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EDUCATIONAL GAME WITH PARTICULAR RESPECT TO THE ORGANIZATION OF BOY SCOUTS OF AMERICA

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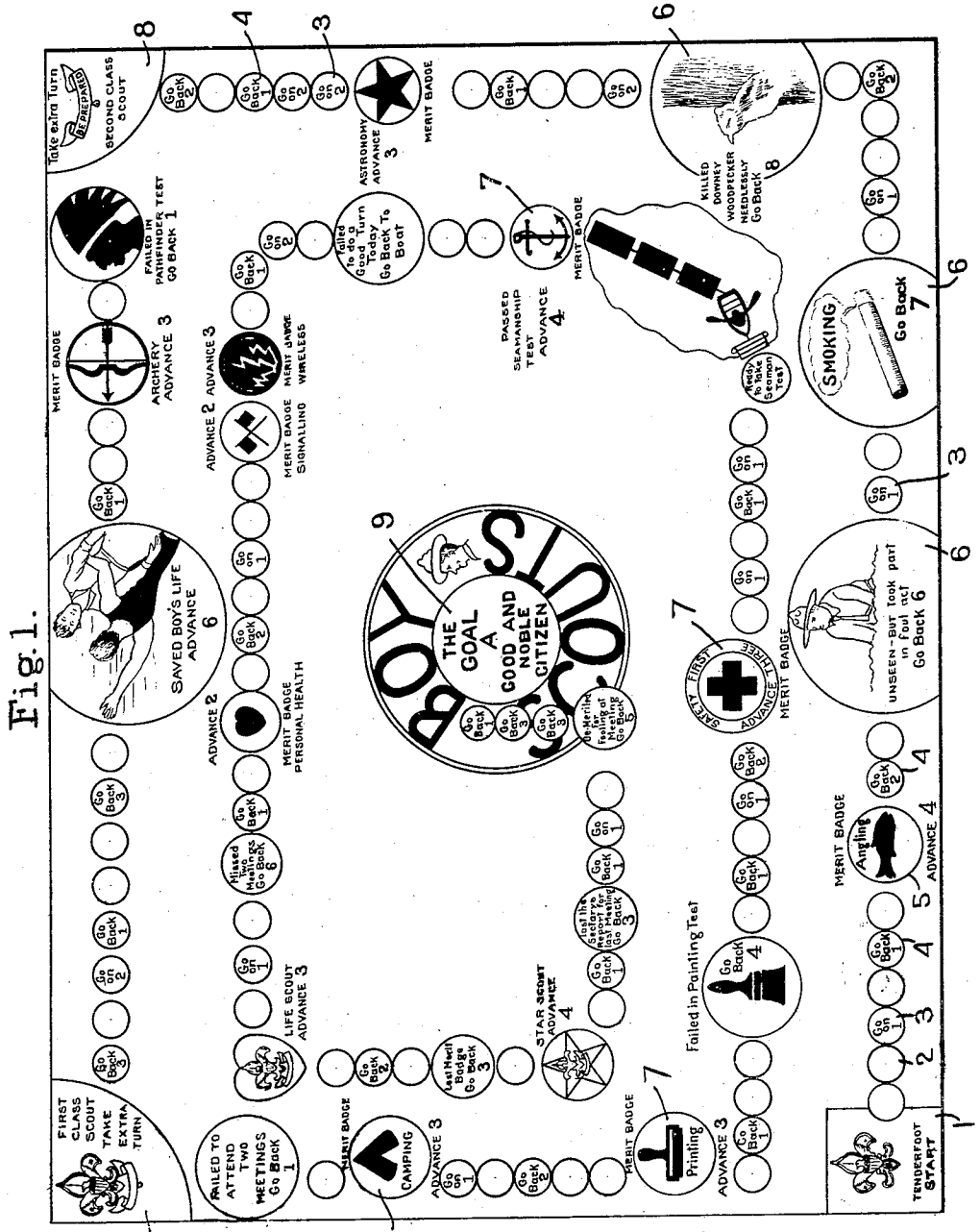


Fig. 1.

Fig. 2.

Fig. 3.

Fig. 4.

Fig. 5.

Fig. 6.

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EDUCATIONAL GAME WITH PARTICULAR RESPECT TO THE ORGANIZATION OF BOY SCOUTS OF AMERICA.

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To all whom it may concern:

Be it known that I, ROBERT G. HALL, a citizen of the United States, and a resident of Swampscott, county of Essex, State of Massachusetts, have invented an Improvement in Educational Games with Particular Respect to the Organization of Boy Scouts of America, of which the following description, in connection with the accompanying drawing, is a specification, like characters on the drawing representing like parts.

This invention relates to games of the game board type and has for its object the production of an instructive and an educational game for children and others adapted to impress upon the players cardinal principles of a beneficial code of action and the penalties for the violation of the teachings of such code.

