as Alan Crumlish (the scribe)*
- 3. See the introduction and Appendix 1*
- 4. ASM Albert Runcie*
- 5. Minor accidents and Rules of Health counted towards the 2nd Class Badge*
- 6. ASM Alastair Cram*
- 7. Robin Crawford, Junior ASM.*
- 8. It's not clear what room this was. One possibility is the session room.*

9. A dead leg was inflicted on somebody else by kneeling them in the side of the leg. This was one of the less savoury aspects of Scouting during this period as a very small number of so-called 'Scouts' seemed to delight inflicting pain on others.

10. It likely that Ronnie announced this to ensure that Billy would be ducked at the end of the meeting.

11. This would have been provided by a small shop run by the PLs

11B. The Drummond Vase Competition on First Aid was a District Scout Competition. The 70th had won the trophy in 1965 and entered two teams for 1966 (held on Tuesday 22nd March). However, they came in last and second last (Alastair Cram's notebook).

11C. An intrapatrol relay race was held where the Scouts had to tie a timber hitch (Alastair Cram's notebook)

12. In the mid 1960s, most Scouts wore shorts and only needed to put back on their neckerchief, lanyard, hat and shoes (the uniform shirt was pretty sturdy in those days). Changing back into uniform was more elaborate for those Scouts who wore kilts.

13. When the troop practiced drill, it was usually because a church parade was in the offing.

14. The equivalent of about £25 today

15. In the 1960s, Scouts went round the houses in their neighbourhood asking for jobs. The 'Bob' in 'Bob-a-Job' indicated that each completed job should be rewarded with a shilling. However, most house owners gave more than that. Scouts wore full uniform during the week and were supplied with yellow stickers with a tick. A houseowner could stick that on a window to stop other Scouts asking for a job. Proceeds this year were to go towards the fund for the new Scout HQ.

16. The Alan concerned might have been Alan Anderson.

17. This was part of a fund raising effort aimed at raising funds to build the Scout HQ at the corner of Madeira Street and Finnart Street. According to the minutes of the Parents Fund Raising Committee, the weekly subscription had been raised to 2/6 per week in order to help raise funds. Alternatively, parents could pay an annual subscription of £6- 10/-. Another fund raising project carried out by Cubs and Scouts was the sale of pens with the 70th's name on them.

18. Douglas and Alastair Loch were brothers who lived at 27 Newton Street. Douglas was one year older than Alastair and was in the Fox Patrol, while Alastair was in the Falcon patrol.

Tuesday 22nd March 1966 Drummond Vase Competition.

Editorial notes for 22nd March 1966

The Drummond Vase Competition was a District Scout Competition that focused on first aid skills. The 70th entered two teams in 1966, but they came last and second last (Alastair Cram's notebook for 1966). This was a major disappointment, especially as the 70th had won the Drummond Vase in 1965, They went on to win it again in 1967.

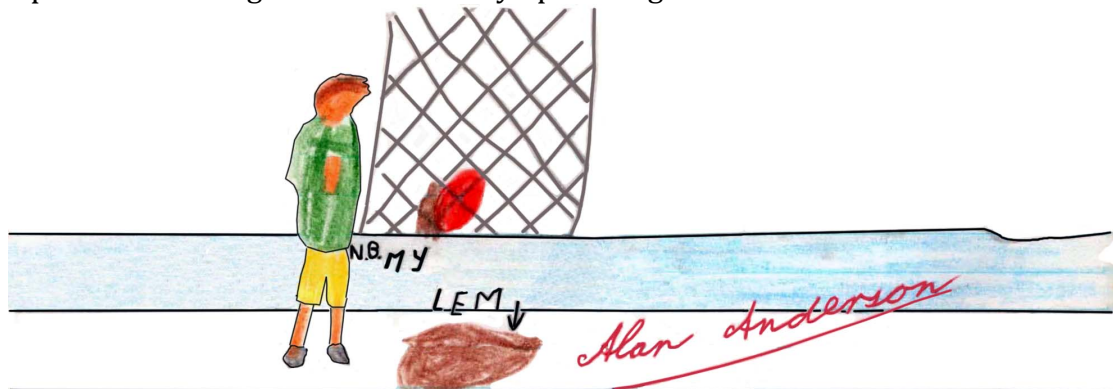
25th March 1966

Scouts started with the usual three whistles¹. Flagbreak was followed by crab football². I'm not quite sure who we played or what the score was, but all I know is that we lost.

This was followed by patrol corners² where I was learning about the athletes badge. We, as usual, had grabbed the crab football goalpost chairs for patrol corners².

After this was the never ceasing sound of three whistles for British bulldog². In British bulldog, I lasted a surprisingly long time.

Soon it was time for lem where I managed to get a cola³. I laid my bottle down for a second and Peter⁴ knocked it down and made me lose half of it. That's not all. No sooner than I had sat down when Russell⁵ came along, tripped and fell on top of me ramming the bottle into my lip making it bleed.



Then came an investiture of one of our patrol⁶ after which came flagdown.

Alan Anderson⁷

Some more verses for the store!

'There was John, John,

Cheering on the ton etc.'

'There was Beattie, Beattie

Stuffing his face with sweeties etc'

'There was Drew, Drew,

Making a foul looking stew etc'

Sorry! I've temporarily run out of inspiration!⁷

An excellent log - a real Patrol effort -
excellent illustrations! Well done you all!

1/4/66 .

@BCram
ASM

70th

I did enjoy the "Stone" verses - see over!

An excellent log - a real Patrol effort - excellent illustrations. Well done you all!

1/4/66 ABCram ASM 70th

I did enjoy the 'Store' verses – see over!⁸

Editorial notes for 25th March 1966

1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.
2. See the introduction and Appendix 1
3. From the troop shop which was usually run by the PLs
4. Peter Robertson, Second of the Falcon Patrol
5. Russell Reid
6. Andrew (Drew) Watson of the Kingfisher Patrol was invested (Alasair Cram;s notebook 1966).
7. Note that Alan dated this log-book entry as the 28th March. However, this was probably when he wrote the entry up for the troop meeting held on the 25th March.
8. Additional comments made by ASM Alastair Cram following an inspection of the log book.

Sat 26th- Sun 27th March. 1966 Summer Camp Recce

Present: Bob Miller, Alastair Cram, Albert Runcie, Billy Gunn, Bobby McCallum and Alex Aitkenhead
This was a Summer Camp recce to the Pitlochry area in order to identify potential campsites for 1966. A couple of sites were considered but in the end, the decision was to return to West Loch Tarbert. See Alastair Cram's notebook, 1966.

Friday 1st April 1966 Troop Meeting No entry

Editorial notes

See Alistair Cram's notebook for 1966 on the website

Sunday 3rd April 1966 Parade to Finnart Church No entry

Editorial notes

See Alistair Cram's notebook for 1966 on the website

Sunday 3rd April 1966 Expedition to Lunderston Bay No entry

Editorial notes

See Alistair Cram's notebook for 1966 on the website

Friday 8th - Wed. 13th April. 1966 Easter Camp No entry

Editorial notes

See Alistair Cram's notebook for 1966 on the website. The camp was a joint camp with the 5th Scouts and took place near Pitlochry (probably Dunfallandy).

Bob-a Job Week Easter 1966

Editorial notes

The Scouts raised about £30 for the Scout HQ fund. In 1966, this amount was the equivalent in value of £700 today (as of 2024).

Friday 22nd April 1966 Troop Meeting No entry

Editorial notes

See Alistair Cram's notebook for 1966 on the website

Sunday 24th April 1966 Founders Day Parade No entry

Editorial notes

See Alistair Cram's notebook for 1966 on the website

29th of April 1966

Tonight started with three blasts¹ and as the flag would not break² we had inspection and then flagbreak. Crab football³ followed this. We were drawn against Seagull who we beat 2-1, then we played Curlew. At full-time, the score was 0-0 so we played on till the next goal. We won 1-0. In the final, we played against Fox. After extra time, the score was 0-0, so we had penalties. After two penalties, John Lyle scored another and Alistair Barron, pretending to hit *the* ball to put *the* goal keeper off-balance, made a mistake and hit the ball the distance of 1'6".

CRAB FOOTBALL



Then there was patrol corners³ where Russell⁴, Alan⁵ and myself learned about hand-axe and knife⁶. Just as we were going to be tested, three whistles went. We went for crisps and tablet (No lem left)⁷.

After crisps, there was a stunt where each patrol, within 15 minutes, had to collect a one-day old bus ticket, an evergreen leaf, a piece of rock, and a solid green object, and I forget the other thing.

THE STUNT



At British Bulldog³, which followed patrol corners, Alex Aitkenhead, Russell Reid and Graham McBride were in the middle.

Before flagdown were announcements, which were quite long.

After flagdown, the arrangements for the novice camp⁸ were made.⁹

A. Watson

Editorial notes for 29th April 1966

1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.
2. This usually happened if the flag had been wrapped too tightly with the lanyard or if the knot linking the flag to the hoist rope had got trapped.
3. See the introduction and Appendix 1.
4. Russell Reid
5. Alan Crumlish or Alan Anderson
6. Hand axe and knife was one of the tests for the 2nd Class badge. Scouts had to know the various parts of an axe, but were not tested in its use until camp.
7. From the troop shop which was usually run by the PLs
8. This was usually a weekend camp down at Everton that was specifically aimed at first-time campers.
9. Alistair Cram described this meeting as 'chaotic!' He was also trying to raise a pioneering competition for the forthcoming weekend (30th April- 1st May). He clearly succeeded as the 70th won the competition (Alistair Cram's notebook, 1966).

Saturday 30th April – Sunday 1st May 1966

Pioneering Competition

No Report

Editorial notes : It is not known which 70th Scouts participated, but the 70th came first, with the 33rd coming 2nd (Alastair Cram's notebook, 1966).

13th of May 1966

The meeting started with the usual three blasts¹. After inspection, as we were duty patrol, it was our job to find the dice². John Lyle surprised all by providing a new dice. When it was thrown, it registered Falcon versus Seagull and Seal versus Fox. This, of course, only left the Curlew and ourselves, so, of course, it was Curlew versus Kingfisher³. As the Falcon only had two men to the Seagull's three, I played for the Falcon who lost 2-0. The Seal beat the Fox. After this, we beat the Curlew 4-0. We then were to play the Seagull, who we beat 2-1. Patrol corners⁴ followed.

After this we had a game of BB⁴. As there were no volunteers to go out, we, the duty patrol, went in the middle. BB, which, as usual was won by Bang Bang⁵, was followed by the stunt in which we had to go out and collect leaves. When all had returned we had to identify the leaves and describe how the wood of their *tree* burns. We got 11⁶ for this.



Figure: British Bulldog.

Then came lem and crisps⁷, after which Kenneth McKenzie (Mingin) and I had to report on our second class hike⁸ only to find that we had to redo it⁹. When we re-entered the hall, we found the dodgy ball game⁴ in full swing. Flagbreak followed and before going home, I helped Robert¹⁰ clear and tidy the cupboard.

Alan Crumlish

Editorial notes for 13th May 1966

- 1. The blowing of three whistles was the standard method of summoning the Scouts to line up in patrols, whether that be in camp or during troop nights.*
- 2. The dice was a wooden cube made of wood and was about the size of a baseball. The patrol colours were painted on the six sides and the dice was thrown on the floor to see which patrols would play each other. Once four patrols had been identified, there was no need to throw it any further, but it sometimes took a fair while to get four different patrols. From memory, the patrols were still lined up round the hall and the dice was probably thrown by the PL who was nearest to where it ended up on the previous throw.*
- 3. The dice was being thrown to determine which patrols would play each other in the patrol game.*
- 4. See the introduction and Appendix 1.*
- 5. Billy Gunn, PL of the Falcon Patrol. Billy was virtually impossible to stop. The editor, who was about 12 at the time, was foolish enough to get in the way of one of Billy's charges. He was unceremoniously cast aside and flew backwards into the wall at the side of the hall. A good learning experience.*
- 6. The leaves that were collected are shown below. They collected 12 leaves and got 11 marks, presumably because the leaf identified as an Alder was probably a willow or rhododendron.*

- 7. From the troop shop which was usually run by the PLs
- 8. The 2nd Class hike was a day hike of about 8 miles usually carried out along country lanes.
- 9. It is not clear from the report whether they had to redo the report or the hike itself.
- 10. Robert Beattie, Second of the Kingfisher Patrol



HAWTHORN



BEECH



SYCAMORE



CYPRESS?
CEDAR??



HOLLY



LIME



LARCH



MOUNTAIN
ASH



ELM



LILAC

ALDER



Alder Crumblish



HORSE
CHESNUT

20th of May 1966

The troop meeting started earlier than usual as there were no Brownies in the Hall¹. The Seagull were duty patrol. After Alec² broke the flag, we received the championship knife³ for the month. The dice⁴ was rolled and the game was football which was to be played in *the Field* next to the Lyle Park⁵, where we were to play the Curlew in the first round and were knocked out being beaten 2-0. The final was won by the Seagull who beat the Falcon 1-0.

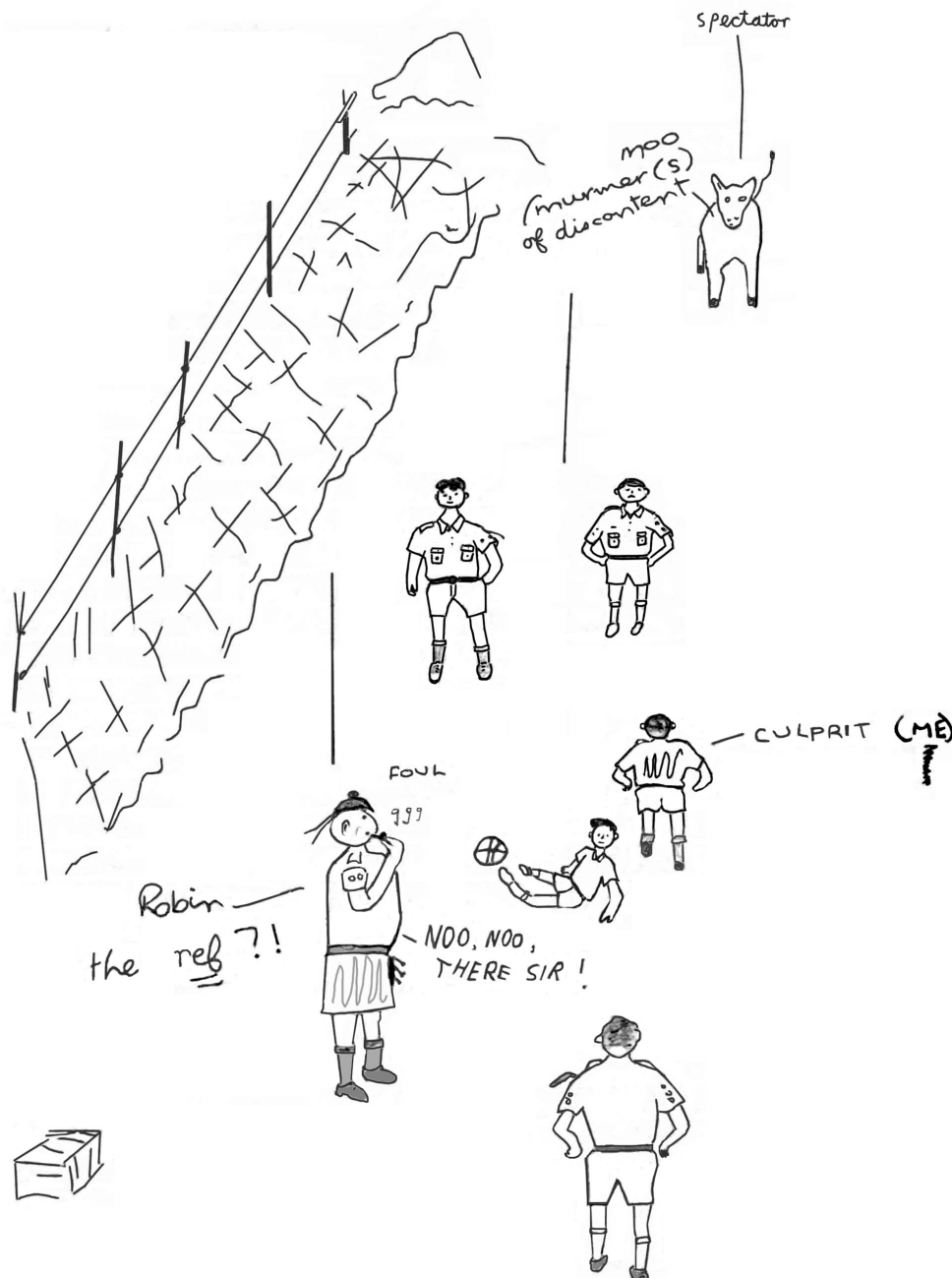


Figure: Playing football in the 'field'. The feature with the crosses on the left is the stone-sloped retaining wall between the field and the Lyle Road. There is a fence at the top the Squiggle at the top is probably the tunnel under the road. There is a box at the bottom left which probably contained the ropes that were used after the game. Patrol flashes have been drawn on the shoulders of two Scouts. Robin is wearing a Glengarry hat (used by Scouters only).

