

*WOODS
WISDOM
Troop Program Features*



WOODS WISDOM
Troop Program Features

Contents

I/Program Features

Introduction	1
Aquatics	11
Athletics	25
Backpacking	39
Boating/Canoeing	53
Business	65
Camping	77
Citizenship	91
Communications	105
Cooking	119
Emergency Preparedness	133
Engineering	147
Environment	161
First Aid	175
Fishing	189
Forestry	203
Health Care	217
High Adventure	231
Hiking	245
Hobbies	259
Leadership	273
Mechanics	287
Nature	301
Orienteering	315
Physical Fitness	329
Pioneering	343
Public Service	357
Safety	371
Science	383
Shooting	397
Space Exploration	411
Special Cooking	425
Sports	439
Tracking	453
Wilderness Survival	467
Wildlife Management	481
Winter Camping	493

II/Community Service

Selecting and Conducting Projects	509
Health and Safety Guidelines	510
Conducting Service Projects	510
The Committee's First Meeting	510
Project Suggestions	511

III/Outdoor Program

Planning an Outdoor Program	517
High-Adventure Activities	518
Outdoor Program Checklist	519
Duty Roster—Short-Term Camp	521

IV/Program Specialties

Anemometer	558
Ankle Tag	526
Antelope Race	556
Ante Over	541
Arm Sling Relay	572
Art Gallery	550
Backpack Cover	592
Balloon Battle Royal	563
Balloon Busting	556
Ball Over	588
Ball Relay	526
Bandage Relay	571
Barnyard	589
Beginners' Water Games	535
Bell Tag	526
Blackout Fun	558
Blind Flying Relay	575
Blindfold Compass Walk	584
Blindman's Knots	565
Bowline-Sheet Bend Draw	586
Bow-Saw Relay	578
British Bulldog	588
Bucketball	577
Bucket Brigade	532
Bucking Bronco	556
Buddy Bandaging	574
Buddy Tags	575
Bull in the Ring	556
Campfire Games	525
Camp Water Heater	563
Can It (Object Relay)	531
Cannibal Rescue	547
Canoeing Races	535
Captured	555
Catch Ten	555
Catch the Snapper	570
Caterpillar Race	589
Center Miss	555
Chain Gang	586
Chain-Gang Race	576

Checkerboard Kim's Game	581
Choppers' Relay (Splitting)	581
Circle Link	555
Circle Pull	555
Clove Hitch Race	579
Code-O	536
Collecting Rainwater	559
Commando Raid	545
Compass Facing	531
Concentration	550
Cooking Gimmick Creativity	540
Corrugated Cardboard Box Oven	574
Crab Ball	544
Crab Crawl Relay	544
Crack the DEW Line	532
Creativity	551
Crosses in the Circle	554
Crossing the Alligator Pit	560
Crowded Circle	529
Crows and Cranes	554
Dead Man	592
Deer Stalking	538
Direction-Finding Relay	573
Direction Hunt	584
Dodge Ball	532
Double Dodge Ball	544
Douse It!	575
Dragons	554
Duck Waddle Pushups	542
Edible Plants Who's Who?	568
Famous Visitors	550
Fire Bucket Relay	544
Fire by Friction	592
First Aid Baseball	525
First Aid Kim's Game	574
First Aid Problems 1	571
First Aid Problems 2	571
First Aid Problems 3	571
First Aid Problems 4	571
Fisherman's Line, The	548
Fish Scope	576
Fitness Medley Relay	543
Flag Folding Display	528
Flagpole Raising	584
Flapjack Flipping	540
Flying Fish	575
Flying Saucer Kim's Game	578

