

INJURIES:

The boys are divided into pairs. One boy starts the game by turning to his neighbour and saying: "I have twisted my ankle," or cut my finger," at the same time assuming a position he considers the accident will cause, or simply holding out the injured member.

His neighbour has to explain at once the proper treatment of the injury. If he cannot answer he must take up the sufferer's burden. If he answers correctly the sufferer has to keep in the position.

The procedure is repeated with each pair, different troubles being used in each case, therefore at the end the first round half the boys are sufferers (the losers) the other half uninjured (the winners).

The sufferer now suddenly conquers his malady, but discovers one equally troublesome which he asks his neighbour to solve. If the neighbour is successful it proves that he is the better boy at First Aid, because he has won twice.

Only those boys who have won twice enter the next round; those who have lost both times, or won one and lost the other, being counted out.

The winning boys are pitted against each other until a final winner is discovered. If the final between the last two boys be a draw, they should test each other, again. Of course the winner is not necessarily the smartest boy in the troop at First Aid, but the game undoubtedly helps to impress the principles of First Aid upon the memory of the boys.

The Scoutmaster listens to the recital of each injury and judges the suggested treatment. He may also ask supplementary questions to make sure that the doctor really understands.

Fireman's Drag Relay:

Two teams - half the members of each team are firemen, the other half are victims and are laying on their backs. On signal, the first fireman runs up to his victim, ties his wrists together with a neckerchief, and pulls him back to the starting line with the fireman's drag. He touches off the next fireman, who then rescues his victim. First team to bring in all their victims wins.

Two-Man Carry Relay:

Number each scout on each team.

#1 and #2 carry #3 using a four-hand seat carry for conscious victim to end and back.

#2 and #3 carry #4.

Continue through scouts.

Next-to-Last and Last carry #1.

Last and #1 carry #2.

If a victim touches the ground, stop and do some penalty, re-form the carry and continue.

Stretcher Relay:

Need two staffs and a blanket for each team to create stretchers. Also need paper cups and water.

#1 and #2 create a stretcher and carry #3 to end and take stretcher apart. Each scout brings back one piece of the stretcher.

#2 and #3 carry #4. Continue through scouts. Next-to-Last and Last carry #1. Last and #1 carry #2.

Bonus: Have the victim carry a paper cup of water. The team with the most water left gets a

bonus.

Arm Sling Relay:

Teams line up in relay formation with one scout acting as victim and standing in front of his team 30 feet away. All other people have their neckerchiefs on properly.

The first scout on each team runs to the victim, asks what is wrong, and applies an arm sling to the arm indicated.

When the judge sees that the sling is correct, he calls out "Cured!".

The scout removes the sling and becomes the victim. The previous victim runs back to touch the next member of his team. This continues until all on the team have been victim and rescuer.

Pressure Pad Relay:

Teams line up in relay formation with one scout acting as victim and sitting in front of his team 30 feet away. All other scouts have their neckerchiefs on properly.

The first scout on each team runs to the victim, asks what is wrong, and applies his neckerchief folded into a pressure pad where indicated.

When the judge sees that the pad is correct, he calls out "Cured!".

The scout removes the pad and becomes the next bleeding victim. The previous victim runs back to touch the next member of his team and puts his neckerchief back on.

This continues until all on the team have been victim and rescuer.