We then were divided into groups viz [Curlew, Falcon, Fox] [Kingfisher, Seagull, Seal], the first group having to make a chariot suitable for a race. The second group was supposed to have had a rope game,⁶ but some mental creature or yobb pinched every bit of rope we had used for the game. Alec, Skipper and myself went into the woods to look for it, the others were sent up to the chariot race. After wasting about 10 minutes looking for it, I went up to tell Robin Crawford J.A.S.M. to carry on with the programme until 9 o'clock. Then Peter⁷ came up with a piece of rope which looked like the rope which was pinched and said that this was the rope. I went down the hill to meet Skipper and Alec who said that this wasn't it but would I like to help Alec set another up⁸. Just as we started to do this, we were called to come back up and go down to the hall where we played BB.⁹ (I think).

Alec and I sat in IFs¹⁰ car while we were driven round looking for the rope. When we came back, there was announcements and everyone was handed a camp form. Flagdown followed, ending the meeting for another week.

John Lyle P.L. Kingfisher

'A Great Log- Keep it up' AB Cram (S.M. 70th Renf.) ¹¹

Editorial notes for 20th May 1966

1. Brownies had been using the hall early on Friday night since at least December 1964. However, it is not known when this started or how long it continued.
2. Alex Aitkenhead, PL of the Seagull Patrol
3. A small sheath knife with strands of wool corresponding to the winning patrol of the month was worn by the Patrol leader during the subsequent month. The patrol also took up the position closest to the door of the hall.
4. See note 2 for the 13th May 1966
5. The Scouts used a stretch of level ground on the north side of the road leading up to the Lyle Hill just beyond the Lyle Park. This used to be used for cattle grazing and so there were no bushes or trees there during the 1960s. Since then, bushes and trees have appeared which now make it impossible to play baseball or football. There was a 'ramp' leading down to the field from a gate and a tunnel that went under the road that connected to fields on the south side of the road. Both the ramp and tunnel are still present.
6. This may have been a blindfold rope trail
7. Peter Robertson, Second of the Falcon Patrol
8. Presumably to set another blindfold rope trail up.
9. See Appendix 1.
10. ASM Ian Fraser
11. Additional comments made by SM Alastair Cram following an inspection of the log book. Note that this is the first instance of Alastair identifying himself as Scout Master. Unfortunately, he did not identify the date on which he made his comments. Alastair took over the troop from Bob Miller just before the summer of 1966 with Bob taking on the role of Group Scout master. However, the exact date on which this happened is not known. It would appear that it occurred at some point between the 1st April and 24th June 1966.

27th of May 1966

The meeting started at 7.30 PM approximately with the Seal as duty patrol. As George¹ arrived later, the flag hadn't been put up properly. So we had a inspection. Tonight we were greeted by a new scouter which left the 5th Renfrewshire to come to us as A.S.M. Riddell². After being inspected, the flag was broken by Graham Patrick, 2nd Scout of the Seal.

We were then told to grab a staff³ each and proceed up the hill⁴ for the night's [entertainment?!?!]. There was a new game invented by King⁵, which was like ring stick played with a ball, without of course having a stick to chuck the ball onto. Instead of this, you had to chuck it to the keeper who had to catch it. We were knocked out in the first round 4-3 by [Mowgli's] Alec's⁶ Patrol, Seagull who went on to win the finals.

Then came the stunt in which the patrols who were not elected to go on the rope game⁷ were are to make a Wigan (I think) flagpole⁸ and the first finished was the winner. Unluckily, nobody but myself knew how to lash⁹, so we lost.

The stunt consisting of 5 staffs and several pieces of rope. The Flag Pole was supposed to look like;

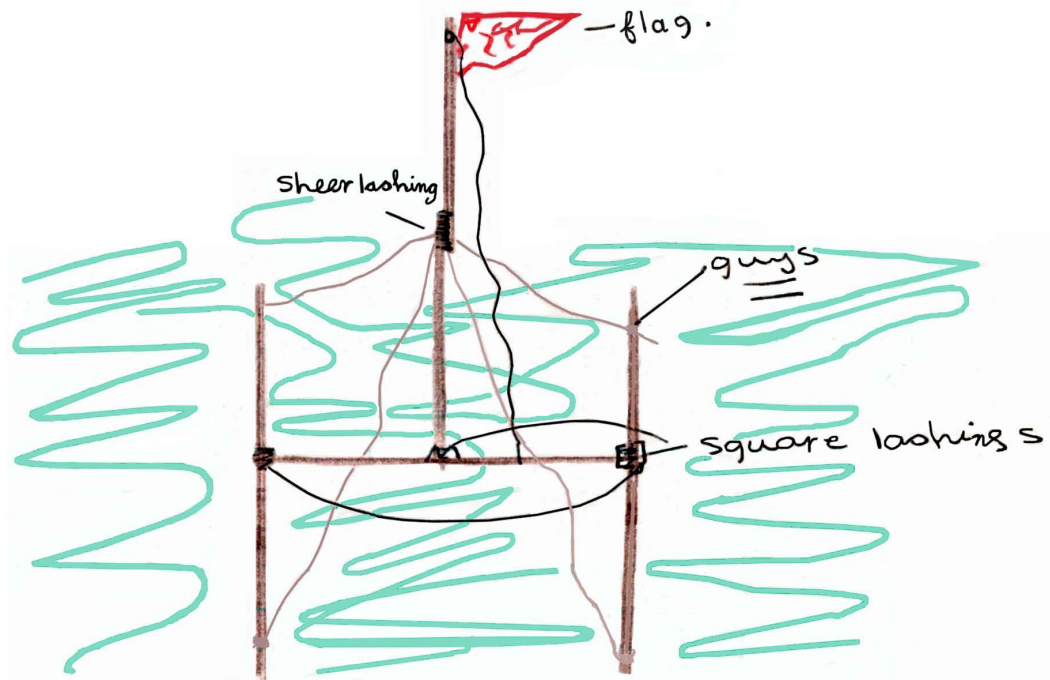


Figure: Self Supporting flagpole. The four guys tied to the four ends of the 'H' shape kept the flagpole erect.

Then after we finished, those who wanted went down to the rope game.

After that, Alec⁶ and I went down to the hall and sold lem and crisps¹⁰.

Then came announcements which for once I dreaded, knowing the previous night that our patrol had 68 points and Alec's patrol had 66 points and that Alec had won the game and the stunt so I thought we had lost the championship, but to my surprise, we won it again. We were also reminded to be along at 7:20 prompt¹¹ as the Cubs were coming up¹².

This was followed by flagdown

John Lyle P.L. Kingfisher

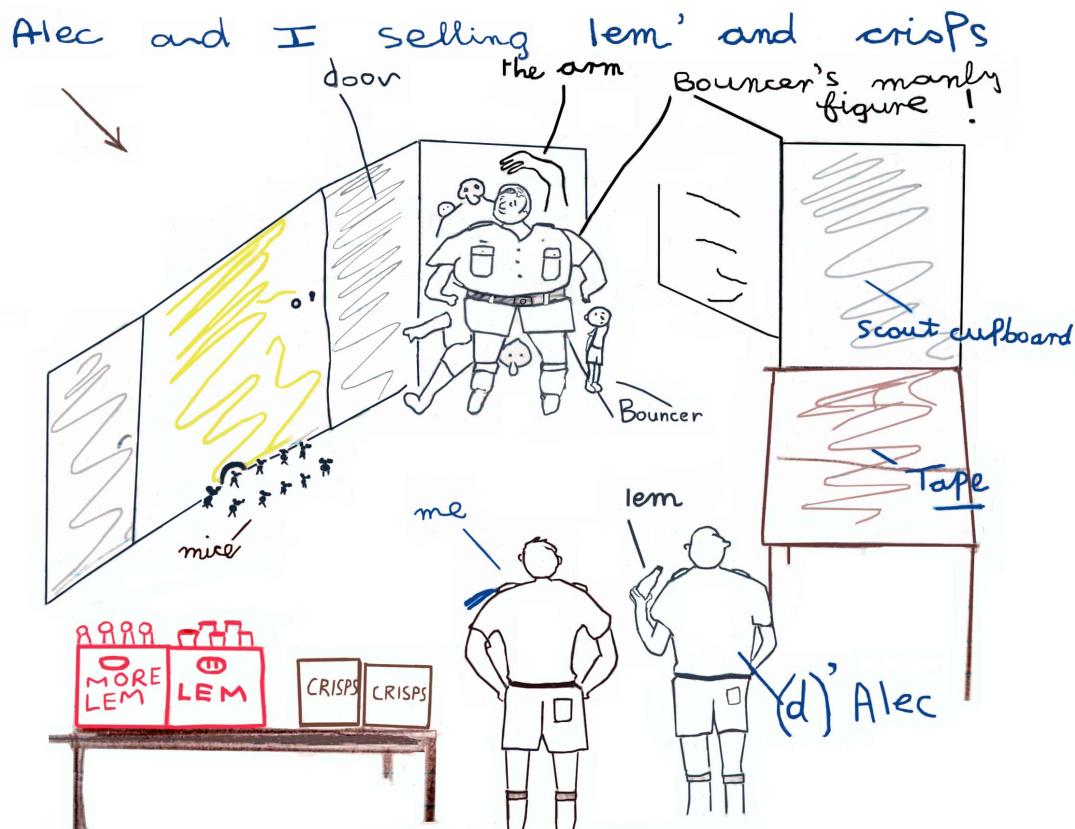


Figure: John Lyle and Alec Aitkenhead selling Lemonade and Crisps in the church kitchen. The d'Alec might possibly relate to 'Dalek' from Dr. Who. The significance of 'the Arm' is not known.

Editorial notes for 27th May 1966

1. George Conway, PL of the Seal Patrol
2. Alan Riddell was a teacher who spent several years as an ASM with the 70th, eventually resigning in 1974 when he moved to Eyemouth.
3. Scout staffs were made from ash wood about 5 to 6 feet long and had markings a foot apart. At the top of the staff, the last foot had markings representing inches. It is believed that 6 of the 12 inches making up a foot were marked, but this needs to be confirmed
4. See Note 5 for the previous week.
5. Presumably the Kingfisher Patrol.
6. Alex Aitkenhead, PL of the Seagull Patrol
7. This may have been a blindfold rope trail
8. This involved lashing three staves together to form an H-shape that was placed flat on the ground. Two staves were lashed together to form the flagpole using a Sheer Lashing, and the flagpole was then lashed to the middle of the H-framework using a square lashing. The guys from the flagpole were tied to the four 'arms' of the H-framework. Thus, the flagpole was free standing. No pegs or stakes were needed.
9. Lashings are fundamental to the skills of pioneering and were a test that counted towards the 2nd Class Badge. A square lashing involves using a piece of rope to tie two non-parallel wooden spars together. A diagonal lashing serves the same purpose, but is used to tie two wooden spars that cross each other but are not touching. The lashing starts off with a timber hitch which serves to pull the spars into contact. A sheer lashing was used to tie two parallel poles together (as in a flagpole).
10. From the troop shop which was usually run by the PLs
11. This referred to the following week's troop meeting
12. A going up ceremony was held when Wolf Cubs moved up to the Scout Troop. At the end of the Pack meeting, the Wolf Cubs would stand at one end of the Hall, and the Scouts would come in to stand at the other end of the Hall. A rope was then laid across the middle of the hall before Akela brought each Wolf Cub up to the rope in turn to introduce him to the Scout Master. The SM would then welcome the Wolf Cub into the troop and the Cub would 'cross the line'. Technically, however, the new recruit was not officially a Scout until he passed his Tenderfoot badge and got invested.

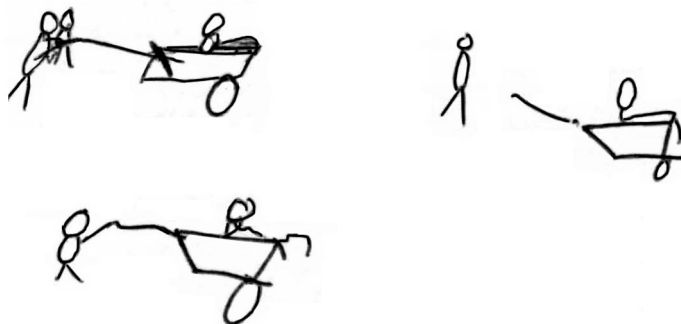
3rd June 1966

Tonight's meeting started with 6 Cubs coming up¹, one to each patrol. Our patrol got Andrew Lyon who is very tall for his age. Then we had flagbreak and inspection.

A game of crab football² followed in which we beat the Falcon who were without Billy the Kid Gunn, and, in the final, we beat the Seal.

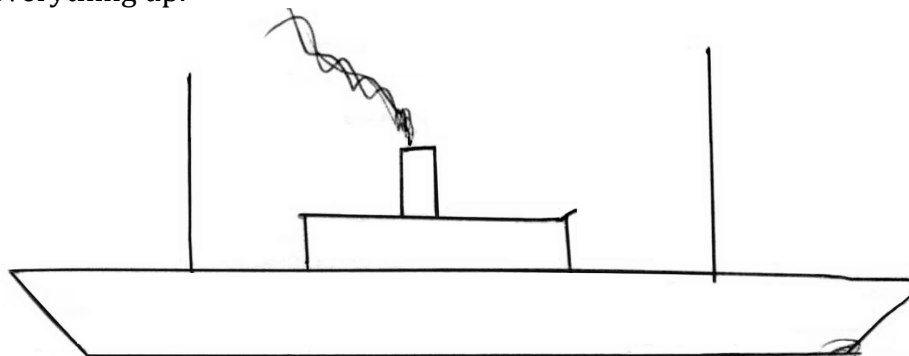
During patrol corners², I passed hand axe and knife³.