More particularly the invention relates to a boy scout game particularly constructed and designed to entertain and amuse those interested in the Boy Scout organization and to impart instructions in the cardinal principles and tenets characterizing the Boy Scout organization.

One of the principal objects of the invention is to provide a game directing attention to and emphasizing the boy scout's duties and obligations in his daily life and in his progress toward the goal of noble and useful citizenship.

Another object is to call attention to various of the merit badges and like insignia which may be earned by a boy scout during his advance along the path leading to the goal of a good and noble citizen.

Other objects and features of the invention will more fully appear from the following description and the accompanying drawing and will be pointed out in the claims.

In the drawing:

Fig. 1 illustrates a preferred form of game board particularly designed for accomplishing the above purposes;

Fig. 2 represents a preferred type of game piece bearing the insignia of a tenderfoot scout;

Fig. 3 illustrates a game piece bearing the insignia of a second class scout;

Fig. 4 illustrates a game piece bearing the insignia of a first class scout;

Fig. 5 illustrates a game piece bearing the insignia of a life scout;

Fig. 6 illustrates a game piece bearing the insignia of a star scout.

The game board illustrated in the accompanying drawing may be of any suitable size or shape comprising a starting station and a continuous series of steps and stations leading therefrom to the goal, said steps and stations having suitable designations illustrative of incidents worthy of advancement or requiring penalties retarding the progress of the piece representing the player toward the goal.

In the particular embodiment of the invention disclosed herein the starting point 1 is designated by the words "Tenderfoot scout" and the insignia of a tenderfoot scout of the Boy Scout organization. The successive steps of the path or trail are represented by circles 2. Certain of the steps are provided with directions 3 of advancement or setback 4 representative of minor hazards which may be encountered by the boy scout during his daily life, such, for example, as good deeds, daily helps, or failures to act when opportunities are presented and stations 5 illustrative of scenes and incidents specific to boy scout life such as fishing, camping, swimming, games, etc., and other stations 6 illustrative of forbidden acts.

The game board also comprises stations 7 bearing the insignia of the official merit badges of the Boy Scout organization which may be earned by the boy scouts together with suitable directions for advancement along the path as a reward for the attainment of such merit badges. Other stations 8 bear insignia of the various grades or classes of the organization. The path terminates in the goal 9 of good and noble citizenship.

Any type of piece or man may be employed in playing the game, but preferably pieces of different color are provided for the respective players, each player being provided with a plurality of pieces bearing insignia of the various grades of scout of the Boy Scout organization, the pieces of each player being interchangeable or reversible so that the proper insignia may be displayed by the player when the moving piece

has reached a station calling for advancement and bearing an insignia of promotion corresponding to one of the player's pieces, the substituted or reversed piece then being used until the next station of promotion is reached.

Any suitable means may be employed to determine the number of steps which the piece shall advance upon each play. Preferably a part or the whole of a usual deck of playing cards is employed, the cards from the ace to the six-spot inclusive preferably being used. The cards are first well shuffled, then placed face downward and the players draw cards from the top of the pack in succession making moves of the number of steps corresponding to the number of spots upon the card drawn. The piece is first placed upon the starting or tenderfoot station and the piece moved therefrom the number of steps called for by the card turned up. If, for example, the three-spot is drawn the piece is moved to the third step which bears the legend "Go on 1", it being understood from the instructions of the game that this indicates that the boy scout has performed an act worthy of commendation which advances him along the path toward the goal of a good and noble citizen. If, for example, the player draws a five-spot the piece is moved from the tenderfoot station to the fifth step (4) which bears the legend "Go back 1" which the scout learns from the instructions of the game indicates that the scout has failed to accept an opportunity presented to perform a good act, or has been careless in his appearance, or has violated some other rule or tenet of the organization which sets him back temporarily in his progress along the path.

If, upon the next play, the player draws a card which causes the piece to move to the seventh step or station which bears the insignia of a merit badge it indicates that the boy scout has passed the test for angling and has received a merit badge which entitles him to advance much more rapidly along the progress a predetermined number of steps such as indicated by the direction "Advance 4".

Various of the other stations bear the insignia of merit badges of the Boy Scout organization with suitable directions for advancement upon acquiring the merit badge when, during the play, the piece stops upon the station bearing the insignia of the merit badge. Thus the player is taught and becomes familiar with various of the merit badges of the scout organization. It also teaches the player that it is not necessary that he must acquire all of the merit badges, but may accumulate those which correspond to his choice, although in acquiring merit badges during the game the choice is not voluntary unless the game is so played that the player upon approaching one of the merit badges may elect to lose his turn until the proper card is drawn to place his piece upon the elected merit station.