Freak Plant Hunt	568	Mixed Relay	589	Sealed Orders	552
Fun Field Day	542	Morse Dial Spinner	537	Secret Signals	537
Fun Relays	589	Morse Sit Down	537	Shallow Water Games	535
Fuzz Stick Relay	578	Mow the Man Down	561	Ships in the Fog	566
Get 'em Up!	590	Muscle Medley	561	Shoe Hunt	530
Get the Message	577	Nail-Driving Relay	530	Shoot the Gap	552
Getting Your Bearings	591	Name That Fish	549	Short Splice Tug-of-War	532
Grand Prix Game	573	Name the Merit Badge	548	Shuttle Run Relay	552
Granny's Footsteps	538	Nature Art Gallery	539	Sieve, The	542
Graashopper Race	545	Nature Go-Down	549	Sighting Arrows	560
Greased Watermelon	533	Nature Kim's Game	575	Signal Steal-the-Bacon	536
Grocer, The	539	Nature Memory Hunt	567	Signal Step Contest	536
Group Events	569	Nature Scavenger Hunt	568	Silent Signals	537
Haunted House	580	Nature Sensing	549	Silver Dollar Hunt	584
Hawaiian Handclap	563	Nature Snap	563	Simple Compasses	560
Hit the Bucket	530	Newspaper Crumpling	546	Skin-Diving Contest	535
Hockey Steal-the-Bacon	558	Newspaper Good Turn	551	Skin the Snake	566
Hopping the Gauntlet	546	Night Eyes	547	Slap Jack	587
Horse and Rider	557	Numbers	588	Sleeping Pirate	539
Horseback Relay	590	Observation	548	Sloppy Camp	582
Hot Isotope Transport	570	Obstacle Race	546	Snake Race	583
Hot or Cold	530	Obstacle Relay Race	553	Soap Leaves	576
How High?	592	Octagon Compass Course	590	Spies in the Woods	538
Human Chain Race	562	O'Grady	531	Split the Match Relay	577
Human Obstacle Race	562	Old Plug	560	Spoon Race	534
Hunter, Gun, or Rabbit	530	One-Handed Knot Tying	548	Sports True-False	
Hunt the Candy	564	Outdoor Winter Games	527	Steal-the-Bacon	558
Ice Accident	525	Over and Under Relay	564	Spud	574
Indian Arm Wrestling	587	Overtake	565	Square Knot Two-Man Tying	570
Indian Hand Wrestling	587	Over the Line	541	Standing Jump Relay	561
Indian Leg Wrestling	587	Pace Test	560	Standing Staves	576
Invisible Kim's Game	582	Packing Practice Relay	591	Star Hunt	559
Island Hopping	543	Patrol Charades	579	Steal-the-Bacon, Hockey	558
I Spy	532	Patrols	561	Steal-the-Bacon, Signal	536
Izzy Dizzy Relay	564	Personal First Aid Kit	557	Steal-the-Bacon, Sports	
Jump the Shot	554	Pittilator	574	True-False	558
Kick Bridge	570	Pizza Goes Camping	577	Steal-the-Bacon, Variations	551
Kim's Game	580	Pony Express Race	547	Step on It	562
Kitchen Tree	561	Porpoise Relay	591	Stick Fight	587
Knot Hoop Relay	586	Prisoner's Base	573	Stiff	566
Knots for Camp (whipping rope end		Raiders	566	Stretcher Relay	572
before tying)	581	Rainy Day Activities	545	String-Burning Race	585
Knots for Camp (knots for joining and		Reactor Transporter	583	Struggle, The	562
making loop)	579	Read It, Do It!	559	Submarines and Minefields	538
Knot Trail (Knot Kim's Game)	582	Remedies	572	Suitcase Race	535
Knot-Tying Relay	585	Remote Clove Hitch Tying	570	Surprise Visitor	550
Ladder Relay	546	Rescue Carry Relay	576	Swat 'em or Whipped to the	
Lassoing the Steer	529	Rescue Race	586	Gap	588
Leaf Matching	567	Riders and Horses	557	Swimming Races	533
Leaking Packstack, The	580	Ring Ball	553	Tags	567
Lifeline Relay	591	Ring Buoy Throw	533	Take the Mat	567
Log-Chopping Relay	569	Ringleader	566	Tautline Hitch Race	579
Log-Hauling	569	Ring on a String	526	Tenderfoot Relay	527
Log-Raising Relay	569	Roman Chariot Race	583	Tent Peg-Making Relay	578
Log-Rolling Relay	568	Rooster Fight	553	Tent-Pitching Contest	581
Log-Walking Race	591	Rubber Ball Relay	566	Tent-Striking Contest	581
Long, Short, Round	564	Salvo	552	Three-Can Stove	559
Long-Legged Puddle Jumper	590	Scouting History	539	Three-Legged Football	545
Lost Quiz	592	Scout Law Baseball	528	Three-Man Tug-of-War	529
Luck Relay	557	Scout Law Hunt	528	Three Ropes Game	558
Map Symbol Kim's Game	573	Scout Law Relay	527	Tiger in a Cage	543
Map Symbol Relay	585				