A game of BBI² followed the stunt which was to get a wheel barrow and have a race. Unfortunately, the race was uphill and we were beaten by the Curlew.



We had lem and crisps⁴, announcements and flagdown.

Andrew Watson collected our badge forms⁵, which were sportsmen and athlete form. Everybody then went home except the duty patrol, who cleared everything up.



6.

David Shearer 1st Scout.

Editorial notes for 27th May 1966

1. See note 12 from previous week

2. See the introduction and Appendix 1.

3. Hand axe and knife was one of the tests for the 2nd Class badge. Scouts had to know the various parts of an axe, but were not tested in its use until camp.

4. From the troop shop which was usually run by the PLs

5. The badge forms related to proficiency badges. These had to be filled in, but the editor does not recall why.

6. The significance behind the sketch of a ship was not explained.

!+ SOPHISTICATED – X = ? What does X = to.¹

Scout Movement goes Sophisticated ?¹ Shorts, “Boy”, and Childish Games are Out

Plans for revolutionary changes in the Scout movement were announced in Edinburgh yesterday by the Captain of Dunstaffnage, Chief Commissioner in Scotland.

A new emphasis is to be given to outdoor and free scope activities, traditional ceremonial will be kept to a minimum, and the old Boer-War image will be replaced by a new-look uniform.

The association will drop the word “Boy” from their title, Wolf Cubs will be known as Cub Scouts, and a new senior section of the movement to be known as Venture Scouts will be created for the 16-20 age group.

The changes, proposed by an advance party set up by Sir Charles Maclean, Chief Scout, to report on the future of Scouting, are to be put into effect by 1970. The aim is to provide a more sophisticated and acceptable training programme for boys of all ages.

On the controversial question of uniform, the advance party’s report states that the wearing of shorts has been ‘one of the most damaging aspects of our public image.’ This had led to Scouting being dubbed a juvenile organization in which men dropped back to boyhood level.

The new look specifies ‘mushroom long trousers, slim fitting, no turn-ups,’ with the kilt as an alternative in Scotland.

Revised Training

A dark green, long-sleeved shirt replaces the present khaki drill and Scottish scopes will wear navy blue balmoral as headgear instead of the traditional bush hat.

Venture Scouts will have a beige shirt to be worn with a dark brown tie. Scouts and Cub Scouts will continue to wear group scarves.

Revision of training programmes has been planned to meet modern needs and tastes. Wolf Cub activities, at present based on Kipling’s Jungle book, will be less childish. Jungle dances and such terms as old wolves, palaver, tenderpad, and rock council will be dropped.

The new training for Cub Scouts, aged 8 to 11, will feature the physical and biological sciences as they are used in exploration and adventure activities.

A similar modernizing trend is envisaged for Scouts from the age of 11 to 16, who will be encouraged to take part in a wide range of activities from archaeological excavation to skin diving, to cooking a foreign meal.

The programme for Venture Scouts is designed to be adult in concept and to encourage individual development within a purposeful group.

The Captain of Dunstaffnage said that the movement would become much more flexible in its outlook. There would be more ‘mucking in’ with other organisations and expert outside help would be used to provide instruction in specialized subjects.

It is hoped that a Scottish National Activity Centre for skiing and mountaineering will be established in the Highlands. This would probably be

based on mobile accommodation in the form of caravans rather than a permanent building.

Retaining Members

The proficiency badge scheme will also be revised to produce a more realistic basis for training and to provide more incentive.

The Captain of Dunstaffnage said that he hoped the developments would lead to a growth of numbers in the movement.

The Hon. R. H. V. Cochrane, Scottish Commissioner of Rover Scouts and a member of the advance party, said that the problem was not so much one of recruitment as of retaining members. In small units with limited programmes the loss of boys between the ages of 10 and 12 could be as high as 70%.

Another member of the advance party, Mr. J. B. Young, Assistant County Commissioner in Glasgow, said that pilot schemes on the new principles carried out in Glasgow and Aberdeen had met with enthusiasm from Scouts and Scoutmasters.²



Right – Sir Charles Maclean, Chief Scout in kilt, with members of the movement wearing the range of uniforms which figure in comprehensive changes for the Boy Scouts announced yesterday at the “New Design for Scouting” conference in London. Only Cub Scouts will wear shorts.

Editorial Comments

- 1. The comments added in black were added by John Lyle. It's not clear whether these were pro or anti the changes.*
- 2. Although each Troop had until 1970 to make the changes described, the 70th were relatively quick and had largely adapted all the changes by 1968. The troop decided to wear the kilt rather than the long trousers. The Balmoral hat was never worn by Scouts as far as the editor is aware. The green beret that was being worn in 1966 was replaced with a grey beret. The brown tie worn by Venture Scouts and the green tie worn by Scouters were changes that did not last the test of time and both Venture Scouts and Leaders eventually reverted back to Group neckerchiefs. A Scout National Activity Centre for skiing and mountaineering was never created in the Highlands. However, the Lochgoilhead Scout Activity Centre catered for hillwalking and water activities. The changes were more controversial than the article suggests and resulted in a split in the movement with several English Scout Groups forming the BP Scout Association which rejected the changes.*

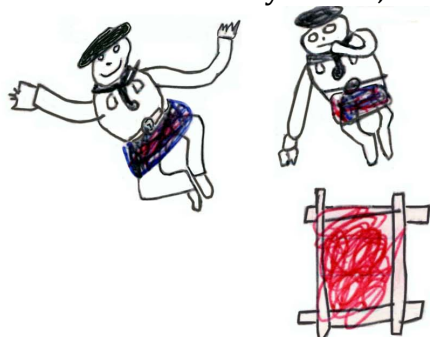
9th of June 1966

On Friday, the meeting started with the usual three whistles¹. Flagbreak was the usual course and inspection followed. Next (of course) was crab football¹ in which we were put out in our first game. While the game was in progress, I was having a look at a map for my mapping². This was interrupted by the everlasting three whistles of the Scouters' whistles.

We were told that patrol corners¹ was to follow. At patrol corners, I again had a study of a map (the Falcons).

Then came the usual din of three whistles is calling for BB¹. The new Cubs were chosen to be in the middle. The first victim was G. Patrick, who didn't look too comfortable with 6 Cubs on top of him. After this, the usual three boring blasts of a whistle.

I am not quite sure what happened next so I am jumping on to campfire. At camp fire we were told that we would wear kilts in the near future. So I went home with a packet of crisps thinking of our new changes³ like, wear kilts, we are to be called Scouts not Boy Scouts, wear long sleeved shirts and so on.



SCOUTERS
BLOWING
WHISTLES
FOR
CAMPFIRE

Alan Anderson

Editorial notes for 9th June 1966

1. See the introduction and Appendix 1

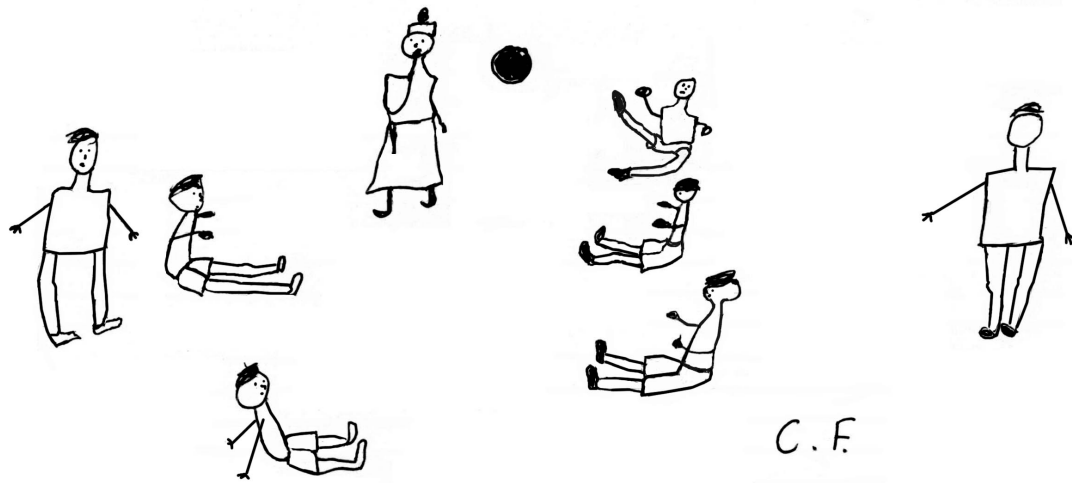
2. Mapping was one of the tests for the 1st Class Badge test

3. The changes that were introduced to Scouting were certainly revolutionary, but they were by no means popular with everybody. In fact, the implementation of the Advance Party Report led to a split in the movement, especially in the North of England where several Groups set up a rival organization called the BP Scouts – a movement which still exists. It is probable that the majority of troops that remained within the newly revised Scouting movement agreed that some form of modernisation was necessary, and there were certainly positive things to be said for the new Progressive Training scheme which retained several traditional Scouting skills, and introduced new skills related to lightweight expeditions. However, there were aspects that did not work that well. The new uniform was utterly useless for Scouting activities, and the wearing of ties by Venture Scouts and Leaders was not altogether popular. After a few years, the ties fell out of use and the neckerchief was adopted once more by all sections. Moreover, there were several that felt that the changes swept away a lot of the mystique and magic from Scouting by abolishing the Court of Honour, Bushman's Thong etc.

Regardless of whether one felt the changes were beneficial or detrimental, the introduction of the new system represented a massive challenge for the new Scout Leader (not Scout Master) Alastair Cram. It would be up to him to adopt the changes and to make them work. The 70th were remarkably fortunate in having Alastair at the helm over the next number of years as he proved highly successful in introducing the necessary changes without losing the traditional spirit of Scouting that thrived in previous years. As a result, the 70th developed into one of the foremost Scout Groups in Scotland with a reputation for Scouting excellence. Other troops were not so fortunate.

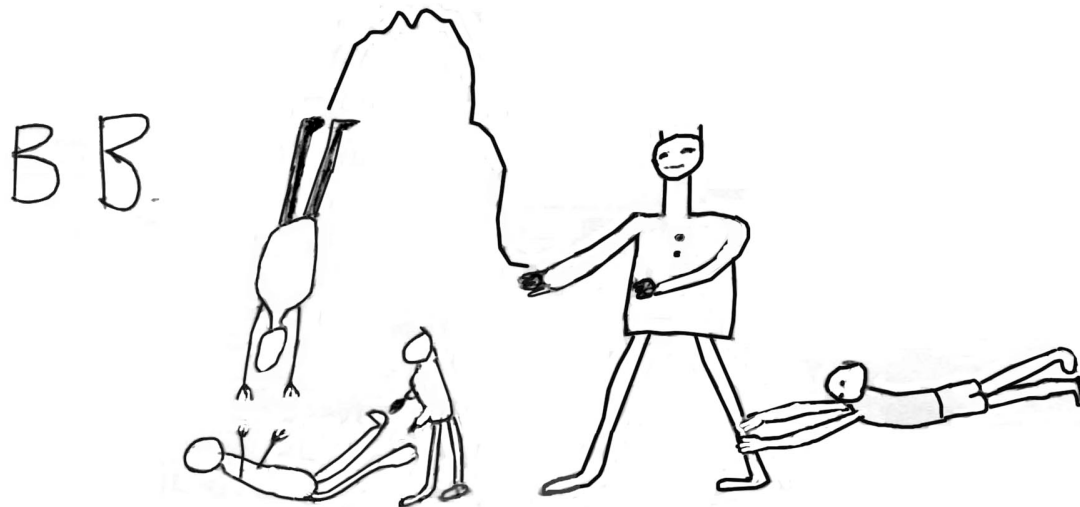
18th of June 1966

We started off with flagbreak and inspection. I had no belt so I got a mark off. After that we had crab football¹. We were losing 1-0 when Alan² who was in goals had to kick one out and it rebounded off me into the net. In the end we lost 3-0.



After that we had patrol corners¹. I could not find the book³ to put my name down for knots.

After that we had BB¹. Billy⁴ the P.L. of the Falcons was in the middle.



At the end, there was only three left and they were all caught. Then some of the Cubs were invested⁵.



After that we had lemonade and crisps⁵.
Then Skipper asked for some Scouts to volunteer to pick up the paper outside the church.

Russell Reid 4th Scout

15

Well done — a good log
a B Cram
SM 70th 24/6/66.

Well done — a good log A B Cram SM 70th 24/6/66. 15 marks.⁷

Editorial notes for 18th June 1966

1. See the introduction and Appendix 1.
2. Alan Crumlish or Alan Anderson
3. A test book was available. If a Scout wished to be assessed by a Scouter on a particular test, he entered it into the test book. Scouters might summon the said Scout to be assessed at any point of the meeting. However, it was not always possible to get through those that had put their name down and other assessments had to be postponed to the following week.
4. Billy Gunn.
5. Investitures - see note 9 for 26th March 1965
6. From the troop shop which was usually run by the PLs
7. Additional comments made by SM Alastair Cram following an inspection of the log book.

Score at the end of session 65/66

Falcon	51 pts
Kingfisher	42 pts
Curlew	22 pts
Seagull	16 pts
Seal	16 pts
Fox	13 pts

Well done the Kingfishers! Have a shot at doing one better next year. Many congratulations on keeping your log going – please keep it up in the new session. It will provide endless reading for all the little Kingfishers of the future!. Get stuck in.
Skipper

KINGFISHER

PATROL

LOG

1966 - 67

P.L.	John	Ryle
Sec.		
1 st		
2 nd		
3 rd		
4 th		
5 th		

Editorial Comment

The Scouts present in the Kingfisher Patrol at the beginning of the 1966-67 Scout Year were not recorded, but are thought to be the following: P.L. John Lyle; Second, Robert Beattie; 1st Scout, David Shearer; 2nd Scout, Alan Anderson; 3rd Scout, Alan Crumlish; 4th Scout, Russell Reid; 5th Scout Andrew Lyon; 6th Scout, Brian Jagger (?).

Robert Beattie was promoted to PL of the Fox Patrol during September 1966. David Shearer took over as Second.

2nd September 1966

The Troop meeting was very different this evening as the whole troop was paying a visit to the new drydock. When I got the Kings¹ together, I found to my surprise that there was 10 in the patrol!²

We were taken in the Scouters' cars to the dry dock and we waited there until we were asked to go with the man who was to show us round, and we were first to go accompanied by three others and A. Riddell. We were told where the section was cut out of the dock for the Lizzy³, (he said) that there was a room for Greenock's pop.⁴ in the dock and also that 265 cars could be parked in the dock. After being told about the dock and an electric crane, how it operated and such like, we went to the pump house and then crossed the catwalk by the gate, and then across to this building, down some steps to where steam, fresh water, salt water, sewer, electric pipes ran alongside the dock to feed the ships docked. We then went down to the bottom of the dock by means of a lift.

