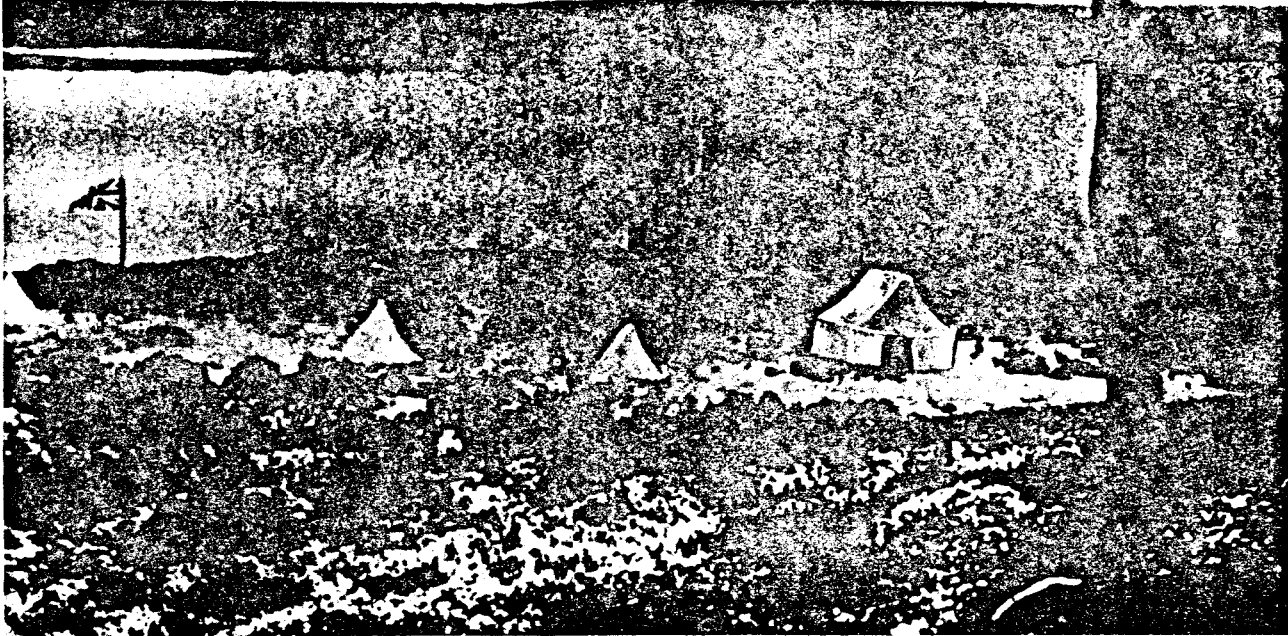


The Brownsea Island Adventure



3: BROWNSEA DOUBLE-TWO — The Brownsea Story

By William Hillcourt

Author of BADEN-POWELL - The Two Lives of a Hero

One day in mid-June, 1907, the world's first Scoutmaster-to-be sat down and addressed a letter to some of his old army friends and their wives, the parents of boys 11-12 years old and in their early teens — pupils of Harrow, Eton, Charterhouse and other large English "public" schools.

"I propose," he wrote, "to have a camp of eighteen selected boys to learn 'Scouting' for one week in the August holidays...The camp will, by kind permission of C. van Raalte, Esq., be held at Brownsea Island, Poole..."

Like any good Scoutmaster after him, he continued his letter by outlining the instruction he intended the boys to have and by assuring the parents that "wholesome food, cooking, sanitation, etc., will be carefully looked to." He included a list of camp kit and clothing. He asked that each boy come to camp thoroughly practised in using three simple knots — the reef knot (square knot), the sheet-bend and the clove hitch — and provided sketches of the knots for those who might not know them. In conclusion he wrote:

"If you wish to send your boy to the camp under these conditions will you kindly let me know and I will send details as to trains, etc.

R.S.S.B.-P."

A few days later — on 17th June, 1907 — he sent similar invitations to the Bournemouth Boys' Brigade company to pick six of its members, and the Poole Boys' Brigade three of its boys, to join him — secondary school boys, farm boys, sons of working-class families.