Tire-Roll Relay	549
Toggle Line	562
Torpedo	542
Tractor Pull	541
Trail Signs	551
Train Chase	541
Tree Hunt	564
Tree Spotting	565
Tripod Lashing	583
Troop Buddy Board	535
Tug-of-War	534
Tug-of-War, Canoe	535
Tug-of-War, Short Splice	532
Tug-of-War, Three-Man	529
Tug-of-War, Steal-the-Bacon	565
Twig Hunt	540
Two-in-One Match	559
Two-Man Carry Relay	572
Walking Statues	565

Wasebasket	532
Water Basketball	534
Water-Bolling Race	585
Water Dodge Ball	534
Water Games for Nonswimmers	534
Waterproof Match Containers	557
Wet-Weather Fire Building	565
Wet-Weather Fire Starters	577
What Do I Feel?	579
What Do I Smell?	580
What Happened?	582
What's Cooking?	540
What's Wrong?	540
Wheelbarrow Relay	590
Whip the Rope	547
Who Am I?	526
Winter Constellations Quiz	563
Winter Nest Hunt	528

VI/Ceremonies	
Boy Scout Investiture Ceremonies	595
Installation and Rededication Ceremonies	600
Opening Ceremonies	601
Closing Ceremonies	604
Courts of Honor	606
Eagle Scout Court of Honor	612
Campfire Ceremonies	625
Flag Ceremonies	628
Webelos-to-Scout Transition Ceremonies	632
Appendix	635
Checklist for Court of Honor Meeting Ceremonies—Opening, Closing	636
VI/Scoutmaster's Minutes	641

Program Features

Introduction	1	Hobbies	259
Aquatics	11	Leadership	273
Athletics	25	Mechanics	287
Backpacking	39	Nature	301
Boating/Canoeing	53	Orienteering	315
Business	65	Physical Fitness	329
Camping	77	Pioneering	343
Citizenship	91	Public Service	357
Communications	105	Safety	371
Cooking	119	Science	383
Emergency Preparedness	133	Shooting	397
Engineering	147	Space Exploration	411
Environment	161	Special Cooking	425
First Aid	175	Sports	439
Fishing	189	Tracking	453
Forestry	203	Wilderness Survival	467
Health Care	217	Wildlife Management	481
High Adventure	231	Winter Camping	493
Hiking	245		

TROOP PROGRAM FEATURES



YEARLY PROGRAM PLANNING

In recent research the Boy Scouts of America determined that inadequately planned and executed troop meetings were the number one cause of boys leaving Scouting. The troop operations plan, introduced in 1989, addressed some of the issues dealing with "boring troop meetings" by adding

- A new-Scout patrol, to assist new Scouts in becoming comfortable in the troop environment and in learning basic Scout skills. Delivery of skills instruction was segmented according to a Scout's knowledge and abilities.
- An older-boy program, to provide challenging experiences for Scouts age 13 and older.

The challenge now is to help leaders and Scouts implement these ingredients to create a successful troop program.

Planning a troop program on an annual and a monthly basis is a new task for many leaders. Good planning and execution depends on (1) a Scoutmaster who understands the process, (2) trained junior leaders who can not only plan meetings but successfully execute them, (3) sufficient manpower in the form of assistant Scoutmasters, troop committee members, and parents, and (4) a troop of knowledgeable, informed parents.

Your first step in planning is to utilize the resources available to set goals for the troop. The next step will be to train your junior leaders in the planning process. Then give them the responsibility and authority to plan and implement the troop program. The final step will be to get your troop committee and parents to "buy in" to support this "boy-planned" program.

A Troop Program Planning Kit, Supply No. 33018, is available to assist you and your Scouts in planning a super program. The kit, consisting of workbook and video, will guide you through the basics of planning, from doing your homework to securing parental support for your program. The monthly program features in *Woods Wisdom, Troop Program Features*, No. 34251, and in *Scouting* magazine are

the other principal pieces of literature needed to run the program planning workshop.

The video in the Troop Program Planning Kit has three parts. Part I is primarily for Scoutmaster use and will take you through "doing your homework." This involves gathering information on district and council support, setting troop goals, developing a troop calendar, and training your senior patrol leader to run the annual troop program planning conference.