After seeing everything down there, we came up and assembled at the gate, not forgetting en route to visit the modern bogs - toilets.

When we went back to the hall, I game of B.B.⁵ was played. Lem was sold⁶, then we had a C.F.⁷ at which the Scouters very kindly bought the whole troop a sixpence worth of chips each, so they deserved a BRAVO⁸.

Flagbreak marked the end of a most entertaining night.

Number present approximately 50 including Scouters.

John Lyle. PL of the KINGS¹.

Visit to FIRTH OF CLYDE DRY DOCK on FRIDAY, 2nd SEPTEMBER.

Arrangements for the visit are as follows:-

The troop will meet at 6 p.m. on Friday evening at Finnart Church
Transport to Inchgreen will be arranged.

Full Scout uniform will be worn and stout shoes are recommended.
Also a jacket or windcheater should be taken; a raincoat if it is
raining.

Arrangements have been made for the whole troop so if you cannot
come please let the scouter know, either through your P.L. or by
phoning 20998 or 33656.

It is expected that a 95,000 ton tanker will be docked at the time.

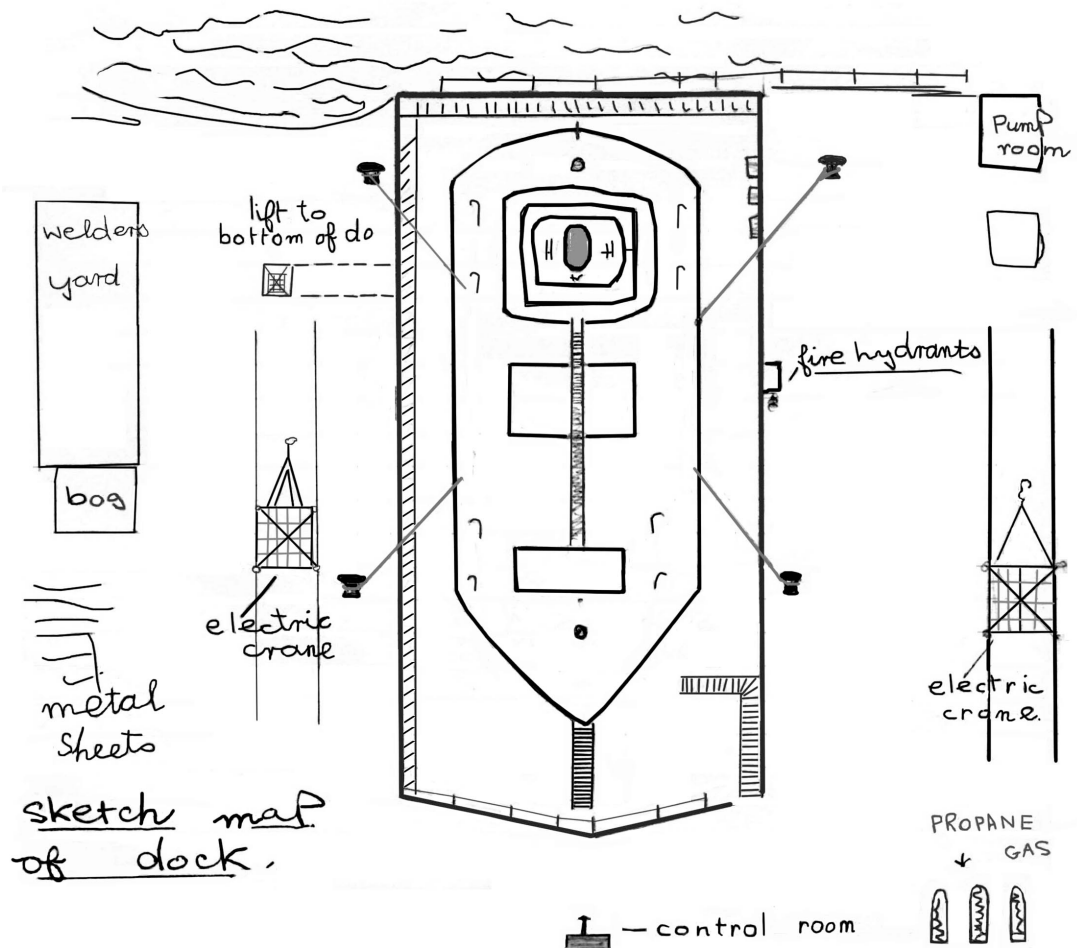
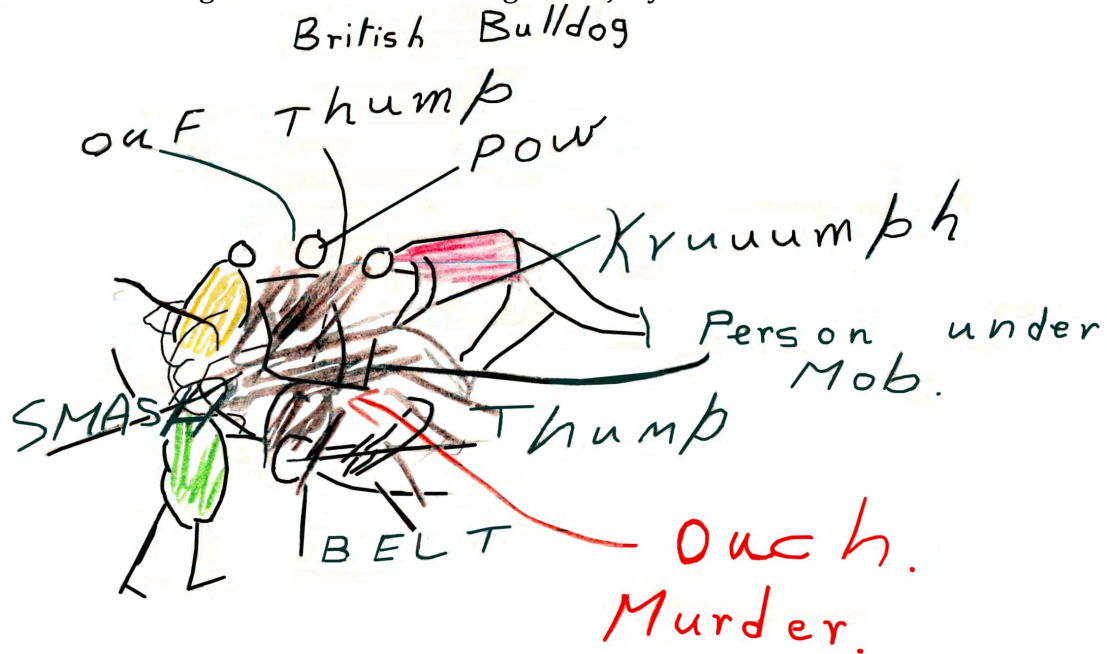


Figure: An aerial view of the dry dock with the tanker moored to four bollards.

9th September 1966

The meeting started as usual with flagbreak then inspection. After being piddled¹, Duty Patrol said the game was crab football² when the Seal P³ won the game. After that, we had patrol corners², where we could past tests or anything like that.

We then had a game of British Bulldog² with J. Lyle in the middle.



After that came the stunt, which involved each patrol being blindfolded except the PL. Then a lot of chairs were put in the middle and the PL at one end of the hall and the blindfolded rest at the other end, with one end as N, another as S another as E and another as W. The idea was that the PL was to direct his Patrol from one end of the hall to the other without letting them hit the chairs. He was to say N then maybe E then N and so on, and so on, and so on, etc, etc, etc, until we reached the other end the fastest, and the ones who did not hit chairs were the winners (see diagram).⁴

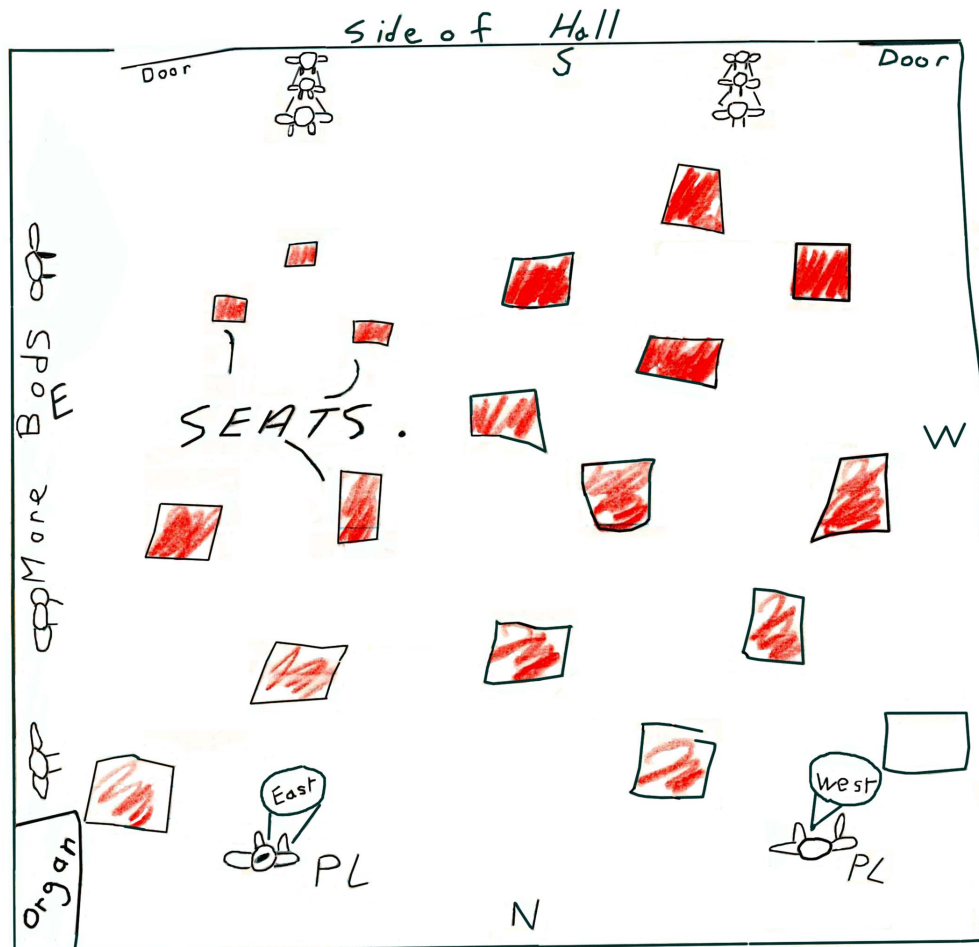


Figure: The sketch suggests that the blindfolded members of each patrol were roped up to each other at the south end of the hall and would have to move en masse according to instructions from the PL standing at the north end. In fact, the sides identified as N,E,S,W in the sketch are more accurately W,N,E,S respectively.

After that, there was a chat with PLs and seconds about maps or something. Then we all went down to see some slides⁵ of summer camp and Easter camp⁶ and Alec Christie brought slides⁷ of summer camp. Then J. Lyle and Moudly⁸ went off to sell lem,⁹ while we all got into uniform² at the same time. Then flagdown and we all went home.

R. Beattie.

Editorial notes for 9th September 1966

1. The word looks like 'piddled' or 'diddled'. It might be the former. ASM Alan Riddel's nickname was Piddle, and so he might have inspected the patrol. However, it is not known whether Alan had gained that nickname by 1966 or not.
2. See the introduction
3. Patrol
4. Another version of this stunt was a game called 'Ships in the Fog' where each patrol had a blindfolded member of its patrol in the middle of the hall. The idea was for each patrol to provide directions to its boat to see if they could ram and sink another patrol's 'ship'.
5. These may have been the slides taken by Bob Miller, which can be viewed on the website.
6. No slides of the 1966 Easter Camp have been identified to date.
7. It is not known whether these slides still exist.
8. Possibly, this was meant to be 'Mowgli', in which case the Scout concerned was Alex Aitkenhead, PL of the Seagull Patrol.
9. From the troop shop which was usually run by the PLs

??th September 1966¹

Tonight the game was crab football². We played the Curlew, who we beat 1-0 and then the Seagull who beat us 1-0.

At patrol corners², Russell Reid and myself³ were reading minor accidents⁴ and I made arrangements with Stew Lee⁵ about our 8 mile hike⁶.

There was the usual game of British bulldog² followed by a game of chalk rugby² which is like rugby, only chalk Rugby has no rules. There were two sides each consisting of three patrols. We were beaten 2-1.



Then we had lem an' crisps.⁷

David Shearer and myself enquired about getting our cyclists badge, but were not given badge forms.⁸

Editorial notes for 16th September 1966

- 1. Presumably the 16th.*
- 2. See the introduction and Appendix 1.*
- 3. The author did not identify himself*
- 4. Minor accidents and Rules of Health counted towards the 2nd Class Badge*
- 5. Stewart Lee – possibly of the Curlew Patrol*
- 6. The 2nd Class hike was a day hike of about 8 miles usually carried out along country lanes.*
- 7. From the troop shop which was usually run by the PLs*
- 8. A badge form had to be filled in by a Scout wishing to take a proficiency badge. It's not exactly clear why, but one possibility was that the form was passed on to the relevant badge examiner. In the 1960s. Proficiency badges could not be assessed within the troop, and Scouts had to be assessed by District badge examiners. This, at least, ensured that the standards demanded were consistent across the whole District. .*

23rd¹ September 1966

On Friday, we started with flag break and inspection. We were duty patrol and decided to play ice hockey² instead of the usual crab football². For ice hockey, you need two Staffs, a gymshoe and two patrols. The object of the game is to hit the gymshoe into the opposition goal.

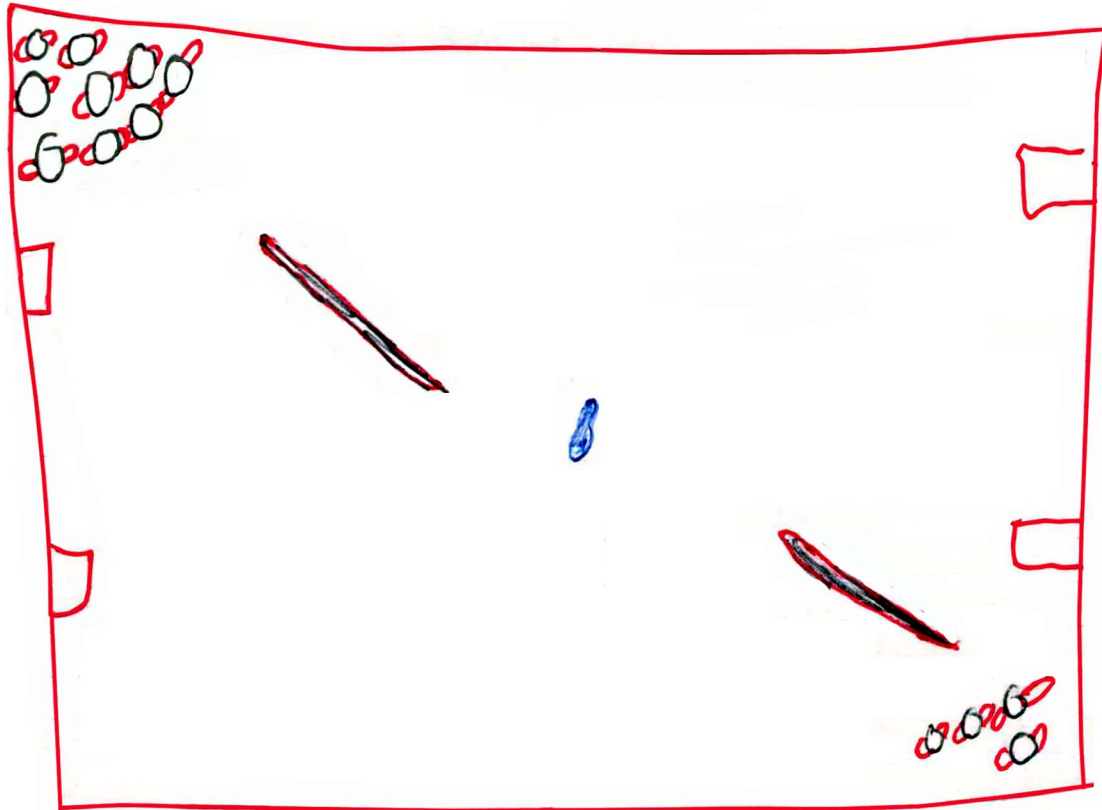


Figure: Aerial View of Ice Hockey with two Scout staves and a gymshoe (the puck) placed in the middle. The red boxes represent goalposts. Each Scout is represented by one black and two red ovals circles (top of head and shoulders respectively).

