

## TWSS history story 02

### The District Day Out

The Walsall Central District Scout Council asked the Third if we would organise a day out for the district cubs at our site on the Shropshire Wrekin. This was before the current restriction imposed by Raby Estates that the site is for the Third only, shame.

The thought that sprang to mind was my experience at Gilwell Park Wood Badge training. There nearly a full day was taken up by a planned circuit of pioneering problems, largely practical lashings poles and logic solutions were needed. Also we needed to feed our visitors.

Jan and I went to Asda to shop for five venture Scouts fourteen sea scout cubs and four Scouters, plus twenty eight district cubs and five more helpers. This adds up to; twenty three for Friday night Saturday and Sunday till lunch, and Thirty Three for Saturday lunch and tea .

We packed onto the rear of the lorry the baked potato Machine with a bag of coke; the Rocket Life Saving gear; a full coil of half inch sisal rope; from an Agricultural Dealer in Wellington I bought a full bobbin of binder twine also deal of equipment from Killock, usually used at the annual camps.

Friday evening was taken up with establishing our own camp and a camp fire. Saturday morning saw the plans come into place.

We shared out the plans to the working groups, and instruction sheets for seven stations and equipped each team lead by a venture scout, and a couple of our Cubs, to install and maintain each station, on the assumption that if you built it you can run it.

We expected the district to arrive about 11.00. To start the round of games promptly we gave everyone a packet of sandwiches plus a bottle of water. This would tide them over until the games were completed. The fire was lighted under the potato machine the spuds scrubbed and placed in the drawers. With all this activity taking place I was spare, by design. What I had in mind was to join all the stations together with a string trail.

Page 02.

## Story two

I set off from the car park trailing the twine, keeping right at the first fork to the ride where the first game was being built.

Station 1. An area about 10 feet square is roped off and four metal tubes partly driven into the ground, in each tube there is placed a tent peg. From the surrounding trees a system of ropes are arranged, one end of each is rope tied to a stout rubber band situated by the metal tubes, some ropes are left at ground level, while two ropes are threaded over a convenient branch at a higher level. The instructions run thus:- The tent pegs represent Radio Active rods, by hauling on the lower ropes the rubber band can be stretched and by manipulating the other ropes the tent pegs can be lifted out of the tubes and out of the roped off area, without setting foot in it.

Station 2. The string trail continued to a station at the base of the banana slide where the Estates had been harvesting the logs. I laid a trail of string around and under the logs. On this string were threaded mugs at strategic points where upon if you pulled up the slack in the string you could pour water from one mug to the next. The idea being, to transfer fuel "water" from one bucket to the end bucket.

The trail leads up the Banana slide to the top of Little Hill, where the start of.

Station 3. The Rocket gear was installed on top of Little Hill, into the saddle. I didn't want the lower end of the hawse to finish against a tree, so we made a y by tying a second hawse from a tree on each side of the path and securing the travelling hawse to the centre of this harness. All looked very safe it worked rather well, a couple of well built venture scouts hauled the Breeches Buoy up the Hawse to the top of Little Hill and each cub had an easy ride into the saddle. No one wanted to leave this area.

The string trail continued to the Trig point at the summit. Here was a notice marked " Gone Home" in tracking sign format. On the way down into the saddle by the other route to the rear of the cabin there were three other stations 5. 6. 7. Pitch a hike tent; light a fire; climb a tree. These last three stations were around the Cabin.

Page 3, Story two District Day Out

DISASTER. The fire in the potato machine went out the meal we had planned for the district was stone cold. To feed them we cooked our own planned evening meal of beef burgers, salad on bread buns, mugs of soup or tea or squash.

There is a little side story here, the cubs of the district had no idea how to climb a tree, so Bernard chose to demonstrate the method of finding each safe foot hold before putting your weight on it. He climbed that tree 33 times in the course of the afternoon, finishing totally worn out.

The exercise finished about five o'clock well fed; tired; & dirty we loaded our guests back onto their coach and wished them safe journey.

The fire under the potato machine had been re-lit, it was working well so with fewer potatoes to cook we had a very filling evening meal. In the twilight we sat around the camp and related stories too tired to sing and be merry.

Sunday was taken up with recovering the games, putting the woods back to how we found them. The experience was well worth the energy it took but the clearing up was endless, collecting the string trail took me all morning, never again. For years after we were asked, "when are you going to invite the cubs back to the Cabin?"

"Never"