Part II of the video is a model for a troop program planning conference, to be previewed by you and your senior patrol leader, and then shown to members of the troop's patrol leaders' council. It will set the stage for your troop's actual planning session. (The Troop Program Planning Kit contains a detailed agenda for the troop planning conference, along with much of the support information you will need to make it effective.)

Part III of the video deals with *monthly* program planning and features a model of the planning portion of a patrol leaders' council meeting. You and your senior patrol leader will preview this prior to the troop planning conference; you'll then use it as the basis for a session at the conference devoted to planning the next month's troop program in detail.

THE ANNUAL PLANNING PROCESS

The Scouting program year begins in September, so you should start troop planning during the summer. There are five basic steps in the annual process.

1. Do your homework.
2. Get patrol input.
3. Conduct the annual troop program planning conference.
4. Obtain troop committee support.
5. Inform everyone.



Citizenship in the World



Sports



Citizenship in the Community



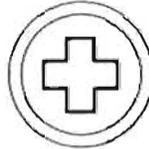
Citizenship in the Nation



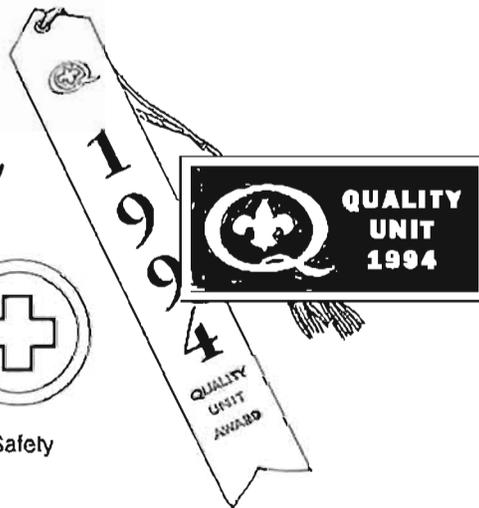
Personal Management



Personal Fitness



Safety



STEP 1: DO YOUR HOMEWORK

As Scoutmaster, you're the "advance" man. You need to check out and pull together certain things before your troop's annual planning conference. Neither difficult nor time-consuming, these tasks, listed below, make a lot of sense, because they pay off in a smoother, more effective conference. And they result in a better annual plan.

1. Gather district, council, community, and chartered organization dates for events that will affect the troop.

Begin by picking up a calendar of key school dates from the local school. Check with the local chamber of commerce for dates of community activities. Don't forget to get dates of key chartered organization activities. Personal dates, such as anniversaries or birthdays, may also affect troop activities, so be sure to include those.

During the summer, be sure to attend the annual council or district program planning conference. This is where you will be able to get the council and district calendar, as well as information on activities, training courses, summer camp, etc.

Now put all these dates on one calendar, to share with the troop committee and to use at the unit program planning conference.

2. Review the resources needed to plan the annual program.

Pull together your Scouting library. The items needed to plan your troop program include: Troop Program Planning Kit, *Woods Wisdom*, *Troop Program Features*, issues of *Boys' Life* and *Scouting* magazines, program feature supplements from *Scouting* magazines, *Scoutmaster Handbook*, *Boy Scout Handbook*, and *Junior Leader Handbook*.

3. Review the advancement status of each Scout.

Use the *Troop/Team Record Book* to do this. Look carefully for basic skills needed by your Scouts, and also for key merit badges that should be introduced through the troop program.

4. List some goals for the troop.

Take a look at successful areas from last year's program, like the number of Scouts who made First Class, or the super Good Turn you did for your chartered organization. You probably will want to continue those things, but also consider some other challenges to address during the coming year. The list could get lengthy, so you may have to prioritize your choices, selecting only a few challenges for this year. After all, there is always next year. Here are some areas to consider:

- National Quality Unit Award
- National Camping Award
- Service project or Good Turn
- Summer camp
- Special weekend events
- Troop membership
- Troop equipment
- Advancement

5. Review the program features available to the troop.

Using the troop planning worksheet, list your suggestions for a program feature for each month of the coming year. Be sure to keep in mind the troop goals and advancement status of your Scouts. Share the list of program features with the senior patrol leader prior to presenting them to the patrol leaders' council. (Hint: List your program feature suggestions in pencil to emphasize that input is also expected from the senior patrol leader.)