This was followed by patrol corners² and British Bulldog².

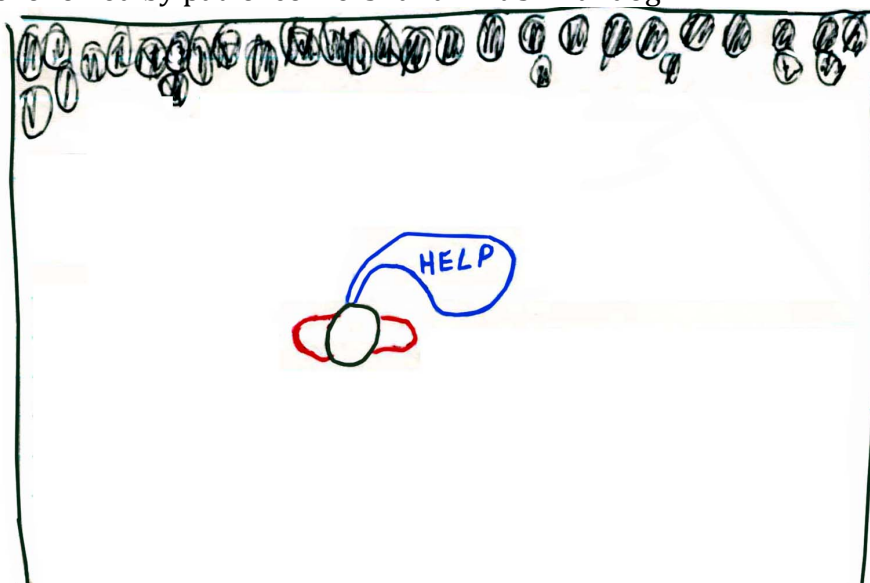


Figure: Aerial view of the person in the middle at British Bulldog.³

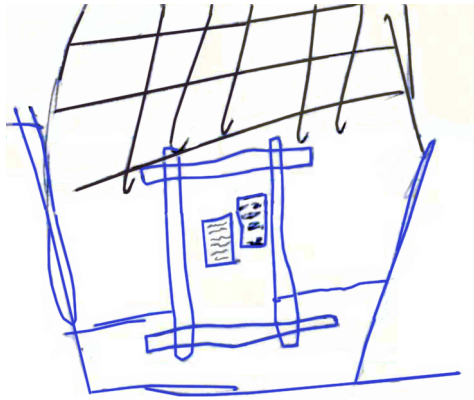


Figure: Unidentified sketch.⁴

There was a notice up for the rifle club, so I⁵ put my name down.
Lem and crisps⁶ were another popularity.
After flag break, we tidied up and went home.

Congratulations on producing a log – a little more effort and it could be ever so⁷.
10 marks. ABCram S.M. 30.9.66.⁸

Editorial notes for 23rd September 1966

1. The date provided in the log was the 20th or 30th. However, it must have been the 23rd.
2. See the introduction and Appendix 1.
3. Aerial view of British Bulldog with one person in the middle facing the rest of the troop waiting for the whistle
4. It's not clear what the sketch represents. One possibility is the troop shop. Another is the notice board with the sheet for those wishing to take part in the rifle club.
5. Author was not identified.
- 6 From the troop shop which was usually run by the PLs.
7. 'Ever so' was a common phrase in the troop during the 1960s. It generally meant 'ever so good'.
8. Additional comments made by SM Alastair Cram following an inspection of the log book.

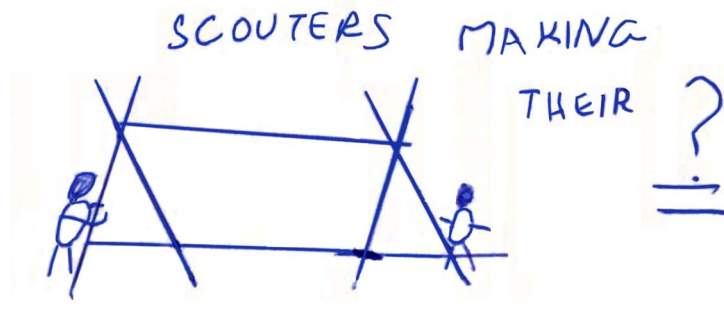
30th September 1966

Tonight's meeting started as usual with flagdown and inspection.

We then played ring stick¹ but I did not play as my nose had been bleeding all day. When patrol corners¹ started, I got into trouble for not doing anything, but as I had only fire lighting to do for my second-class², I decided to do it on Monday in the Dunny³.

After patrol corners¹, a game of British bulldog¹ in which I was supposed to be in the middle, but I couldn't play.

Meanwhile, the Scouters had been making a queer contraction of two trestles and half a dozen cross poles (see diagram) but I did not see what it was for⁴ as there was PLs and APLs training.



We then had lem. and crisps.⁵

After flagdown and dismissal, we couldn't have our usual game of football because Mrs Dunbar⁶ complained about it.

David Shearer SECOND

PS Mrs Dunbar is moving away to Park Lane on 12th of October.

Utterly Defeated!⁷

Editorial notes for 30th September 1966

1. See the introduction

2. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen's Scout Badge.

3. The dunny was the term given for the cellars under the church. This provided a lot of storage space and during the 1960s, the patrols had patrol dens there. It is also possible that Scouts might have had the opportunity to come along on Monday evenings to be assessed on various tests.

4. It is still not known what the purpose of the construction was.

5 From the troop shop which was usually run by the PLs

6. Presumably a close neighbour to Finnart Church. It appears that games of football in Madeira Street were fairly common either before or after the Troop meetings. There were far fewer cars on the road than there are now.

7. Additional comment by unknown contributor.

7th October 1966

This meeting began at 7.25 PM approximately as there were new cubs coming up to the troop¹, namely;

J. Dalgleish
B. Kerr
J. Bruce
I. Gowdy²
G. Lyle

When they crossed the line, they went to the patrols allotted for them.

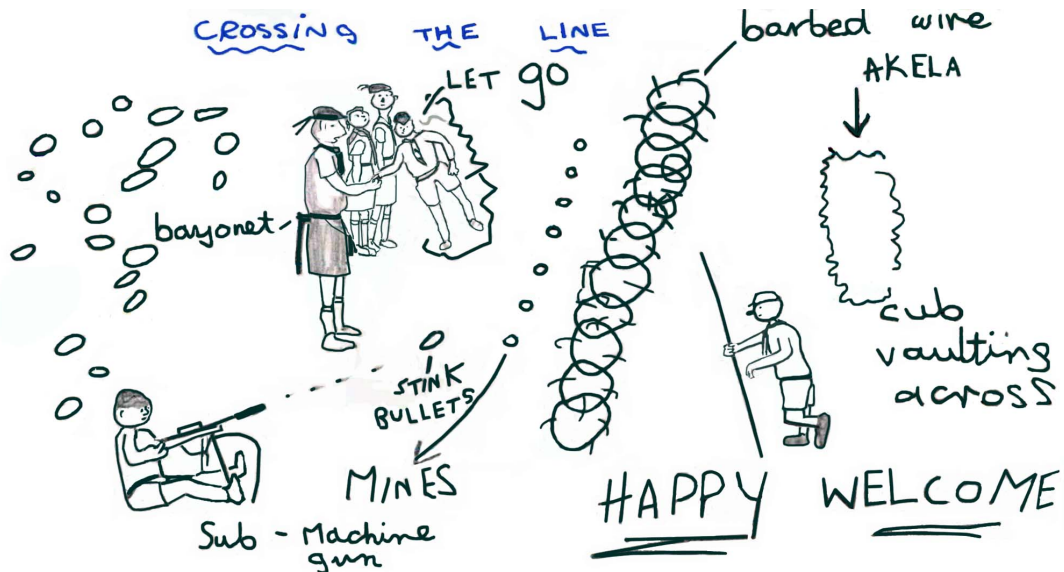


Figure: The Going Up Ceremony. It's not clear why Akela (Isabel McBride) is shown as a squiggly rectangle.

We then left the hall for 5 minutes so as the Cubs could finish off. When they were finished, we went in, had ourselves a flagbreak with G Patterson³ of the Seal breaking it. We had two intruders tonight, one of the ADCs, Mr. Finnie, the other R. McCallum who was presented his Queen's Scout.⁴ Soon we were ready for crab football⁵, in which we *won* our first game and lost our second.

After this, we had patrol corners⁵ in which people tried to pass tests!?!

The PLs and APLs were told to go through to the session room to learn more about knots.

When this finished, we went back to the hall where drill was been held⁶.

Lemonade was sold after this by or Oakhead⁷ and myself. When everyone was finished drinking (what)⁸. The uniform was to be put on⁵ and to be ready in five minutes for flagdown.

During the meeting, there had been a conspiracy going on between some of us who had been appointed spies⁹. The man who had the note at the end came up with it, (with people shouting LIAR).⁹

After this, we had flagdown.

John A. Lyle P.L.

Editorial notes for 7th October 1966

1. A going up ceremony was held when Wolf Cubs moved up to the Scout Troop. At the end of the Pack meeting, the Wolf Cubs would stand at one end of the Hall, and the Scouts would come in to

stand at the other end of the Hall. A rope was then laid across the middle of the hall before Akela brought each Wolf Cub up to the rope in turn to introduce him to the Scout Master. The SM would then welcome the Wolf Cub into the troop and the Cub would 'cross the line'. Technically, however, the new recruit was not officially a Scout until he passed his Tenderfoot badge and got invested.

2. Goudie

3. Gordon Paterson, PL of the Seal Patrol

4. Bobby McCallum was PL of the Kingfisher Patrol from June 1964 until January 1966. He was also troop leader until at least the summer of 1966. It is not known when he resigned from the troop but is was probably during the summer of 1966. Bobby completed his Queen's Scout Badge in October 1965. There was often quite a time gap between completing the badge and being awarded the certificate, and in Bobby's case, this was about a year. It is not known whether Ronald was still involved in Scouting elsewhere at that point.

5. See the introduction and Appendix 1.

6. Drill sessions usually indicated that a church parade was in the offing.

7. This was probably a sideswipe by John Lyle against Alex Aitkenhead, PL of the Seagull Patrol. The two of them were probably friends

8. The significance of this is unclear.

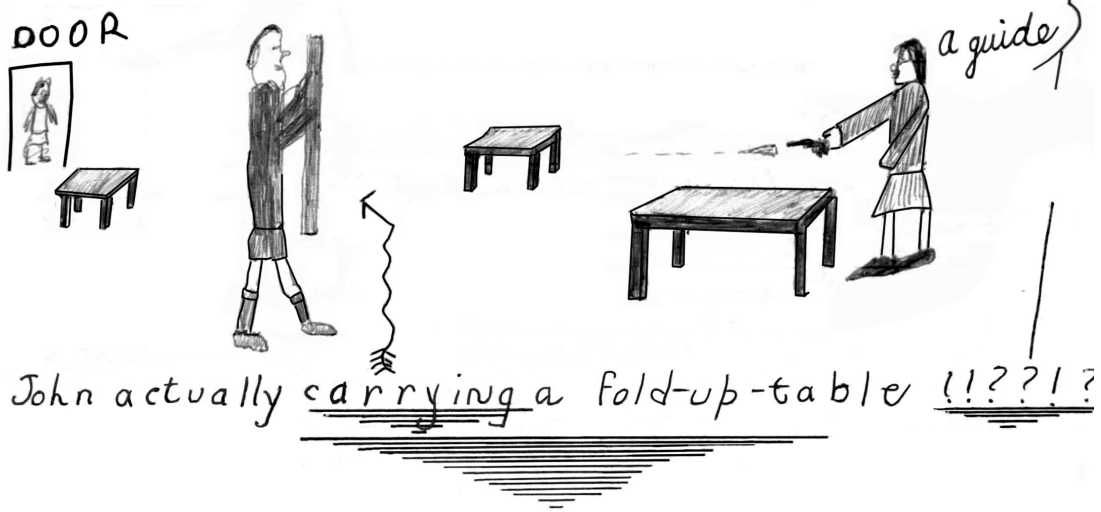
9. The details of this are not known.

14th October 1966

The meeting tonight started at the usual time but finished at 9.00 because the Guides were setting up tables for a coffee morning. After flagbreak, we had a game of ice hockey¹ which was won by the Tigers (?).² (They were duty patrol). The PLs and APLs then went through to the session room. We then had a game of identifying leaves (we got 2 out of 6!). After that, there was a tug of war. There were six games between the patrols, then the whole Troop was against the PLs.³



After that, we had lemonade and as there were no crisps, we had tablet⁴. The PLs and APLs went for a meeting again. We had a game of horses and riders¹. I was on Ewan Dale. We drew our first game, but lost the second. Ewan was on me that time. I fell on my arm and it is still sore. After that, there were announcements and Jim Barr⁵ got his Scout Cords⁶. Flagbreak followed and then we had to either deliver bits of paper about wool collection⁷ or help the Guides (John Dalgleish(?) did mine!⁸). Then home.



Andrew Lyon
6th Scout.

Editorial notes for 14th October 1966

- 1. See the introduction and Appendix 1.*
- 2. The Tiger Patrol was a new patrol that might have been formed at the beginning of the 1966-67 session. This was the first mention of it in the Kingfisher Patrol Log.*
- 3. The picture shows four of the PLs – Alex Aitkenhead (Mowgli), Peter Robertson, John Lyle and Gordon Patterson.*
- 4. From the troop shop which was usually run by the PLs*
- 5. Jim Barr was promoted to PL of the Curlew at some point before July 1966*
- 6. It is thought that Scout Cords were awarded if the Scout achieved a certain number of Proficiency Badges. There may also have been a stipulation that certain specific proficiency badges were gained.*
- 7. It is not known what this was exactly. One possibility is that leaflets were being distributed to house owners to inform them that the Scouts would be collecting old woolen garments in the next week or two.*
- 8. Not entirely clear what is meant here. The cartoon suggests that John Dalgleish helped carry in tables for the Guides, though whether his efforts were welcomed is uncertain given that a Guide is drawn shooting a gun at him.*

21st October 1966

Tonight, John Martin (Curlew APL) broke the flag and inspection followed. The game was crab football¹. We got a bye into the semis. Our first game was against the Fox who we beat 2-0. In the final, we played Seal, who beat us 2-0 in extra time (I was sent off for kicking the ball above the allowed level).