The path or trail is also interspersed with stations illustrative of some of the major acts which are considered disgraceful by the Boy Scout organization such, for example, as those designated by the numeral 6 in the drawing, the first of which bears the legend "Unseen, but took part in foul act" with a penalty "Go back 6". This teaches the player that his progress along the path toward a good and useful citizenship is greatly retarded by a foul act performed by him although unseen. Likewise the smoking of cigarettes, which is prohibited by the Boy Scout organization is accompanied by the penalty "Go back 7".

Other stations are provided along the path toward the goal which are accompanied by illustrations or suitable legends calling the player's attention to various deeds which are either not commendatory or for which a penalty is imposed and either of which retards or sets back the scout in his progress along the path.

Certain steps may be provided which will render difficult the progress along the path, for example, it may be required that the progress of the player shall be arrested until a proper number is drawn to place the piece upon the station or step entitled "Ready to take seaman test" adjacent to which is illustrated a boat and a series of trailers resting upon a pond and it may be further required that the piece cannot be advanced until the proper number is drawn to place the piece upon the last boat or trailer illustrated.

Various other hazards may be imposed according to the rules and instructions of the game to make the progress of the scout slower, for example, instead of using all of the cards of the four suits for purposes of advancement one or more of the suits, for example, the suit of clubs may be employed as a penalizing suit and the player required to move his piece backward a number of steps corresponding to the number of spots upon the card drawn, while the other cards of the pack are used to designate advancement.

While the movement of the piece is described herein as preferably controlled by usual playing cards it will be obvious that any of the other numerous methods which are employed in playing games of like character may be used to determine the steps of advancement of the playing piece, it being understood that the present game differs from previous games principally in that the board is provided with illustrations or legends indicative of various incidents encountered in the life and progress of a boy

scout toward the goal of a noble citizenship and further in that means are provided for retarding and setting back the progress of the piece for failures of the scout to grasp opportunities or violations of the rules and tenets of the Boy Scout organization.

Instructions.

Any suitable instructions, based upon the cardinal principles or tenets of the Boy Scout organization or other helpful organization, may be employed, such instructions desirably being as complete as possible with the view to instructing the player in respect to religious duties, honor, obedience, faithfulness, trustworthiness, cheerfulness, loyalty, courtesy, and other tenets of the organization, and also accomplishments such as are designated by the various merit badges which suggest that when the player's piece rests upon the station bearing the legend or insignia of the merit badge it indicates that the scout has passed satisfactory requirements necessary to obtain the reward of merit indicated upon such station.

The instructions also may set forth the requirements for advancement to the grade of second class scout, first class scout, life scout and star scout, and with older players the instructions may provide that the player cannot advance from the merit badge station or promotion station, upon which his piece rests, until he has stated the requirements necessary to pass the examination for the merit badge designated and further that when the piece rests upon the promotion station, such as, second class scout, first class scout, etc., the piece cannot be moved until the player states the requirements for advancement to the higher grade of scout designated by the station.

It should also be understood that where a merit badge has been earned and thereafter the player is set back behind the station indicative of the merit badge he cannot again obtain the advantage of advancement if his piece should a second time rest upon the merit badge station, the merit badge station in such instances corresponding merely to one of the individual steps in the path.

It will thus be seen that the present game may be employed in a simple form to amuse and instruct children, who are not of sufficient age to enter the Boy Scout organization, with the cardinal principles and tenets of that organization and thus in a measure to prepare them for entry into the organization as tenderfoot scouts, and also that it may be employed not only to amuse, but to instruct members of the Boy Scout organization and others in tests and other requirements necessary to obtain merit badges and the requirements for advancement through the various grades of scouts to the desired goal of good and noble citizenship.

It will be understood that the embodiment of the invention particularly shown and described herein is illustrative and not restrictive and that while the game is particularly designed for the purpose of educating players in the cardinal principles of the Boy Scout organization it may, with suitable modification, be applied to other helpful organizations or other commendable uses within the spirit and scope of the following claims.

Having thus described the invention, what is claimed as new, and desired to be secured by Letters Patent, is:

1. An educational game comprising a game board having a predetermined path, for pieces movable by the respective players, leading from a starting point to a goal of designated high attainment, said path being provided with steps certain of which represent hazards of success or failure with associated indicia directing respectively an immediate predetermined advancement, arrest or predetermined setback and including stations bearing insignia representing attainments of merit accompanied by indicia of award and directing further predetermined advancement along the path.

2. An educational game comprising a game board having a predetermined path, for pieces movable by the respective players, leading from a starting point to a goal of designated high attainment, said path being provided with steps certain of which represent hazards of success or failure with associated indicia directing respectively an immediate predetermined advancement, arrest or predetermined setback and including stations bearing insignia indicative of promotion to a higher grade with appropriate reward.