6. Meet with the troop committee to review the calendar and potential troop goals.

Share the calendar with the committee to ensure you haven't missed any important dates. Many committee members will be involved in troop activities, so they'll want you to note any conflicts in their personal calendars.

Review the potential goals you have set for the troop. Now is the time the troop committee "buys in" on its role in making your troop successful. They'll have a lot of discussion and some compromise, but the result will be a set of troop goals to which everyone feels committed.

Remember, these goals will not be finalized until after the junior leaders have also "bought in" at their annual planning conference.

7. Meet with your senior patrol leader to plan the next steps leading to the annual troop program planning conference.

This can be time-consuming and you may need more than one session. If so, devote the second meeting with the senior patrol leader to the sole task of mapping out the agenda for the troop planning conference.

You and the senior patrol leader should cover the following items at your meeting:

- ___ Review the Troop Program Planning video (parts II and III) and workbook in the Troop Program Planning Kit.
- ___ Review the steps to planning an annual troop program.
- ___ Review the calendar for any missing items.
- ___ Discuss troop goals. Allow the senior patrol leader to



- _____ have input; the only way to achieve the troop's objectives will be with the help of everyone.
- _____ Review the resources needed to plan the troop program.
- _____ Discuss the program features suggested for the coming year.
- _____ Discuss what major events and activities the troop might do during the coming year.
- _____ Record these recommendations onto the troop planning worksheet for presentation to the patrol leaders' council.
- _____ Discuss the presentation of this information at the patrol leaders' council meeting and the role of patrol leaders in the planning process.
- _____ Set a date for the annual troop program planning conference.
- _____ Review the agenda and preparation needed to conduct the conference.

STEP 2: GET PATROL INPUT

This second step in the annual planning process is where the senior patrol leader takes charge. At the next patrol leaders' council meeting, the senior patrol leader introduces the suggested annual troop plan. The patrol leaders need to understand that this is only a proposed program. The final program will be developed and voted on at the annual troop program planning conference.

Each patrol leader is asked to review this plan with his patrol members at the next troop meeting. The patrol leader should seek ideas from his patrol on what proposed programs they like or dislike, and what additional programs they might be interested in.

The senior patrol leader then announces the date of the planning conference. He should briefly review the agenda and make assignments for physical arrangements, meals, etc.

STEP 3: CONDUCT THE ANNUAL PROGRAM PLANNING CONFERENCE

This is the step where your troop program comes alive. The success of this conference began when you, the Scoutmaster, prepared your senior patrol leader. Be alert

throughout the conference to help out the senior patrol leader. Don't wait for him to fail, but be careful not to take over for him. Careful, nonintrusive coaching will help your senior patrol leader build confidence. Share your leadership with him.

Who attends the conference? The troop's annual planning conference is attended by the Scoutmaster, assistant Scoutmaster for the new-Scout patrol, assistant Scoutmaster for the Varsity team and/or Venture crew, senior patrol leader, assistant senior patrol leader, patrol leaders, crew chief, team captain, and troop guide.

Physical arrangements. Careful planning should ensure that this planning conference is a first-class experience for your junior leaders. Pick a location that would be special to your Scouts, possibly one offering opportunities for other activities, such as swimming, boating, etc. You can make it a weekend experience, although the conference is easily completed in a day.

Whichever you do, don't involve the junior leaders in a lot of housekeeping chores that distract them from the primary purpose of planning the troop program. Consider using other troop adults to cook and clean up, so your patrol leaders' council can concentrate on the task at hand.

Make sure the facilities are suited for a conference. Is ventilation good? Is there sufficient lighting? Electricity for a TV monitor and VCR? Are the chairs comfortable? Are there tables to work on? Is there a way to hang calendars on the wall? Use the checklist below to make sure your facilities will work.

Setting up the conference facility should have been previously assigned to members of the patrol leaders' council. A checkup by the senior patrol leader prior to the conference ensures that nothing is forgotten.

Follow the agenda. When directing a session, your senior patrol leader needs to be alert that it's easy to get sidetracked. If the group starts to drift away from the agenda, a gentle nudge from you may be in order to put them back on course.

