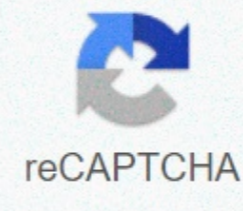




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Cub scout first aid game

CHAPTER XI FIRST AID GAMES. 1. WOUNDED PRISONERS. Placed at different points, every fifty meters from the camp, the prisoners, one each contestant in the game. These prisoners can be the smaller sons of the team, and their arms and legs must be securely tied. They're supposed to be unconscious. One sign for each of your competitors is to take the prisoner and bring him home, and the one who reaches the camp first to an unbound prisoner gets twelve marks. The contestants either release the knots directly to the prisoner, which helps transport him to the camp or upon arrival on arrival, but the ropes must be removed before the result arrives. You shouldn't use a knife, and the prisoners, being unconscious, can't help you. The Scout commander always listens to competitors and is especially attentive in the case of rough handling or poor carrying, which, of course, are harmful to the wounded. The contestant who gets the most points wins. For example, a boy can win 12 points if he gets home before the others, but he can lose three points if he treats his prisoner harshly, so the second boy, who would get ten marks, must accept the winner. In general, however, the first arrival wins. This provides good practice in unlocking knots and carrying the wounded. This can be accepted as an inter-patrol game, with the first boy at home with twelve receiving 24 points, the last, 2, and the patrol that gets the most score winner. 2. THE HERO OF THE RED CROSS. One day, while the whole camp is feeling good, a messenger arrives and tells the Patrol chief that while he chased the enemy to his side of the border he saw one of the men lying on the ground, wounded and unable to offer him any help. The patrol chief then tells his men the bad news and calls a volunteer to go and bring him back or try to bring his comrade back to the camp. So the Red Cross Hero is located. His task is to find the wounded man (who was placed in a rather hidden position in advance) and then take him back to the camp without being captured by the opposing Scouts. In this game you need a Scout of the brain and the source acts as the part of the Red Cross Hero, because supposedly in an enemy country a wounded man who has to be brought back to camp. If they see him, he'll have to try to get around it. Two enemies have to catch him before they catch him. This is a game that severely tests the ingenuity of scout. For example, if pressed, it could be sharp enough to leave his comrade completely hidden until he pushes his pursuer off his course. When the wounded Scout is hidden, who can escape the camp, has to go out and act like an enemy, then one comes in as a messenger and pretty much describes where the wounded man is. There could be more wounded and Red Cross heroes if The enemy number is sufficient. 3. THE ILL-FATEED CAMP. Percy Hill wrote. They're ordered to take a patrol to march in a certain direction until they find a camp, and when they arrive, they have to do what they think best. After a short time, they find the camp with all the unsettled things, like there was a fight. There's a man in the tent, pattern: He was shot in the head. Nearby is another man with a label broken thigh, while in some way there is another wounded man who climbed away after being shot and passed out from blood loss. It is interesting to watch the various patrols at work. A tenderfoot patrol is very likely to spend the first ten minutes busy around the dead man when they arrive at the scene; And after he's poking her, poking her, and rotating her, maybe he'll make a stretcher and take her to the funeral. After wasting all this valuable time, they turned to the man with the broken thigh and took him to the tent to patch him up, so the fracture became a compound on the road. Then the wrong leg is bound with a number of grandmother knots, and after a few completely unnecessary artificial breathing, the unfortunate patient is abandoned. The third man's spoor passes undetected and is doomed to blood. But now watch for the arrival of a more experienced patrol. As soon as the leader sees that the men have been wounded in the fight, he puts out two guards to prevent another surprise attack; the dead man is briefly examined and abandoned, and the broken thigh is carefully placed in the tracks on the spot, and the patient gently enters the tent. Then one of the Scouts notices that there are three teapots by the fire, which is why they're hunting its third owner. When found, a Scout's scarf makes a tourniquet, and the man's life is saved. This game makes a good theme for the display. 4. INJURIES. The boys are divided into pairs. One of the boys starts the game by turning to his neighbor and saying, I sprained my ankle or cut my finger, but at the same time assuming a position caused by the accident, or simply holding the injured member out. Your neighbor should immediately explain the proper treatment of the sufferer. If you can't answer, you'll have to take on the burden of the sufferer. If you answer correctly, the sufferer should remain in place. The procedure is repeated with each pair, in each case different problems are applied, so at the end of the first round half of the boys suffer (the losers) the other half is intact (the winners). The sufferer now suddenly conquers his illness, but discovers an equally troubled one, which he asks his neighbor to solve. If the neighbor is successful, it proves that he's the better boy than first aid because he won twice. Only those boys who have won twice will make it to the next round; those who have lost both times or won one and lost other that calculates. The winning boys are against each other until the final winner is discovered. If the final between the last two boys is a draw, they'll have to test each other again. Of course, winning isn't necessarily the smartest boy in the team's first aid, but the game will no doubt help impress the principles of first aid up the memory of the boys. The Scout Commander will listen to the recital of each injury and judge the proposed treatment. She can also ask supplement questions to make sure that your doctor really understands. 