3. An educational game comprising a game board having a predetermined path, for pieces movable by the respective players, leading from a starting point to a goal of designated high attainment, said path being provided with steps certain of which represent hazards of success or failure with associated indicia directing respectively an immediate predetermined advancement, arrest or predetermined setback, and including stations bearing insignia indicative of promotion to a higher grade with appropriate reward and also including stations representing attainments of merit accompanied by indicia of award and directing further predetermined advancement along the path.

4. An educational game comprising a game board having a predetermined path, for pieces movable by the respective players, leading from a starting point to goal of designated high attainment, said path being

provided with steps certain of which represent hazards of success or failure with associated indicia directing respectively an immediate predetermined advancement, arrest or predetermined setback and including stations bearing insignia representing attainments of merit accompanied by indicia of award and directing further predetermined advancement along the path and also including stations indicative of disgrace with appropriate penalizing directions.

5. A scout game comprising a game board having a predetermined path, for pieces representing the scouts, movable by the respective players, leading from a tenderfoot station to the goal of a good and noble citizen, said path comprising a series of steps illustrative of incidents in the scout's life, certain of said steps representing hazards of success or failure encountered by the scout with associated directions for intermediate predetermined advancement, arrest, or predetermined setback, and also having stations bearing insignia indicative of promotion in grade bearing the insignia of such grade together with directions for appropriate reward.

6. A scout game comprising a game board having a predetermined path, for pieces representing the scouts, movable by the respective players, leading from a tenderfoot station to the goal of a good and noble citizen, said path comprising a series of steps illustrative of incidents in the scout's life, certain of said steps representing hazards of success or failure encountered by the scout with associated directions for immediate predetermined advancement, arrest, or predetermined setback, and also having stations indicative of promotion in grade bearing the insignia of such grade together with directions for appropriate reward, and other stations bearing respectively illustrations of merit badges of the Scout organization, representing the earning of such merit badges by the scout and accompanied by directions giving suitable reward of advancement.

7. A scout game comprising a game board having a predetermined path, for pieces representing the scouts, movable by the respective players, leading from a tenderfoot station to the goal of a good and noble citizen, said path comprising a series of steps illustrative of incidents in the scout's life, certain of said steps representing hazards of success or failure encountered by the scout with associated directions for immediate predetermined advancement, arrest, or predetermined setback, and also having stations indicative of promotion in grade bearing the insignia of such grade together with directions for appropriate reward, and other stations bearing respectively illustrations of merit badges of the Scout organization, representing the earning of such merit badges by the scout and accompanied by directions giving suitable reward of advancement, and other stations representing respectively disgraceful acts of the scout and disobedience to the scout code with appropriate penalties therefor.

8. A scout game comprising a game board having a predetermined path, for pieces representing the scouts, movable by the respective players, leading from a tenderfoot station to the goal of a good and noble citizen, said path comprising a series of steps illustrative of incidents in the scout's life, certain of said steps representing hazards of success or failure encountered by the scout with associated directions for immediate predetermined advancement, arrest, or predetermined setback, and also having stations indicative of promotion in grade bearing the insignia of such grade together with directions for appropriate reward, in combination with exchangeable pieces bearing respectively the insignia of the progressive grades of scout corresponding to the insignia upon the stations of promotion and adapted to be substituted when the piece has reached the station bearing such insignia.

9. A scout game comprising a game board having a predetermined path, for pieces representing the scouts, movable by the respective players, leading from a tenderfoot station to the goal of a good and noble citizen, said path comprising a series of steps illustrative of incidents in the scout's life, certain of said steps representing hazards of success or failure encountered by the scout with associated directions for immediate predetermined advancement, arrest, or predetermined setback, and also having stations indicative of promotion in grade bearing the insignia of such grade together with directions for appropriate reward and comprising rules requiring the player to state the tests necessary to pass the examination represented by the merit stations before further advancing along the path.

10. In combination with a scout game having a predetermined path for movable pieces representing the scouts movable by the respective players and having stations bearing insignia of various grades of the scout organization, a series of interchangeable pieces bearing respectively the insignia of corresponding grades of the scout organization whereby the proper insignia of the grade of the scout may be displayed upon the movable piece when and after the station bearing such insignia of grade has been reached during the advancement of the piece.

11. In combination with a scout game having a predetermined path for movable pieces representing the scouts movable by the respective players and having stations

bearing insignia of various grades of the scout organization, a series of reversible blocks having faces bearing respectively the insignia of corresponding grades of the Scout organization whereby the proper insignia of the grade of the scout may be displayed upon the movable piece when and after the station bearing such insignia of grade has been reached during the advancement of the piece.

In testimony whereof, I have signed my name to this specification.

ROBERT G. HALL.