

## By A. W. N. Mackenzie

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For this game the players are divided up into three groups--A, B and C. "A" group will be the smallest and "C" group the largest.

First, the A goes out and takes up position on high ground, or other point of vantage, so as to command a good view of the agreed on stretch of country. This group will take signaling apparatus. The B group will go out and keep under cover in the defined area in which the game is played which is overlooked by the signalers of A group.

The B group players will endeavor to mislead or dodge the A group by appearing in different places and disappearing again, or other subterfuge.

After B group have been out for 15 minutes, C group will advance. Then A group will signal down to C group the position of the hostile raiders, the best route to advance and other details which will help C group to advance unseen and surprise the enemy.,

To win, C group must capture the players of B group by seeing them in hiding, or movement and state to the Umpire the exact position and name and Patrol of the Scout seen. If C group pass by more of B group than they capture within the time it counts a win for the hostile raiders or B group.

This game involves sending, reading, advancing under cover, "freezing," skirmishing, keeping touch, watchfulness, and the Scout motto: "Be Prepared."

[Wide Games](#)