Patrol corners¹ followed crab football. I passed my minor accidents². B. Bulldog¹ came next, PLs in the centre. As there were no lem or crisps, we had another game, PLs excepted, Chalk rugby¹. Our team won 2-1.



We then had a campfire with John Lyle and Achendehead³ leading it. We sang quite a lot of songs.

Announcements and then dismissed.

P.S. David Shearer was presented with his second-class⁴.



Andrew Watson

Editorial notes for 21st October 1966

1. See the introduction and Appendix 1.
2. Minor accidents and Rules of Health counted towards the 2nd Class Badge
3. Alex Aitkenhead, PL of the Seagull Patrol
4. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen's Scout Badge.

23rd October 1966

At 6.15 pm, there was a Scout's Own service in the church. Scouter Robin Crawford led the service. Peter Robertson and¹ read bits out of the Bible. Robin's sermon was stories about Scouting. He told the congregation of how Scouting spread to USA². There are now 5,000,000 Americans Scouts.

AW³



Well done! Perhaps a little tidier in future.

$$1+10+4 = \textcircled{5}$$

AB Gram S.M. 28.10.66

Editorial notes for 23rd October 1966

1. A space was left for another name presumably.
2. The story would have been about the American businessman who arrived in London by train and found himself in dense fog. He asked a young boy how to get where he wanted to go and the boy led him there. When the businessman offered the boy a reward, the boy turned it down because he was a Boy Scout doing his Good Turn for the Day. The businessman was so impressed that he arranged to meet with Baden Powell to find out more about the Boy Scout movement. He then returned to the US and started the movement there.
3. Andrew Watson. The significance of the diagram is not known.

28th October 1966

The meeting started in the usual way, three short blasts on Al's¹ whistle followed by breaking of the flag then onto the game, which was ring stick².

Soon it was our game, which was against the Fox patrol. The game went badly for us right from the start and, by the end of the game, Fox had beaten us easily. But in the next game, the ring broke while being tugged by two enthusiastic players (I think they got a shock when it snapped).



After this historic incident, the games were continued with crab football².

After games, there was no lemonade or crisps on sale because Lawson's³ never bothered to deliver some.

Then there was a campfire² followed by flag down and dismissal.

Editorial notes for 28th October 1966

1. Scout Leader, Alastair Cram

2. See the introduction and Appendix 1.

3. Lawson's of Greenock sold lemonade and other soft drinks during the 1960s and 1970s. The labels, on the bottles showed local ferries

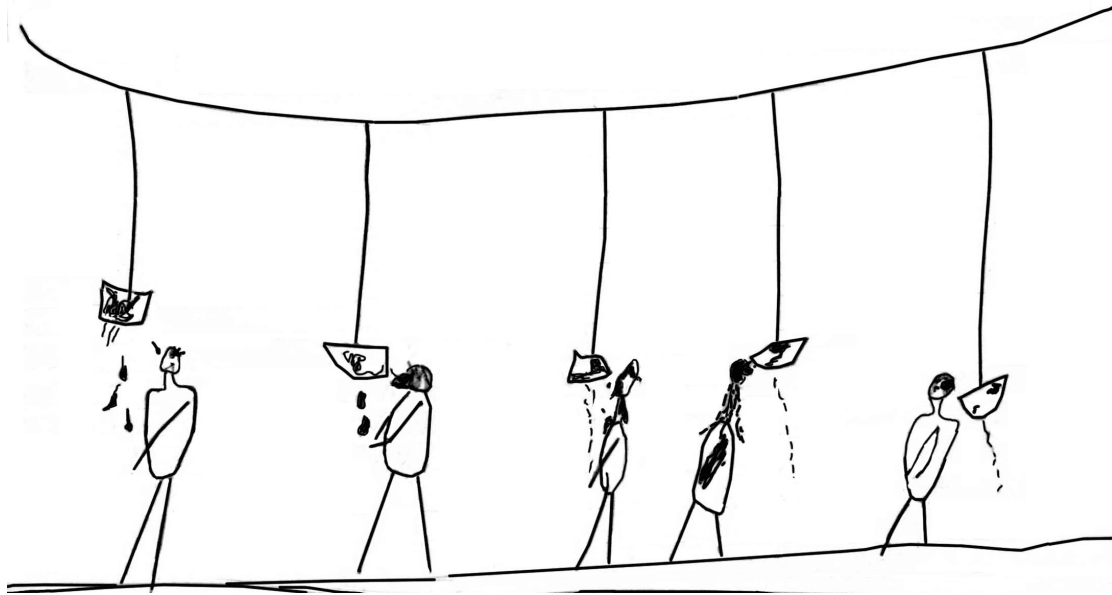
4th November 1966

Tonight was the Halloween party and everyone turned up in fancy dress. The winner turned out to be a bunny girl, Alan Crumlish, who got a box of black magic.

We then had a game of musical chairs which Russell Reid won over Roy Fraser. He also got a box of black magic.

Then we had dooking for apples in which two people fell over the chairs¹ and almost got wet, and someone had nicked Alan Riddell's hat (I shall not say who it was because it was me) and it got soaked.

After that, lemonade and cakes and then eating treacle scones. David Anderson was covered in the treacle².



Then ice cream and jelly. Then we had a short campfire. Then announcements and dismissal.

PS. As this was Russell Reid's last meeting³, he was presented with a book.

David Shearer, Second Kingfisher.

Editorial notes for 4th November 1966

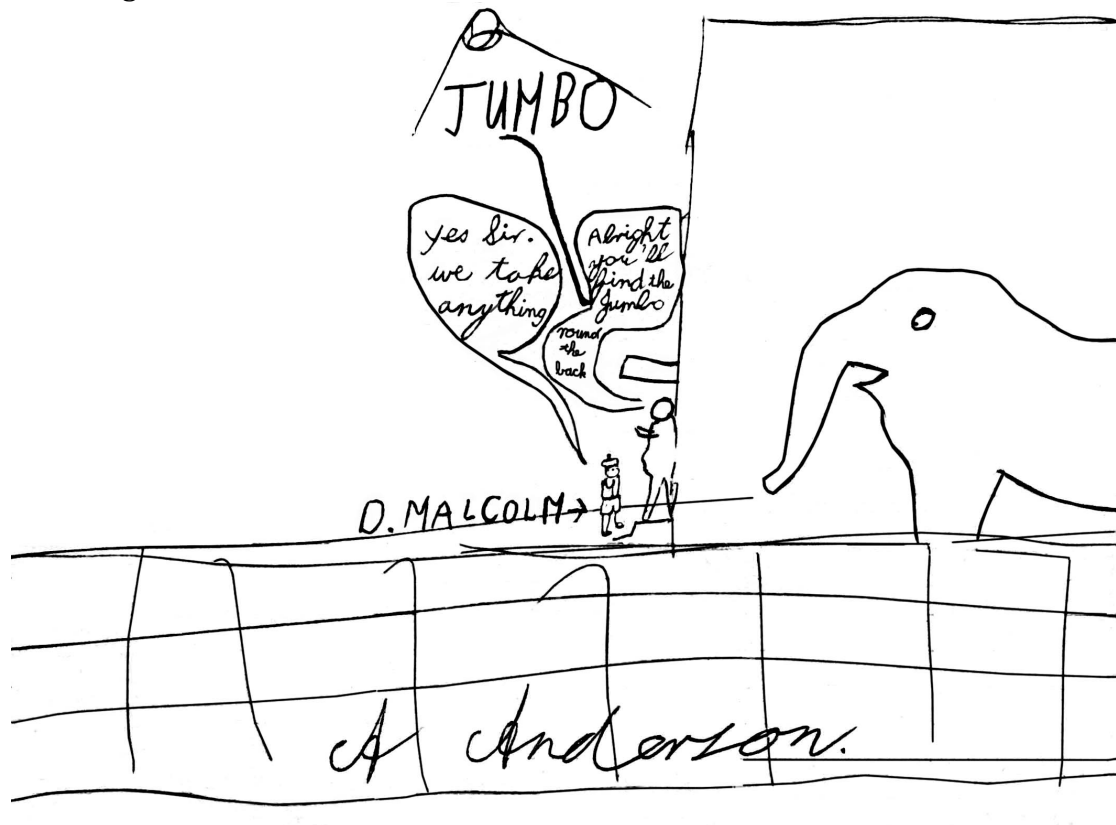
1. Dooking for apples involved kneeling on a chair and hanging over the back of it with the handle of a fork firmly held in your mouth. You then aimed for one of the apples floating in a basin on the floor, and let the fork go. If the fork stuck in the apple, you won the apple.

2. Scones dripping with treacle were dangled from sisal such that the treacle would drip onto whoever attempted to eat them (no hands allowed). Note that a tarpaulin was laid underneath the line to protect the floor, but it is not known whether the tarpaulin was subsequently washed or not.

3. Russell Reid's family was emigrating, either to Australia or New Zealand. The editor thought it was New Zealand, but the scribe of a later entry in this log thought it was Australia.

18th November 1966

The meeting was just starting when I arrived, as my mother had been in Glasgow and was late in getting home. In the hall, I heard a voice that said "Hello Alan", and I turned round to see the face of John Morton. I discovered that he had joined the troupe¹. The game started (the teams picked by Alan Crumlishes modern machine²) with us through to the second set of games of Crab Football³. We reached the final but lost. Following this was patrol corners³ then a Game. Flagdown followed this and so did the notices read by Skipper⁴ about jumble collecting.⁵



Editorial notes for 18th November 1966

1. Troop
2. With the arrival of the Tiger Patrol, there were now 7 patrols and so it was no longer possible to use the wooden dice to determine the order of play for the interpatrol game. Alan Crumlish's 'modern machine' might have been a small plastic drum that one could rotate with folded pieces of paper inside with the names of the patrol on them.
3. See the introduction
4. Scout Leader, Alastair Cram
5. The diagram features Duncan Malcolm of the Seagull who was the smallest Scout in the troop at that time. Alan Anderson was the scribe and artist for this entry. The money made from the Jumble Sale went into the Scout HQ Fund. No 'Jumbo's were included in the sale though.

KINGFISHER

(ALCEDO ATTHIS)

PATROL

LOG.

1967

DEPARTURES

JOHN LYLE LEFT THE PATROL AND BECAME AN INSTRUCTOR

RUSSEL REID WENT TO AUSTRALIA

ROBERT BEATTIE IS NOW P.L. OF FOX

ALAN C RUMLSH JOINED NEWPATROL (TIGER)

ARRIVALS.

BRIAN JAGGER JOINED TROOP

JOHN MARTIN CAME FROM CURLEW

PL

Second
1st Scout
2nd "
3rd "
4th "
5th "
6th "

JOHN MARTIN

DAVID SHEARER
ALAN ANDERSON

ANDREW WATSON
BRIAN JAGGER

ANDREW LYON.

17th January 1967.

John Martin
Very good PL.
KINGFISHER

Editorial notes

1. Alcedo Atthis is the latin name for the Kingfisher.

2. The editor was of the opinion that Russell Reid went to New Zealand. However, the evidence suggests otherwise.

THIS SESSION WE

HOPE

TO FIND A SCRIBE

AMONG FROM THE KINGS

4 (Sorry)

I SHOULD
HOPE
SO !!!!!!

KINGS
NOTE

6th January 1967 Duty Patrol - Curlew

We started as usual with flagbreak and inspection¹. Curlew were duty patrol. Then we had a game of British Bulldogs¹. After that, we had patrol corners¹ when I tried to learn "hand, axe and knife" for my second class². The patrol game was crab football¹. We got into the final but lost 2-1 to Falcon. (I scored a penalty). It was my first ever goal since joining the troop.³



Then we had a training session. (Sorry. I can't remember anything about it). We had a game of port and starboard.¹ After that, there was sale of lemonade.⁴ Then we had some drill for about 10 minutes⁵. We were then shown some slides⁶ of Camp (I think it was a Easter camp). After that, flagdown, notices and home.

Andrew Lyon (AL) 6th Scout.
Sorry. Order of games is wrong.

A very good log, Andrew,
Skipper.⁷

Editorial notes for 6th January 1967

- 1. See the introduction and Appendix 1*
- 2. The Secnd Class Badge was the second of the four main badges in the progressive Scout Training Scheme (Tenderfoot, 2nd Class, 1st Class, Queen's Scout).*
- 3. Andrew Lyon joined the Troop on the 27th May 1966*
- 4. Lemonade and crisps were sold to the Scouts by a couple of PLs in the Church kitchen.*
- 5. Drill sessions usually indicated that a church parade was in the offing*
- 6. Unfortunately, it is not known who took the slides or whether they still survive. They may have been of the Easter Camp held at Dunfallandy, Pitlochry, in 1966. Slides were also shown on the 9th September 1966.*
- 7. Additional comment added by Alastair Cram (Skipper).)*

13th of January 1967 Duty Patrol-Falcon

The meeting started with the usual procedure of flagbreak and inspection¹, but unlike most meetings, it was only the Second² who was inspected. This unusual inspection was followed by a game of skittles¹ (a game that is not often played). It was an interpatrol game and it was unusual for the interpatrol game to be so early.³ Our luck wasn't very good because not one of us hit the skittles, perhaps because it was black Friday.⁴



We then went to classes.⁵ Nothing unusual happened there except, perhaps, that somebody passed a test. After this, we had five minutes of drill⁶ – enough for anybody. Then after that, we were handed out a sheet of paper with some questions on it. The majority were on first aid, but others were on things you would have to know to do if you are at the scene of an accident. When we had handed in our answers to the questions, the PLs came back from the session room, where they had been while the remainder of the patrols had answered the questions. We got on our uniforms again¹ and then flag down and home.⁷

Brian Jagger (3rd Scout)

Good log Brian.⁸

Editorial notes for 13th January 1967

1. See the introduction and Appendix 1.

2. The Seconds referred to were the Seconds in command of each Patrol. With the introduction of the revisions described in the Advance Party Report, Seconds were renamed as Assistant Patrol Leaders (APLs)
3. That's not entirely accurate. Up until the 1966-67 session, the interpatrol game always occurred after inspection.
4. The diagram reflects this. An additional comment made by Alastair Cram suggests that the thrower was Brian Jagger (the scribe).
5. This was Patrol Corners (see the introduction).
6. Drill sessions usually indicated that a church parade was in the offing
7. A campfire was also held (Seal Patrol Log)
8. Additional comments made by SM Alastair Cram following an inspection of the log book. The 'Probably B.J.' in the sketch was also added by Alastair Cram as a 'wind up' since B.J. wrote the log.

Sunday 15th January 1967 Hiking Expedition Not recorded in log

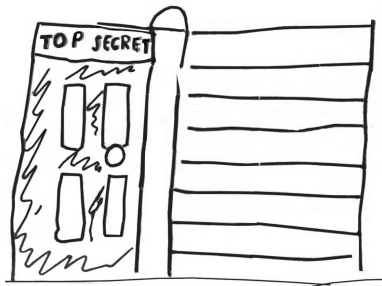
A Hike over the Right of Way from Ravenscraig to Lunderston Bay via the Curling Pond took place on the Sunday afternoon, providing opportunities for Scouts to pass their 2nd Class Firelighting and Cooking test (Seal Patrol Log).