The invitations to go camping with the famous Lieutenant-General Robert Stephenson Smyth Baden-Powell were accepted with alacrity. Who wouldn't like to spend a

week with the "Hero of Mafeking" — a nickname that Baden-Powell had gained as the defender of the besieged town of Mafeking during the Boer War at the turn of the century! The original number of eighteen was over-subscribed. As an afterthought, B.-P. decided to include his fatherless, 9-year-old nephew to act as his "adjutant." He inveigled one of his old comrades-in-arms, Major Kenneth McLaren, to join him as his assistant.

By the evening of 31st July, 1907, all the participants of what was to be the world's first Boy Scout camp had gathered on Brownsea Island. The next day, 1st August, and for seven days thereafter, B.-P. worked with the boys, testing out what he called his "Boy Scouts Scheme." On 9th August he sent them off home, satisfied that his scheme worked.

It did — not just for the boys of Brownsea, but for millions of other boys who have followed in their footsteps since 1907.

You can provide the same kind of thrill for the Scouts of your own troop in your camp this summer by making use of the suggestions on these pages. They follow as closely as it is possible to reconstruct the actual programme carried out at the world's first Boy Scout camp.

Some of the games and contests will prove to be old friends of yours — but some of them may be "new" to you, even with sixty years behind them. But whether old or new, all of them are worthy of being kept alive.

Practices, games and contests selected and edited from the original edition of Baden-Powell's Scouting for Boys, published in six fortnightly parts, January-March 1908.

Brownsea Island, 1st August, 1907.

1st Day — **Preliminary.** *Formation of Patrols. Distribution of duties, orders, etc. Each subject of course explained. Special course of instruction for Patrol Leaders, for them to impart to their Patrols.*

Formation of Patrols. On the morning of the first day, the boys who were to test Baden-Powell's "Boy Scouts Scheme" were formed into four "Patrols," with a senior boy in each as "Patrol Leader." Two of the Patrols received bird names, two of them animal names. To indicate the Patrol to which he belonged, each boy wore a "shoulder-knot" of a distinctive colour: Curlews, yellow; Ravens, red; Wolves, blue; Bulls, green. These shoulder-knots consisted of two 18-in. lengths of 1-in.-wide coloured tape, placed one on top of the other, folded in the middle, and sewn, along the fold, onto safety pins.

Each Patrol Leader sported a short staff with a triangular white flag 16 in. long and 10 in. high where it was attached to the staff with two tapes. It carried a picture of the Patrol animal, painted in green by Baden-Powell (B.-P. later suggested that the picture could be cut out of green cloth and sewn on) and the letters BA — first and last letter of the word BROWNSEA. Each Patrol Leader had the further distinction of wearing a fleur-de-lis cut out of white felt and pinned on the front of his hat.

Distribution of Duties. Each Scout in the Patrol was given a number. The Patrol Leader was No. 1, the corpora! (Assistant Patrol Leader) No. 2; the rest had consecutive numbers. The boys were to work "in pairs as comrades" (an early application of the "buddy system"), Nos. 3 and 4 together, Nos. 5 and 6 together, and so on. Their responsibilities were then explained to them, as they applied to the daily routine of work.

DAILY ROUTINE OF WORK

6 a.m. — Cocoa and biscuits. Practical instruction in the subject of the day. Physical drill. Prayers. Tents tidied up.

8 a.m. — Breakfast.

8.30 a.m. to 12 noon — Scouting exercises in the subject of the day. Bathing.

1 to 2.15 p.m. — Rest. No talking allowed.

2.30 to 4.30 p.m. — Scouting exercises in the subject of the day.

5.00 p.m. — Tea. Camp games. Night piquet goes out to bivouac.

8.00 p.m. — Supper. Camp Fire. Prayers.

9.00 p.m. — Turn in.

The Patrols were then settled into camp, each Patrol in its own tent, each boy preparing his own camp bed.

Subjects of Course. Each day would have its own theme: Campaigning, Observation, Woodcraft, and so on. The subject of the day would be presented and practised in a three-prong attack, as explained by B.-P. :

"For example, take one detail of the subject 'Observation' — namely tracking. At the Camp Fire overnight we would tell the boys some interesting instances of the value of being able to track. Next morning we would teach them reading tracks by making footmarks of different boys at different paces and showing how to read them and to deduce their meaning. In the afternoon we would have a game of 'Deer Stalking'...

Patrol Leader Training. Every day Baden-Powell met with the Patrol Leaders, going over with them the programme for the following day and instructing them in the special skills involved, whether knot tying, fire building or what not.

