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ON
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★ ★ ★ ★ ★
Keine Stimmen

Fire trail



Eine Verfolgungsjagd in der Nacht, bei der die Verfolgten mit Tönen und Feuer Zeichen geben

Bei diesem Artikel handelt es sich um einen Forum Heft-Artikel.

Night Game

When young scouts experience a thrilling game at night, it's sure to be a topic of conversation for a long time to come. The "fire trail" featured here is sure to make for an exciting night.

The Story

A gang of robbers (e.g., the leaders) was startled by a random passerby shortly after a heist. The gang was unable to carry out their plan. They had to scatter in all directions to avoid being caught. To find their way back to each other, they try to use light and sound signals to inform one another of their whereabouts and intentions. However, since they already have several robberies under their belt, their main goal isn't to reunite, but to ensure that none of the fugitives can be caught. That's why they keep trying to confuse their pursuers (the children) by crossing paths with them.

The Playing Field

Playing at night isn't entirely without risk. The playing area must therefore be chosen carefully. Ditches, rocks, fallen trees, and dense underbrush can be more of a hindrance than anything else—or even dangerous—in "Fire Trail." Therefore, look for terrain that is as free as possible from these obstacles. However, scrub and sparse pine groves are fine to have within the playing field. Ideally, the terrain should include both forest and open meadows. The size does not need to be specifically defined, provided that the leaders are the ones being chased. If participants are acting as the hunted, the terrain should ideally be bounded by a few paths and cover no more than one to two hectares. A small valley that can be overlooked from suitable vantage points has proven to be particularly ideal.

Since the game takes place at night, it's best to check with the forester or gamekeeper to find out where wildlife is likely to be. Avoid these areas. Similarly, populated areas are not suitable for the

game.

Warning: Games involving fire are particularly dangerous. Be especially mindful of the risk of forest fires. In dry weather, it's advisable to postpone the game.

Gameplay

Before the game begins, the leaders—equipped with fire-starting materials (see below) and a whistle—spread out across the playing area. After the starting whistle (blown by the game leader), the children try to catch as many leaders as possible. The leader who is caught gives the catcher a Mars bar or something similar.

The leaders must give a whistle or light signal at least every 120 seconds. It is important that the whistles and lights be strategically timed. Each leader tries to observe the game as closely as possible. If one of the targets is about to be caught, the other "robbers" should try to distract the pursuer by drawing attention to themselves as often, loudly, and brightly as possible. Every "robber" is therefore jointly responsible for ensuring that their teammates are not caught.

The winner is the player who can collect the most Mars (or whatever the victory points may be). The leaders lose in any case.

List of Materials

In addition to finding a suitable playing field, the following materials must be obtained (one set per leader):

- a newspaper with at least ten pages, preferably more ➜ produces a bright light signal that is visible only briefly
- a pack of sparklers ➜ produces a bright light signal that is visible for a slightly longer time
- some (used) oil ➜ this can be used to soak a sheet of newspaper
- The light signal is dimmer, but it burns longer
- a few scraps of a used bicycle, car, or truck inner tube ➜ produces a small light signal that burns for a long time
- one or two lighters to ignite the signals a whistle ➜ loud audible signal
- Three Mars or similar ➜ to hand off to pursuers

Fire Trail

fire trail

References



- **Content and image: Forum** Kind, Issue 4/03, page 26. A nighttime chase in which those being chased signal with sounds and fire. © Copyright www.forum-kind.ch
- **Author:**Lori Keller, BESJ Secretary, learned this game on a ranch in New Zealand.

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