Friday, 20 January 1967 Duty patrol Fox

Three whistles started the meeting as usual¹. After flagbreak, we were told that the patrol game was to be replaced by British Bulldog¹. Patrol corners¹ was next on the list and John Martin (PL)² taught me how to do some first class³ knots. When the three whistles went again, we had a patrol game which was chosen to be crab football.¹

While the games were been played, the lem was sold.⁴

The proceedings after this was the (much hatted) drill⁵, followed by another game⁶. This was followed by Flagdown and notices, where IF⁷ asked for volunteers for a top-secret operation⁸. I volunteered and we were told to meet at 9.45 in the small Hall.



Alan Anderson.

Good log, Alan⁹.

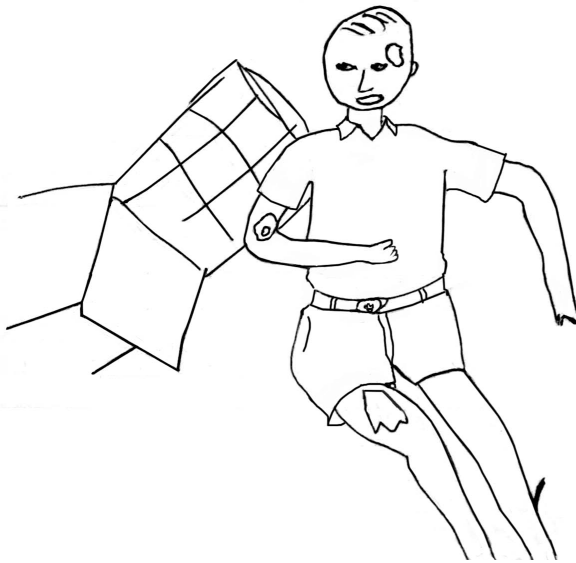
Editorial notes for 20th January 1967

1. See the introduction and Appendix 1.
2. John Martin was promoted to PL of the Kingfisher at the beginning of January 1967.
3. The progressive Scout training scheme involved passing tests towards the Tenderfoot, 2nd Class and 1st Class Badges. The ultimate goal was to gain the Queen's Scout Badge.
4. From the troop shop which was usually run by the PLs
5. Drill sessions usually indicated that a church parade was in the offing
6. This was Swing the Sandshoe (Seal Patrol Log)
7. ASM Ian Fraser
8. The top-secret operation mentioned appears to have remained top secret. One possibility is that a volunteer was taken from each Patrol and briefed on how to act as a casualty in the first aid activity carried out on the 27th January.
9. Additional comment made by SM Alastair Cram following an inspection of the log book.

Friday 27th of January 1967

Duty Patrol Kingfisher

The meeting started with David Shearer breaking the flag¹. John Martin had a twisted neck, so he was unable to take the part of PL, so D. Shearer was PL. When I² arrived, there was a game of Up One, Down One¹ being played, so I joined in but was soon out of it after grabbing the wrong staff. A game of dodgeball¹ followed, which Alan Anderson of the Kingfisher patrol won. After dodgeball, we went to patrol corners¹. I failed my estimations³ and was told to know a little more about it for next Friday by IF⁴. The activity, which was first aid, was on a bod with a nail in his hand, a scalded graze on his arm and suffering pathetically from shock, or a bod with his tibia sticking slightly out of his leg, a horrible deep cut, and suffering from terrible shock⁵. Our patrol had the least number of points for the activity. You dreaded!⁶



The cuts, scalds, grazes, nail in hand and tibia which was sticking out of a leg were kindly provided by Robin and his do it yourself 'put someone off their dinner set!'

The patrol game this week was skittles¹. We reached the final but were beaten 21-16 by the Tiger patrol.



Campfire¹ was led by Al⁷ with the slight help of Gordon Morris⁸. We sang such songs as 'In the merry month of May', 'The Store'(led by G Morris), 'Onnie wokee, get a vivo', 'I've got that BP spirit', and 'The Holy Ground Once More'.⁹ Near the end of the meeting, we were visited by Mr Williamson (Venture Scout leader). After the meeting, him 'n' Al⁷ put up a tent for some reason or another.

Skipper, alias Al, actually paid me back a debt of 4/6, which he borrowed from Mr Williamson.

Scribe? Drew I presume. Well done.¹⁰
There appears to be quite a gap in the log here.¹⁰

Editorial notes for 27th January 1967

1. See the introduction and Appendix 1.
2. The author did not identify himself but Alastair Cram thought it might have been Drew Watson.
3. Estimation was one of the tests for the 1st Class Badge. It involved learning techniques that could be used to determine the height of a tree or steeple, as well as the width of a river. It involved mathematical principles and was reasonably accurate.
4. ASM Ian Fraser
5. As indicated in the diagram, Robin Crawford had a make up kit that allowed realistic wounds to be stuck onto a casualty
6. Additional comment made by SM Alastair Cram following an inspection of the log book.
7. Scout Leader, Alastair Cram
8. Gordon Morris was a Second, possibly of the Falcon Patrol.
9. It was rare for log scribes to detail the songs that were sung. 'The Store' and 'I've got that BP Spirit' were sung a lot during the 1960s and beyond. The other two do not ring much of a bell.
10. Additional comments made by SM Alastair Cram following an inspection of the log book.

3rd February 1967
5th February 1967

Troop Meeting
Dedication Service (Guides)

No Entry
No Entry

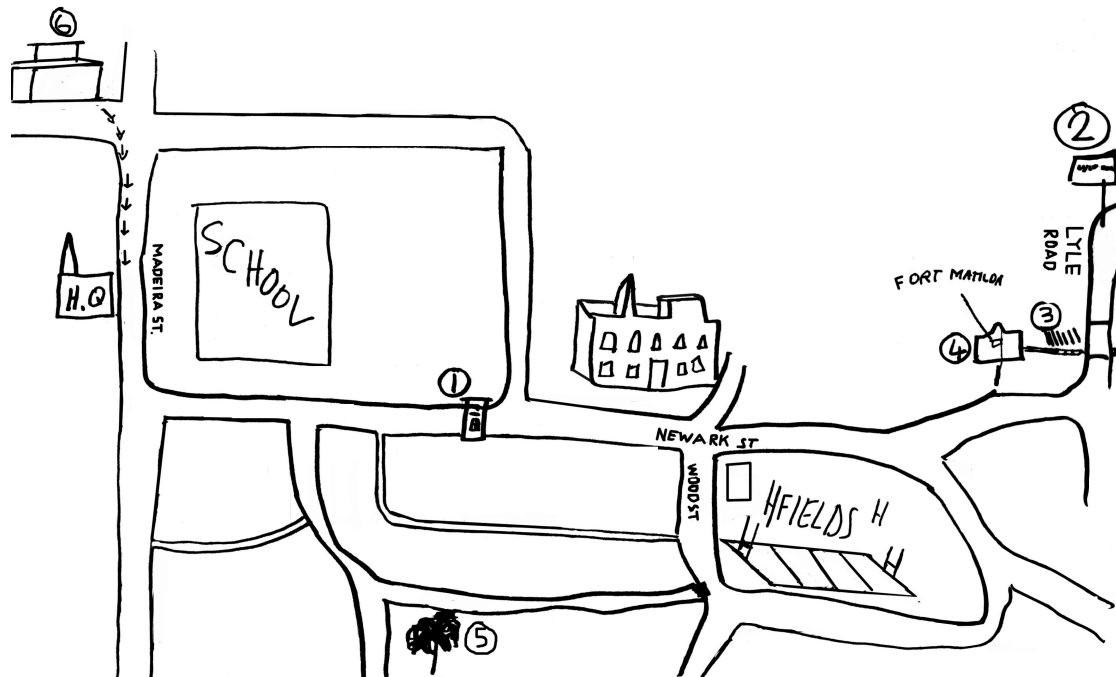
7th of March 1967

March

The first game played tonight was British bulldog¹. I² was not entirely a success at this. Then we were sent to patrol corners¹. I started reading my first aid. I also enquired about the first-class hike³. Crab football¹ came next. Kingfisher were knocked out in the second round by Aitkenhead's mob⁴. After our game was finished, we were told to report to Neil Allan⁵ for the stunt.

THE STUNT⁶

Each patrol was to roam the streets of Greenock looking for clues. Each clue led to another clue in the form of a photo. On the back of the clues what questions. About half an hour or more was devoted to the stunt. The first clue was : "where an ancient Mariner may post a letter", so we spent along to the old Mariner's Home and found Curlew had it. On Clue number one was a picture of a sign to Lyle Hill, so off we sped, Curlew still in front of us. Clue number 2 had a picture of the railway bridge. Clue number three had Fort Matilda station on it. This time we beat Curlew to clue number five and kept ahead of them up till the end.⁷



We then had lem and crisps⁸ and a game. Campfire¹ followed this and we finished.

A.W.²

Editorial notes for 27th January 1967

1. See the introduction and Appendix 1.

2. Andrew Watson.

3. The 1st Class hike was a 2-day expedition which involved two Scouts covering about 15 miles. They had to find their own campsite and were required to cook their meals over a wood fire. The Scouts only became aware of the route when they opened their instructions at the start. The instructions also included a few projects that had to be completed during the hike, and also prepare a written log book that included sketches of specific landmarks and any wildlife seen. The hike route was set

by a District examiner, who also assessed the log books. Scouts wore full uniform throughout the hike.

4. *The Seagull Patrol*

5. *It is not known who Neil Allan was. He might have been an ADC or a Scouter from another group.*

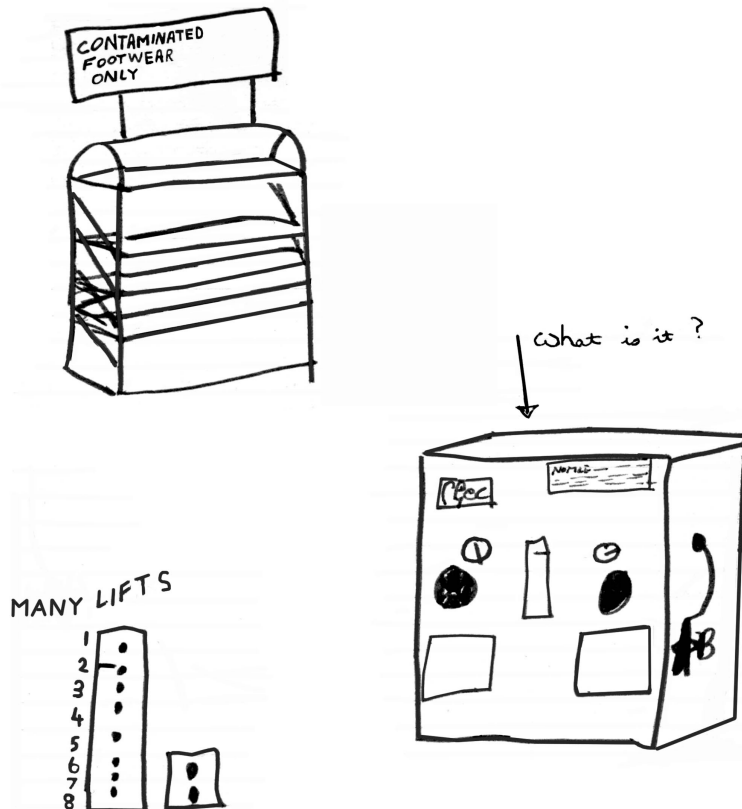
6. *The editor remembers this stunt as being one of the best stunts that the 70th Scouts were set. The stunt was repeated in later years following much the same route used here.*

7. *It is noticeable that the final clue was to the building that would be transformed into the 70th's new HQ a year or two later. The arrows probably indicate that the Scouts were instructed to return to the Church hall after reaching the end of the trail at location 6.*

8. *From the troop shop which was usually run by the PLs*

10th March 1967

Tonight, the troop had an outing to Hunterston, leaving at 6.00 returning 10.30.¹



Good log KFs but

1) Please report on patrol meetings, expeditions etc [I would refer you to Seal patrol log]

2) Please keep it up to date

Alastair B. Cram S.L. 70th 9.4.67²

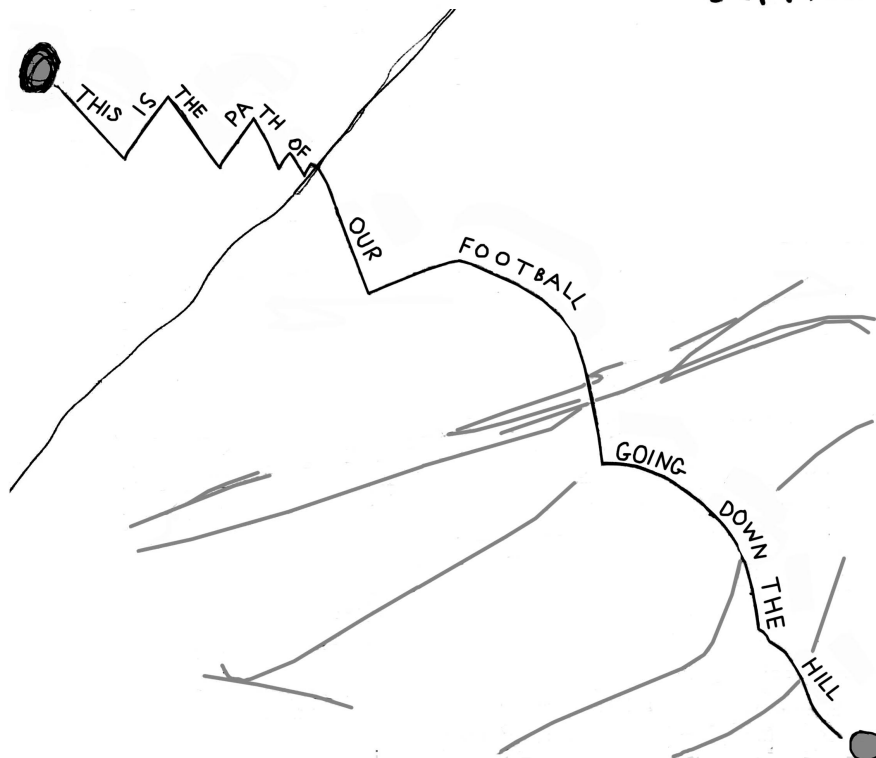
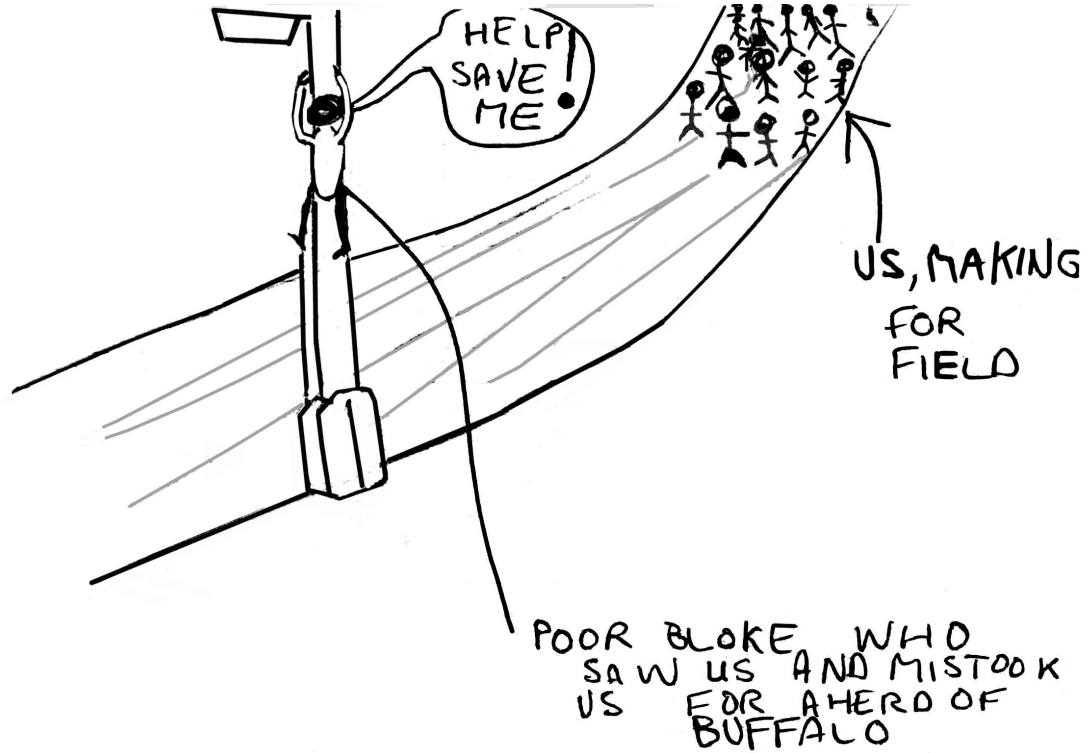
Editorial notes for 10th March 1967