"The Patrol System," Baden-Powell wrote after the camp, "was the secret of our success. Each Patrol Leader was given full responsibility for the behaviour of his Patrol at all times, in camp and in the field. The Patrol was the unit for work or play, and each Patrol was camp-

ed in a separate spot. The boys were put 'on their honour' to carry out orders. Responsibility and competitive rivalry were thus at once established, and a good standard of development was ensured throughout the Troop from day to day."

Brownsea Island, 2nd August, 1907.

2nd Day — **Campaigning.** *Camp resourcefulness. Hut and mat making. Knots. Fire lighting. Cooking. Health and Sanitation. Endurance.*

Hut Building. "The simplest shelter is to plant two forked sticks firmly in the ground, and rest a cross bar on them as ridge pole. Then lean other poles against it, or a hurdle or branches, and thatch it with grass, etc. In making your roof, whether of branches of fir trees, or of grass or reeds, etc., put them on as you would do tiles or slates, beginning at the bottom so that the upper overlap the lower ones and thus run off the rain without letting it through."

Mat Making. "Plant a row of five stakes, 2 ft. 6 in., firmly in the ground; opposite to them, at a distance of 6 ft. to 7 ft. drive in a row of five stakes (or two stakes with a cross piece). Fasten a cord or gardener's binder twine to the head of each stake in No. 1 row and stretch it to the corresponding stake in No. 2 row and make it fast there, then carry the continuation of it back over No. 1 row for some 5 ft. extra, and fasten it to a loose crossbar or 'beam' at exactly the same distance apart from the next cord as it stands at the stakes. This beam is then moved up and down at slow intervals by one Scout, while the others lay bundles of fern or straw in layers alternatively under and over the stretched strings, which are thus bound in by the rising and falling on to them."

Knots. Knot-Tying Race. Practise knot tying against time, "by knot-tying races between Scouts in heats (elimination by pairs), the losers to pair off again for further heats till the slowest knot tier is found. In this way the worst performers get the most practice — and the emulation is just as great to avoid being the worst, as it would be in striving to be the best."





PATROL EMBLEMS



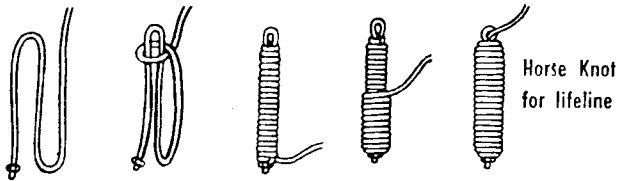
Bull



Curlew



Raven



Fire Lighting. Kitchen Fire. "A camp kitchen is made with two lines of sods, bricks, stones, or thick logs, flattened at the top, about 6 ft. long, slightly splayed from each other, being 4 in. apart at one end and 8 in. at the other — the big end towards the wind."

Star Fire. Camp fire and guard fire: lay and light a small tepee fire, then place three logs on the ground, "star-shaped, like the spokes of a wheel, with their ends centered in the fire. As the logs burn away you keep pushing them towards the centre of the fire. If you want to keep a fire going all night, have one long log reaching to your hand so that you can push it in from time to time to the centre without trouble of getting up to stoke the fire."

Cooking — Meat. Kabobs. "Cut your meat up into a slice about 1/2 or 3/4 in. thick. Cut this up into small pieces about 1 to 1 1/2 in. across. String a lot of these chunks onto a stick and plant it in front of the fire, or suspend it over hot embers for a few minutes till the meat is roasted."

Meat in Ashes. "Wrap meat in a few sheets of wet paper or in a coating of clay and put in the red-hot embers of the fire. Birds and fish can also be cooked in this manner, and there is no need to pluck the bird before doing so if you use clay, as the feathers will stick to the clay when it hardens in the heat, and when you break it open the bird will come out cooked, without its feathers, like the kernel out of a nutshell."

Cooking — Bread. Damper. Mix flour with a pinch or two of salt and with baking powder. Make a pile of it, scoop out the centre until it forms a cup for the water, then mix the dough until it forms a lump. ("The usual way is for a Scout to take off his coat, spread it on the ground, with the inside uppermost... then make a pile of flour on the coat...") This method works — provided you mix your dough from the centre of the pile, leaving plenty of dry flour which can then be dusted off the coat afterwards.) "Then with a little fresh flour sprinkled over the hands to prevent the dough sticking to them, pat it and make it into the shape of a large bun or several buns."

