

SNAP

Something
Nice
And
Fun

SNAP is a well organized major game such as an Adventure Trail held on the middle Sunday of the camping period.

Purposes: morale; an example of a specific major game for use in home units; example of how such a game is properly planned, prepared, and organized; feasibility and "enjoyability" of such a game; a common experience

This game should be well set up by the staff. If props of costumes are used (such as in an adventure trail), they should be of a nature that will impress the boys with the possibilities in this area.

The SPL should see that the boys thoroughly understand all the rules and that these rules are strictly followed.

To be completely effective, enthusiasm must be carefully built up. What SNAP stands for should not be announced until that Sunday. The PLs may then be let in on the secret in the morning and asked to help build enthusiasm in their patrols until the secret is officially announced when you are ready to start the game. SNAP should not be mentioned until (almost inevitably) some member of the troop notices it on the schedule and asks. From that point on, SNAP may occasionally be mentioned in an enthusiastic manner.

A well organized adventure trail is excellent for SNAP, but not necessary. See other sheet for a sample adventure trail.

"Enthusiasm is Contagious"