5. RESCUE KNIGHTS. In this game a big boy takes the place of a horse and a little ride on his back. Every little boy has lice with the name of the injury and holds a stick in his hand. Rings that allow a couple of boys to hang at a certain distance in a way that can be easily moved by sticks, and that's the purpose of the game, with the big boys carrying the little ones past the rings on a run. When a little boy managed to lift the ring on his stick, the big one, who carries it, has to reach a specific point, put the little boy down, examine his label and treat him for his injury. Whoever does this in the fastest and most right style wins. If the little boy doesn't move the ring on the first try, the big one can go back to the starting spot and try again. The necessary equipment should be provided for the big boys. He's a paramedic. You need a referee to play. Sites are taken as ordinary rounders, and the game is played as usual, those who have all whose labels are representing some kind of hemorrhage tied to their arms. When one is caught out or hit the ball, he falls to the ground. The judge immediately calls the name of the suspected injury, and the one who caught him or hit him running to treat him immediately in the right way. On the other side you need to look at the flawed treatment, because if there is one that matters to them and the injured person is released, his side will still stay. All other aspects of the game are exactly the same as usual, but all members of the site, which must be secured with a bandage and a piece of stick. 7. AMBULANCE, FRENCH AND ENGLISH. The boys were all tagged in the names of some injuries, and two sides were a Frenchman, an Englishman. Captains must be selected on both sides and certain boundaries must be agreed. They choose two camps as much as possible, and each one has as many objects as there are boys on one side. Anything that is easy to carry, such as sticks, empty match boxes, etc. the game is designed as traditional French and English, the boys on one side to obtain the articles from the other camp and bring them back on their own. There is no space sharing like in the usual game when Garden, and a boy is only safe when in his camp, which should be a pretty small place when a return trip to an article in the enemy's camp, or if he is on a return trip to a prisoner. The game should be played where there is as much coverage as possible, as it makes it much more exciting. The boy on one side who first take off the label of the enemy and read that he has the right to take him prisoner. The prisoner must then be treated as improvised as possible under the circumstances and accompany his captor to his camp. Of course, it is a great goal to get as many prisoners as possible without delay. The prisoner can only be saved on their own side. He is free if he has been touched and you can shed the bandage, etc., and return. The captain is not actively involved in the game. He picks it up and then stays in the camp to put fresh labels on the freed prisoners, judge the rescue work and keep a list of signs obtained on his side. The captain can be changed at half-time if necessary. The game lasts until the whistle sounds at a certain time, and then the signs add up on both sides. The signs are: one for each article in the enemy's camp, one for each prisoner, one, two or three for rescue work according to its quality. 8. AMBULANCE HOTCHPOTCH. Tables are arranged in various games, such as spillikens, drafts, gluing pins to the plugs with scissors, building card houses, etc. Two boys sit at each table and play against each other, and each boy has a folded paper and pencil. When the bell rings, the boys start playing the games: when it rings a second time, they quit, open the paper with a first aid question and answer it to the best of their knowledge. When the bell rings a third time, everyone stops and gives their answers. Each pair then enters the next table, where the same performance went through. Of course, at each table you have to ask the same questions to all couples of boys. When the game is complete, all boy signs are added up in both tournaments and wins the highest score. This game can be useful for asking such questions, such as: Players are divided into two parts and split up to decide which starts. Anyone who starts tossing the ball or handkerchief to anyone on the other side, saying the name of some artery the way they do. The one whose ball is thrown immediately draws where the artery is located before the pitcher can count to ten. If you don't do that, you're going to have to go to the other side. The site wins, which most players end up with at any given time. The name of the artery is just an example. For example, you might need to challenge the required number of bindings or anything else when you enter the name of the break. game can prove useful for filling odd minutes. Baden-Powell's Scout Games