"Sweep part of the fire to one side, and on the hot ground left there, put the dough and pile hot ashes round it and let it bake itself."

Twist. "Another way is to cut a stout club, sharpen its thin end, peel it and heat it in the fire. Make a long strip of dough, about 2 in. wide and 1/2 in. thick; wind it spirally down the club; then plant the club close to the fire and let the dough toast itself, just giving the club a turn now and then."

Camp Games for Health and Endurance. The Stuggle. "Two players face each other about a yard apart, stretch arms out sideways, lock fingers of both hands, and lean toward each other till their chests touch, push chest to chest, and see who can drive the other back to a goal line."

Cock Fighting. "Two combatants get into a squatting position. Each of them has a staff under his knees, and hands clasped round legs. Each 'cock,' by hopping about, endeavours to upset his opponent."

Bear Hunt. "One big boy is bear, and has three bases in which he can take refuge and be safe. He carries a small air balloon on his back. The other boys are armed with clubs of straw rope twisted (or rolled-up newspaper), with which they try to burst his balloon while he is outside the base. The bear has a similar club, with which he knocks off the hunters' hats." If a hunter's hat is knocked off he is counted killed; but the bear's balloon has to be burst before he is killed.

Camp Fires. "Songs, recitations, small plays, etc., can be performed round the camp-fire, and every Scout should be made to contribute something to the programme, whether he thinks he is a performer or not. A different Patrol may be told off for each night of the week to provide for the performance; they can thus prepare it beforehand."

Brownsea Island, 3rd August, 1907.

3rd Day — **Observation. Tracking. Deducing meaning from tracks and signs. Training eyesight, etc...**

Tracking. For practice in tracking, "the instructor should make his Scouts prepare a well-rolled or flattened piece of ground about 10 to 15 yards square and make one boy walk across it, then run, and then bicycle across it. Part of the ground should be wet as if by rain, the other dry. He can then explain the difference in the tracks so that Scouts can tell at once from any tracks they may see afterwards whether a person was walking or running."

Part I. Price 4d. net

SCOUTING FOR BOYS BY B-P

(LIEUT. GEN. BADEN POWELL C.B.)

PUBLISHED BY HORACE Cox,
WINDSOR HOUSE, BAKER'S BUILDINGS, LONDON E.C.

Track Memory. "Make a Patrol sit with their feet up so that other Scouts can study them. Give the Scouts, say, three minutes to study the shoes. Then leaving the Scouts out of sight let one of the Patrol make some foot-marks in a good bit of ground. Call up the Scouts one by one and let them see the track and say who made it."

Follow the Trail. "Send out a 'hare' with a pocketful of corn, and instructions to drop a few here and there to give a trail for the Patrol to follow." Or: "Send out a boy with 'tracking irons' on and let the Patrol track him. Tracking irons are an invention of Mr. Thompson Seton's and can be strapped on to soles of a Scout's shoes (like a pair of skates) so that wherever he goes he leaves a track similar to that of a deer." (Three years after Brownsea, Ernest Thompson Seton became Chief Scout of the newly formed Boy Scouts of America.)

Deduction. For practice in deduction, "make tracks of various kinds overrunning each other, such as a bicycle meeting a boy on foot, each going over the other's tracks, and let the Scout read the meaning."

Sherlock Holmes. "Prepare a piece of ground with small signs, tracks, etc. Read aloud the story of a crime up to that point and let each boy or each Patrol in turn examine the scene for a given time and then privately each give his solution of it."

Training Eyesight. Old Spotty Face. Draw a dozen or more small squares on small pieces of cardboard: "each Scout should take one and should have a pencil and go off a hundred yards...The umpire then takes a large sheet of cardboard, with squares ruled on it of about 3-in. sides. The umpire has a number of black paper discs and pins ready, and sticks about half a dozen onto his card, dotted about where he likes. He holds up his card so that it can be seen by the Scouts. They then gradually approach, and as they get within sight they mark their cards with the same pattern of spots. The one who does so at the farthest distance from the umpire wins."

Quick sight "can be taught with the same apparatus, by allowing the Scouts to come fairly close, and then merely showing your card for five seconds, and let them mark their cards from memory. The one who is most correct wins."