Remember the conference ground rules:

1. The senior patrol leader presides.
2. Each event and program is voted on.
3. The majority rules.

TROOP PLANNING

MONTH	BOYS' LIFE PROGRAM FEATURES (SEE WOODS WISDOM, NO. 34251, FOR DETAILS.)			TROOP OUTDOOR CAMPING ACTIVITY	DISTRICT/ COUNCIL ACTIVITY	
	SCOUTS	VENTURE CREW	VARSIITY TEAM			
SEPT.						
OCT.						
NOV.						
DEC.						
JAN.						
FEB.						
MAR.						
APR.						
MAY						
JUNE						
JULY						
AUG.						



ANNUAL TROOP PROGRAM PLANNING CONFERENCE AGENDA

(Note: No time limits have been placed on the agenda, but working sessions should last no longer than forty-five minutes without a break.)

- I. **OPENING ACTIVITY** SCOUTMASTER
Conduct "all-aboard" activity. This helps foster a spirit of working together to solve a common problem.
- II. **REVIEW CONFERENCE GROUND RULES** SENIOR PATROL LEADER
A. Write down the conference objectives:
 1. To decide on troop goals for the coming year
 2. To develop a program that represents ideas from the entire troop
 B. Review ground rules:
 1. The senior patrol leader presides.
 2. Each event and program will be voted on.
 3. The majority rules.
- III. **DEVELOP TROOP GOALS** SCOUTMASTER
A. The Scoutmaster leads a discussion on goals for the coming year. These could deal with such topics as advancement, service, or troop money earning. (These are the same goals discussed earlier with the troop committee and senior patrol leader.)
B. The patrol leaders' council votes to approve the goals.
- IV. **CONSIDER MAJOR EVENTS** SENIOR PATROL LEADER
A. Review dates for items such as these:
 1. Scout show
 2. Camporees
 3. Summer camp
 4. Special troop events
 5. Good Turn
 6. Patrol suggestions for special activities
 B. Vote on events. (Delete from the calendar any activities the troop will *not* participate in.)
C. Insert events on the troop planning worksheet.
D. Backdate necessary preparation time for each event.
- V. **GAME BREAK**
- VI. **DISCUSS PATROL SUGGESTIONS FOR PROGRAM FEATURES**
A. Discuss the program features suggested for the coming year.

- B. Will they meet the goals of the troop?
- C. What are the advancement opportunities?
- D. Decide where they best fit into the calendar.
- E. Vote on the final list of program features.
- F. Insert the approved features into the troop planning worksheet.

- VII. **LUNCH OR GAME BREAK**
- VIII. **SCHEDULE SPECIAL TROOP ACTIVITIES**
A. Decide on a schedule for the following:
 1. Board of review
 2. Courts of honor
 3. Recruitment night(s)
 4. Webelos Scout graduation
 B. Add these dates to the planning worksheet.
- IX. **FINALIZE THE PLANNING WORKSHEET**
Put the troop program planning worksheet into final form for presentation to the troop committee.
- X. **GAME BREAK**
- XI. **MONTHLY PROGRAM PLANNING**
A. Show Part III of the video from the Troop Program Planning Kit.
B. Plan next month's program.
- XII. **SCOUTMASTER'S MINUTE**

ANNUAL TROOP PROGRAM PLANNING CONFERENCE CHECKLIST

LITERATURE

- Woods Wisdom, Troop Program Features*, No. 34251
- The Scoutmaster Handbook*, No. 33002
- The Boy Scout Handbook*, No. 33229
- Junior Leader Handbook*, No. 33500
- Venture/Varsity Activity Pamphlets (Choose.)*
 - ___ *Venture Orienteering*, No. 3439
 - ___ *Venture Snow Camping*, No. 3440
 - ___ *Venture Rock Climbing and Rappelling*, No. 33480
 - ___ *Venture Whitewater*, No. 3465
 - ___ *Venture Canoe Camping*, No. 33479
 - ___ *Venture Freestyle Biking*, No. 3447
 - ___ *Venture Mechanics*, No. 3449
 - ___ *Venture Fishing*, No. 3438
 - ___ *Venture Frontiersman*, No. 3454
 - ___ *Venture Wilderness Survival*, No. 3441
 - ___ *Venture Discovering Adventure*, No. 33472
 - ___ *Venture Backpacking*, No. 33442
 - ___ *Venture Caving*, No. 3468
 - ___ *Venture Cycling*, No. 3437
 - ___ *Venture Swimming*, No. 3473



