

## By A. W. N. Mackenzie

Have you ever tried a Spy Hunt? It is a splendid bit of fun for a town Troop on a Saturday afternoon.

All that is required is the assistance of some friend of the Scouter (who is not known to the boys) for the space of two or three hours. He should not be outstandingly distinctive either in features or dress.

The following particulars, which are merely given as an example, could be issued in the form of a circular to all of the members of the Troop. Any comments necessary are given in brackets after each clause of the "circular."

### Great Spy Hunt

Date: 1st April

Time-3 p.m. to 5 p.m. (Two hours are generally sufficient.)

Area: Boundaries: South, West Regent Street; East, West Nile Street; North, Sauchiehall Street; West, Douglas Street.

Description of Spy: Height 5 ft. 8 ins.--Age about 25--Complexion pale--Clean shaven--Eyes brown--Rather thin faced--Wearing dark grey suit, black shoes, white soft collar, light fancy tie, soft slate color felt hat. (The description should not go into too much detail and there should be extraordinary feature about the "Spy.")

Challenge: "Excuse me, sir, but are you Mr. McDonald of Tooting?"

(If any boy believes he is on the track of the "Spy" he must address him, word for word, in the previously arranged form such as the above. This makes certain that no member of the public, mistaken for the "Spy," can take offence.)

The "Spy" has the right of answering "No" if the challenge is incorrect in any particular.

Scouts must work independently.

If correctly challenged the "Spy" will note the name of each successful Scout and the time of his challenge.

Scouts will not wear uniform but will wear the metal Tenderfoot badge so that the "Spy" may know when he is in Danger.