Kim's Game. (This has become a Scouting "classic." It got its name from Rudyard Kipling's book, "Kim" — the story of a British boy in India being trained for intelligence work by a member of the secret service, Mr. Lurgan. Lurgan began the training by letting Kim look, for one minute, at a tray full of precious stones of different kinds. The boy was then to describe the stones. At first he could only remember a few, but with a little practice he was able to observe what was shown him and describe what he saw in great detail.) "Place about 20 or 30 small articles on a tray and cover them with a cloth. Then uncover the articles for one minute by your watch, or while you count slowly to sixty. Then cover them again. Have each boy make a list on a piece of paper of the articles that he can remember, and mark them off on your own scoring sheet. The boy who remembers the greatest number wins the game."

Night Work. This night and each of the three nights following, the boys on Brownsea had the greatest thrill of the whole camping experience. They were sent out on their own, to spend the night away from the main camp: "Each night one Patrol went on duty as 'night piquet' (from French *piquet*: a detached body of soldiers serving to guard an army from surprise), i.e. drew rations of flour, potatoes, meat, tea, etc., and went out to some indicated spot to bivouac for the night. Each



boy carried his coat and blankets, cooking pot and matches. On arrival at the spot fires were lit and suppers cooked, after which sentries were posted and bivouac formed. The piquet was scouted by Patrol Leaders of other Patrols and myself some time before 11 p.m. After which sentries were withdrawn and the piquet settled down for the night, returning to camp next morning in time for breakfast."

Brownsea Island, 4th August, 1907.

4th Day — Woodcraft. Study of animals and birds, plants, stars, etc. Stalking animals.

Nature Practices. Nature Reporting. "Send your Scouts out to find out by observation, and to report on such points as these: How does a wild rabbit dig his hole? When a lot of rabbits are alarmed does a rabbit merely run because the others do, or does he look round and see what is the danger before he goes, too? Does a woodpecker break the bark away to get at insects on a tree trunk, or does he pick them out of holes, or how does he get at them? Etc."

Nature Sketching. For drawing correctly the foot tracks of twelve different animals or birds, 3 marks. Drawings of twelve different kinds of fish, up to 4 marks. Sketches from life of twelve wild animals, birds, reptiles, etc., up to 5 marks. Drawings of twelve trees and their leaves, 2 marks. (Baden-Powell intended the boys to earn marks toward a "Badge of Honour" in Nature. Out of this start grew the "proficiency badge" scheme.)

Plant Race. "Start off your Scouts to go in any direction they like, to get a specimen of any ordered plant, say, a sprig of yew, a shoot of ilex, a horseshoe mark from a chestnut tree, a briar rose, or something of that kind, whichever you may order, such as will tax their knowledge of plants and will test their memory as to where they noticed one of the kind required, and will also make them quick in getting there and back."

Star gazing. "Take out the Scouts on a clear night and post them separately, and let each find the North Star and Orion, etc., and point them out to you as you come round."





Stalking. Deer Stalking. "Instructor acts as a deer — not hiding but standing, moving a little now and then if he likes. Scouts go out to find the deer and each in his own way tries to get up to him unseen. Directly the instructor sees a Scout he directs him to stand up as having failed. After a certain time the instructor calls 'time.' All stand up at the spot which they reached and the nearest wins."

Silent Stalking. The Deer Stalking game may also "be played to test the Scouts in stepping lightly, the umpire being blindfolded. The practice should preferably be carried out where there are dry twigs lying about, and gravel, etc. The Scout may start to stalk the blind enemy at 100 yards distance, and he must do it fairly fast, say, in one minute and a half, to touch the blind man before he hears him."

Brownsea Island, 5th August, 1907.

5th Day — **Chivalry. Honour. Code of the Knights. Unselfishness. Courage. Charity and Thrift. Loyalty ... Practical chivalry to women. Obligation to do a "good turn" daily, and how to do it, etc.**

Baden-Powell was a magnificent story teller. He had an astonishing store of anecdotes concerning heroes of all ages. He had developed for himself a code of ethics, based on his upbringing and on the code of the Knights of King Arthur. Now he had a chance to try to instill the same ideals in the boys in his care, by telling them of his own heroes and their exploits, by impressing them with the idea of the "daily good turn." The discussion he had with the boys helped him in crystallizing his thoughts and in formulating a code acceptable to boys: the Scout Law and the Scout Promise.