1. The author / artist is not identified. Unfortunately, no description of the visit is provided.

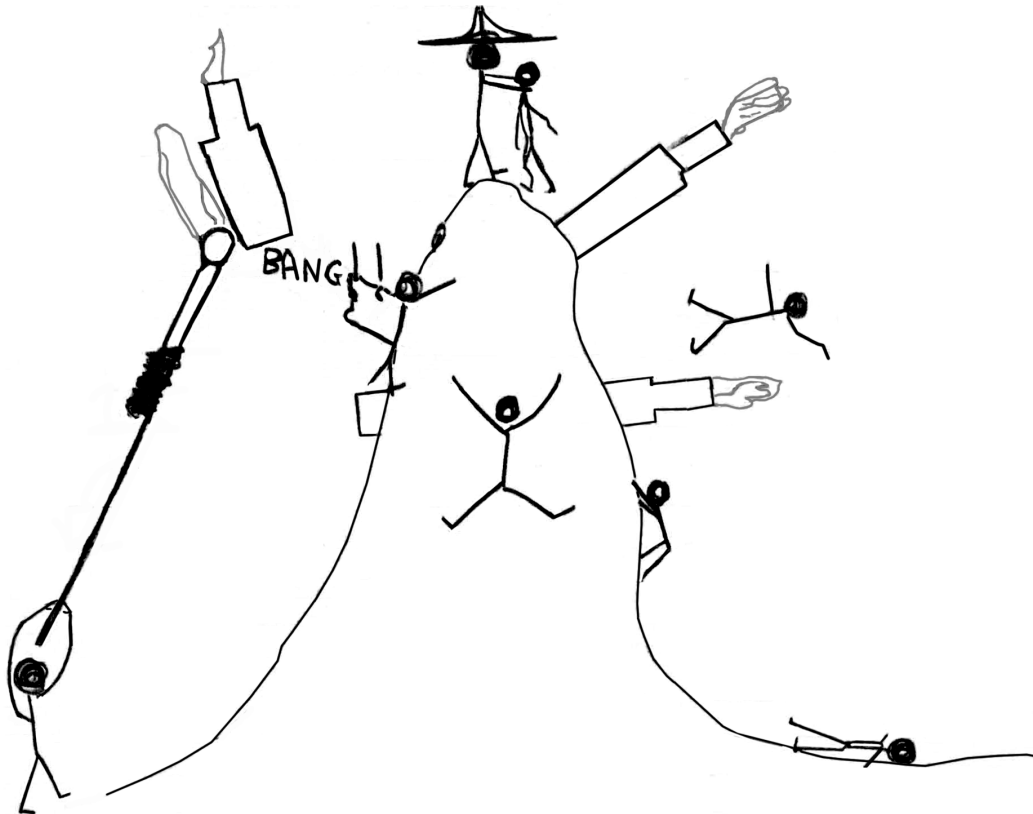
2. Additional comments made by SM Alastair Cram following an inspection of the log book.

Friday 28th April 1967 Duty Patrol – Kingfisher

We started at 7.30 with flagbreak and skipper¹ announced that we would go up the hill². But first, because normally when we go up the hill nobody gets any tests done, we had patrol corners³. Once this was over, we tore up the hill to the field⁴ and soon the interpatrol game was in progress, when, as usual, we lost the ball down the hill a few times.



While the finals of the football game were being played off, the rest of us were split into two groups – the attackers and the defenders. The defenders occupied a hill and had hidden 3 bangers. The attackers were given matches to set the bangers off with. Soon there was a full-scale fight going on, and if you were made to surrender, or someone surrendered to you, you or he were out of the game. In the end, the defenders won because they hid the bangers so well that we could not find them.



Then we proceeded back to the hall where 3 badges and Scout cords⁵ were presented. Flag down followed.

John Martin P.L. Kingfisher

Editorial notes for 28th April 1967

- 1. Scout Leader, Alastair Cram*
- 2. This involved going up the Lyle road to the 'field'*
- 3. See the introduction*
- 4. The Scouts used a stretch of level ground on the north side of the road leading up to the Lyle Hill just beyond the Lyle Park. This used to be used for cattle grazing and so there were no bushes or trees there during the 1960s. Since then, bushes and trees have appeared which now make it impossible to play baseball or football. There was a 'ramp' leading down to the field from a gate and a tunnel that went under the road that connected to fields on the south side of the road. Both the ramp and tunnel are still present.*
- 5. Unfortunately, it is not known who the recipients were.*

Friday, 5th May 1967 Duty patrol - Seagull

Tonight, the troop met and then proceeded down to the Battery Park to watch the inter-troop football match. The weather wasn't perfect, but the game started and we were winning by 2 goals to nil in the first 10 minutes. Then FATE struck. The sky darkened and it poured. The game was postponed until Thursday the 11th when we met the reigning football champions. But, alas, we lost 5-2. The remains of the Scout meeting I do not know, but I have some knowledge from a fairly accurate source (A. Anderson who was at Scouts the whole evening) that the County Flag team¹ did knotting.

J. Martin P.L.

Editorial notes for 5th May 1967

1. This is the only reference to the 70th being involved in the County Flag this year. No other information is known.

Friday 12th May 1967 Duty Patrol - Seal

Tonight's meeting was held at the HQ on the corner of Brisbane and Robertson Street.¹ We played the patrol game.

I cannot remember much about this meeting. (Sorry)

Later, lem and crisps were sold² and there was a stunt. We were to collect:-

- 1) An article which could not be identified by the Scouters
- 2) Height of Trinity Spire (NASTY TRICK, Trinity or rather St Andrews has a tower)
- 3) Make and colour of Al's³ new car
- 4) Live fly
- 5) Shell
- 6) 3 Leaves from different trees.

The meeting finished with flagdown and Jimmy (Duncan)⁴ and I raced along to Finnart church to collect gear for the hike we were going on⁵.

John Martin P.L.

Editorial notes for 12th May 1967

1. This HQ served both as District HQ and HQ for the 45th Renfrewshire Scouts. It no longer exists.

2. From the troop shop which was usually run by the PLs

3. Scout Leader, Alastair Cram

4. Jimmy Duncan was promoted to PL of the Curlew Patrol in October 1966 at the age of 14.

5. It is not specified what hike this was, but it might have been a 1st Class hike lasting 2 days.

Friday 19th of May 1967 Duty patrol – Tiger

Flagbreak at 9:30 followed by a patrol game and patrol corners¹. Then we had a stunt. Given 50 minutes, we had to draw a map of the area bounded by:

Campbell Street

Newton Street

Lyle Hill

Lyle Road

Eldon Street

Esplanade to Princes Pier.

This, the Curlew won by drawing the best map. BB² followed. Then flag down

John Martin P.L.

Editorial notes for 19th May 1967

1. *See the introduction*
2. *British Bulldog – see introduction*

Badge Books

1. Coxwain, pilot, Hiker, Venturer.
2. Backwoodsman, Pioneer, Senior Pioneer, Forester
3. Missioner, Public Health, Marksman

Patrol books

1. Tenderfoot (Gilcrafts)
2. Second Class (Rex Hazlewood)
3. First Class (How to pass)
4. Scout mapping (P.W. Blandford)
5. The gateway to all Scout Tests (Tend. Second, first class)
6. Knots and Splices (Brown's)
7. The Scout and his axe (Thurman)
8. O.S. Sheet 59 (Persil)
9. Second Class (Gilcraft_
10. Scouting For Boys.

Editorial note

The above books were listed at the end of the patrol log and were presumably books owned by the patrol and which were kept in the patrol box.

APPENDIX 1 Troop Games

The following list describes the various games that were played at Troop meetings during this period.

* British Bulldog (BB).

This game was highly popular and was almost a rite of passage through which Scouts moved slowly over the years from being minnows to pikes. At the start of the game, one or more Scouts would be chosen to 'be in the middle' and to act as captors. The rest of the Troop then congregated at one end of the hall. When the whistle blew, everyone had to get from one of the hall to the other. The captors successfully captured somebody if they could prevent him reaching the other end of the hall and also lift him off the floor long enough to chant 'British Bulldog 1,2,3'. The victim then hoped that he would be lowered to the floor rather than dropped, and would then join the team of captors. The game would continue and the winner was the last man to be caught. The length of these games could vary significantly. If a PL was chosen for the middle, the game was usually very short. If young Scouts were chosen, the game could last a long time.

* Boy Scout Rodeo (Rodeo)

Rodeo was introduced by Bob Miller in the early 1960s. It was played like British Bulldog, but the aim was to pin the captive's shoulders to the floor, instead of lifting him off it.

*Chalk Rugby

This was another wild game where two circles were drawn at each end of the hall. The aim was to draw a cross in the opposition's circle. One Scout described it like playing rugby with no rules. The two sides fought to gain control of a piece of chalk and occasionally tried to throw it from one member of the patrol to another. Another excuse for a general rammy.

* Crab Football.

This was an interpatrol game that was played like football, except the players had to remain sitting when kicking the ball. When moving, players moved crab like using their hands and feet; they were not allowed to crawl. Only the goalkeepers were allowed to stand, but they were not allowed to stop the ball with their hands or move out of their goal. If the ball was hit above waist height (as defined by the wooden partition lining the walls of the hall), the offender was sent off. This version of the game made it less likely that windows or gas heaters would be broken. The goals were marked by chairs. Usually Scouts who were not playing in the game were told to sit on them. Otherwise, frantic goalmouth action could see the chairs flying off in all directions resulting in furious debate about whether a goal had been scored or not.

* Dodgeball (or dodgy ball)

The aim of Dodgeball was to throw a ball such that it hit Scouts below the knee. Last person standing was the winner. During the period covered in this log, it appears that each patrol took a turn at being in the middle, and the winners from these 'heats' then competed against each other. It is not clear what kind of ball was used or whether it was the Scouters or Scouts that threw it.

* Hopping Charlie

Hopping Charlie involved Scouts hopping around the hall with arms crossed, and shoulder charging others to make them lose balance. Last man still hopping was the winner. The game could be played with each patrol numbering off such that one representative from each patrol took part once his number was called. Alternatively, it could be played with everybody participating to create bedlam.

*Horses and Riders

Horses and riders involved Scouts pairing up such that one Scout was the rider and the other was the horse. The horse provided a piggy back for the rider and the idea of the game for each horse and rider to unseat their opponent (or opponents). It made sense for the lighter Scout to be the rider, but the Scouters sometimes replayed the game such that the horse and rider had to swap round, which often meant that the new horse 'collapsed' before even entering the fray. The game could be played like Hopping Charlie with representative horses and riders from each patrol entering the fray.

* Ice Hockey

This was an interpatrol game that was played with Scout staves and any object that could serve as a puck. Often a sandshoe was used.

*Port and Starboard

This might have been a game that was played by both Wolf Cubs and Scouts at their meetings. The walls of the hall were defined as port, starboard, fore and aft. Scouts were to run to the relevant wall when it was called out and the last Scout to make it was out. Occasionally, the Scouter would call out the name of the wall that the Scouts were already at, and if any Scout moved away from that wall, they were deemed to be out. Last Scout remaining was the winner.

The game evolved to include other commands such as Freeze, Man the Lifeboats, Boom, Submarine etc. etc all of which required a suitable response. For example, 'Boom' required the Scouts to dive to the floor, 'Freeze' meant keeping absolutely still, 'Man the lifeboats' required one scout to jump on the back of another, 'Submarine' meant lying on the floor on your back with a leg in the air.

However, it is not known when these extra instructions were introduced or whether they were part of the game during the period covered in this log book.

* Ringstick

This was an interpatrol game in which one member of each patrol stood on a chair at opposite ends of the hall, and the aim was to throw a rubber ring such that the Scout holding the stick could 'catch' it on the stick. It is not clear whether this was played as a non-contact game like basketball, or whether the rules were 'anything goes'. Certainly, the ring could not be placed over the stick and had to be thrown. This involved quite a bit of skill from the Scout holding the stick in order to judge the flight of the ring correctly.

* Skittles

This was an interpatrol game in which skittles were set up at one end of the hall and each member of the patrol threw a ball to try and knock them over. This probably involved each Scout throwing in turn from the other end of the hall.

* Swing the Sandshoe (or the Sandshoe game)

The Scouts stood in a circle with a Scouter in the middle. The Scouter then swung a sandshoe tied to the end of a rope round the circle. The Scouts had to jump high enough to avoid being hit. If they were hit, they were out. Towards the end of the game, the Scouter would sometimes allow the sandshoe to rise slightly in the hope of catching a specific Scout that might have been making a nuisance of himself that evening. There were often some spectacular moments when the sandshoe and rope wrapped themselves round a victim's ankles and brought him crashing to the ground. Curiously, there appears to be no instances of Scouts being injured in the process. This was an energetic game not least for the Scouter in the middle, who frequently had to swing the sandshoe in the opposite direction to avoid getting dizzy.

* Up one, down one (or the Staff game)

The Scouts stood in a circle with each Scout holding a staff vertically on the ground. On the command of 'Up one' each Scout had to abandon his own staff and grab the one on his left-hand side. The command 'Down one' meant moving in the opposite direction. Any Scout failing to grab the vacated staff before it fell to the ground was 'out'. However, if a Scout deliberately pushed his staff to the ground when he moved, he was dismissed from the game instead. The game might have been run with each Scouts holding a finger on top of his staff before moving in order to minimize cheating, but this needs to be confirmed.