

## By A. W. N. Mackenzie

One player is nominated by each competing Patrol to act as a Dispatch Bearer. It is the aim of the Dispatch Bearers to go from a known spot, (or building) across a section of road. The one to get across first to score the highest points for his Patrol; the second next most and so on.

The boundaries, beyond which no player may go, are known to all of the players.

Each Dispatch Bearer carries a neckerchief loosely slipped through the back of his belt and to be considered captured, the neckerchief must be removed by an opponent. At no time during the game may the searching for Dispatch Bearers approach nearer to the road, which is the objective, than 200 yards (or other distance as circumstances demand).

The Dispatch Bearers leave their starting point, at a fixed time, and the remainder of the Scouts are ready, on the ground to intercept them, but must not see them leave. It is the job of the Scouts to capture Dispatch Bearers from the other Patrols and to do their utmost to assist their own Patrol Dispatch Bearer through.

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