He tried out games which he felt might bring out some of the character traits he wished the boys to possess. He tested their sportsmanship and loyalty to their team mates in games in which strict rules had to be followed. He tested their courage in a few simple ju-jitsu grips and holds, and their discipline and obedience in a boating game, "Whale Hunt."

Practice of Unselfishness. Knight Errantry. "Scouts go out singly, or in pairs, or as a Patrol, to find women or children in want of help, and to return and report, on their honour, what they have done. If in the country, call at any farms or cottages and ask to do odd jobs — for nothing."

Team Games. Basketball. A basket goal or net, about 18 in. diameter at the top and 2 ft. deep, is hung up about 10 ft. above the ground on a post, tree or wall, so that the ball can be thrown into it. Opposite each goal, a path 15 ft. long and 6 ft. wide, beginning immediately under the basket and leading toward the centre of the ground, is marked out. At the end of this path a circle is drawn of 10 ft. diameter. When there is a free throw, the thrower stands inside this circle, and no player is allowed within it or within the measured path. A small football is used, but it is never to be kicked. It is only to be thrown or patted with the hands. Kicking or stopping the ball with the foot or leg is not allowed. The ball may be held in the hands, but not hugged close to the body, nor may it be carried for more than two paces. All holding, dashing, charging, shouldering, tripping, etc., is forbidden, and there is a free throw to the opposite side from the 15-ft. mark from the basket. Corners, byes, and shies are the same as in Association football. The usual number of players is 4 or 5 a side, and these can be divided into goalkeeper, back and three forwards. If there is plenty of room the number of players can be increased. A referee is required, who throws up the ball at the start of each half of the game, and also after each goal. When he throws in, the ball must be allowed to touch the ground before it is played. With 4 players a side, 7 ½ minutes each way is sufficient time; with 5 a side, 10 minutes is the usual time. A short interval at half time.

Team Game. Whale Hunt. (Baden-Powell gives credit to Ernest Thompson Seton for having introduced this game.) "The whale is made of a big log of wood with a roughly-shaped head and tail to represent a whale. Two boats will usually carry out the whale hunt, each boat manned by one Patrol, the Patrol Leader acting as captain, the corporal as bowman or harpooner, the remainder of the Patrol as oarsmen. Each boat belongs to a different harbour, the two harbours being about a mile apart. The umpire takes the whale and lets it loose about halfway between the two harbours, and on a given signal, the two boats race out to see who can get to the whale first. The harpooner who first arrives within range of the whale drives his harpoon into it, and the boat promptly turns round and tows the whale to its harbour. The second boat pursues, and when it overtakes the other, also harpoons the whale, turns round, and endeavours to tow the whale back to its harbour. In this way the two boats have a tug-of-war, and eventually the better boat tows the whale, and, possibly, the opposing boat into its harbour. It will be found that discipline and strict silence and attention to the captain's orders are very strong points toward winning the game. It shows, above all things, the value of discipline."

Brownsea Island, 6th August, 1907.

6th Day — **Saving Life. From fire, drowning, sewer gas, runaway horses, panic, street accidents, etc. First-aid...**

Baden-Powell's knowledge of first-aid was rudimentary. He therefore called to his assistance the Chief Officer of the Coast Guard at Sandbanks, William Stevens. Stevens instructed the boys in all phases of first-aid, whereupon B.-P. turned some of them into games and contests.

The day's main excitement was "Rescue from Burning House." A ladder was lashed between two trees at the

height of a second-storey window, and another ladder was leaned against it. One after the other, the boys climbed up, then jumped into a rescue net (large tarpaulin of strong canvas) held taut by all the others. The rescue, in each case, wound up with a few moments of "Blanket Toss," to the great amusement of all.

Rescue Contests. Dragging Race. For fire rescue of insensible man. "A line of patients of one Patrol are laid out at 100 ft. distance from start. Another Patrol, each boy carrying a rope, runs out to the patients. Each rescuer puts a bowline over the patient's chest and under his arms, and the other bowline around his own neck; he then turns his back to patient, goes down on all fours with the rope underneath him, and thus drags patient along head first. Time taken of last in. Patrols change places. The one which completes in shortest time wins."

Flinging the Squailer. Life-line throw for drowning rescue. "The target is a cross bar and head, life-size, representing the arms and head of a drowning man, planted in the ground 20 yards away. The throwing line is a pliable rope with a weight attached to one end. (The "squailer" used at Brownsea, attached to one end of the rope, was similar to the throwing weapon originally used in hunting small birds: "a piece of cane, 19 in. long, loaded at the butt with 1 3/4 lb. of lead." B.-P. soon realised that this was not suitable for the purpose, so suggested instead "a heavy knot" — "horse knot" — or small sand-bag in the throwing end.) "Each competitor throws in turn from behind a line drawn on the ground; he may stand or run to make the throw. Whoever throws the furthest wins, provided the line fall on some part of the dummy, so that it could be caught by the drowning man."

Brownsea Island, 7th August, 1907

7th Day — **Patriotism.** *History and deeds that won the Empire. Our Navy and Army. Flags. Duties as citizens. Marksmanship.*

Again, Baden-Powell made use of his extensive knowledge of history. With a large map of the world in front of them, the boys listened as B.-P. told his stories and pointed out on the map where the incidents had taken place. He explained to them the development of the flag of Great Britain and challenged them in their duties as citizens.

That afternoon, the boys played out an episode of British history, fought against each other in a tug-of-war, and tried their skill at "marksmanship": precision-firing of "bullets" (stones) against an "enemy."

Combat Games. The Storming of Badajoz. (Badajoz was a Spanish fortress held by 5,000 French and Spaniards. It was attacked and stormed, and taken by the British, who lost 3,500 in the assault, on 17th March, 1812.) "One Patrol (French) mounts a bank or hillock, and holds it against all comers. The British attack, and try to gain possession of the fortress by pulling the

defenders off. Defenders may have half their number on the ground behind the 'rampart.' If the defenders pull a Briton over the rampart onto the ground behind he is dead. No hitting or kicking allowed."

French and English. Tug-of-war, one Patrol against another.

Marksmanship. Shoot Out. "Two Patrols compete. Targets: row of empty tin cans set up on end to represent the opposing Patrol. Both Patrols are drawn up in line at about 20 to 25 yards from the targets. At the word 'fire' they throw stones at the targets. Directly a target falls, the umpire directs the corresponding man of the other Patrol to sit down — killed. The game goes on, if there are plenty of stones, till the whole of one Patrol is killed. Or a certain number of stones can be given to each Patrol, or a certain time limit, say one minute."

Camp Fire. The Camp Fire that evening was witnessed by Percy W. Everett, editorial manager for Pearsons who had agreed to publish B.-P.'s book on Scouting. Everett later reported: "Round the camp fire at night the Chief told us thrilling yarns, himself led the *Eengonyama* chorus, and in his inimitable way held the attention and hearts of all. I can see him still as he stands in the flickering light of the fire, now grave, now gay, answering all manner of questions, imitating the calls of birds, showing how to stalk a wild animal, flashing out a little story, dancing and singing round the fire..."

Brownsea Island, 8th August, 1907

8th Day - **Summary of the Whole Course.** *Sports comprising games or competitive practices in all subjects of the course.*

The last day of camp was a very special "sports" day. Baden-Powell had intended it to be the "proof-of-the- pudding" occasion and had invited the parents of the boys, the owner of Brownsea and his family and guests, and all islanders to come to Battery Hill to witness the boys putting on a display of the skills they had learned.

The Patrols used the morning to train for the different events, then, in the afternoon, put on their show. It became an extraordinary performance — completely boy-planned, boy-led and boy-executed. It was a mixture of games and competitions, of demonstrations of first-aid and firemanship, of mat weaving and ju-jitsu. A major feature was a tug-of-war between the "birds" (the Curlews and the Ravens) and the "beasts" (the Wolves and the Bulls), won by the "birds."

The last Camp Fire that evening. The last singing of the *Eengonyama* chant. The last story by Baden-Powell. The last night under canvas.

The experiment was over. The next morning the boys left for home. As they sailed away, their goodbye cheers carried back across the water to Brownsea.

The Brownsea Island camp was history. The island returned to normal. And with the testing of his "scheme" a success, Baden-Powell went to work to finish his book, *Scouting for Boys*, that was destined to influence boyhood around the world for years to come.