- Venture Bowling, No. 3467
- Venture Shooting Sports, No. 3457
- Varsity Waterskiing, No. 33460
- Varsity Triathlon, No. 3456
- Varsity Basketball, No. 3450
- Varsity Soccer, No. 3453
- Varsity Softball, No. 3452
- Varsity Tennis, No. 3455
- Varsity Volleyball, No. 3451

- Program features from *Scouting* magazine
- Scouting* magazines
- Boys' Life* magazines
- Troop Planning Worksheet
- District/council calendar
- School calendar
- Chartered organization calendar
- Community calendar
- Information on council and district events
- Complete copy of next month's program feature, for the final part of the workshop (one per participant)
- Troop Resource Surveys completed by parents and troop leadership
- Troop/Team Record Book, No. 34510
- Troop Advancement Chart, No. 34506

PROGRAM SUPPLIES

- "All-aboard" activity (supplies needed)
- Game (supplies needed)
- Flipchart stand and pad(s)
- Twelve large calendar pages
- Felt-tip markers
- Writing pads for participants
- Pens or pencils
- Thumbtacks
- Masking tape
- VCR and monitor
- Extension cord

FOOD/REFRESHMENTS

- Refreshments for morning and afternoon breaks
- Additional food (lunch, etc.)

CONFERENCE FACILITY SETUP

- Tables set in horseshoe or square, depending on number of people
- VCR and monitor located for easy viewing
- Flipchart stand placed for easy viewing and use
- Calendar pages hung on wall
- Troop Planning Worksheet hung at front center of room
- Table at front of room for resource material



CONFERENCE ASSIGNMENTS

- Develop menus and purchase food.
- Food preparation and cleanup.
- Gather supplies (see checklist).
- Set up conference facility.
- Prepare large blank calendars with months, days, and known dates.
- Prepare flipchart with conference objectives and ground rules.
- Prepare Troop Planning Worksheet with correct months.

STEP 4: OBTAIN TROOP COMMITTEE SUPPORT

At the completion of the annual troop program planning conference, you and your senior patrol leader should prepare a clean draft of the planning worksheet for presentation to the troop committee. Arrange with the committee chairman for this important topic to be placed on the meeting agenda. Then you and the senior patrol leader present the troop's annual program to the committee.

Try to anticipate questions and prepare your senior patrol leader to answer them. (Remember, it's a boy-planned program.) The critical question the committee must resolve is: does the troop have the resources to carry out this program? If not, can the resources be obtained, and are the troop members willing to do their share in obtaining them?

There may be need for compromise. In those cases, the senior patrol leader should present the options to the patrol leaders' council for their approval.

The finished product from these discussions will be a troop program that is accepted by everyone, and one that has the necessary support to make it work.

Program Features

Introduction	1	Hobbies	259
Aquatics	11	Leadership	273
Athletics	25	Mechanics	287
Backpacking	39	Nature	301
Boating/Canoeing	53	Orienteering	315
Business	65	Physical Fitness	329
Camping	77	Pioneering	343
Citizenship	91	Public Service	357
Communications	105	Safety	371
Cooking	119	Science	383
Emergency Preparedness	133	Shooting	397
Engineering	147	Space Exploration	411
Environment	161	Special Cooking	425
First Aid	175	Sports	439
Fishing	189	Tracking	453
Forestry	203	Wilderness Survival	467
Health Care	217	Wildlife Management	481
High Adventure	231	Winter Camping	493
Hiking	245		

TROOP PROGRAM FEATURES



YEARLY PROGRAM PLANNING

In recent research the Boy Scouts of America determined that inadequately planned and executed troop meetings were the number one cause of boys leaving Scouting. The troop operations plan, introduced in 1989, addressed some of the issues dealing with "boring troop meetings" by adding

- A new-Scout patrol, to assist new Scouts in becoming comfortable in the troop environment and in learning basic Scout skills. Delivery of skills instruction was segmented according to a Scout's knowledge and abilities.
- An older-boy program, to provide challenging experiences for Scouts age 13 and older.

The challenge now is to help leaders and Scouts implement these ingredients to create a successful troop program.

Planning a troop program on an annual and a monthly basis is a new task for many leaders. Good planning and execution depends on (1) a Scoutmaster who understands the process, (2) trained junior leaders who can not only plan meetings but successfully execute them, (3) sufficient manpower in the form of assistant Scoutmasters, troop committee members, and parents, and (4) a troop of knowledgeable, informed parents.

Your first step in planning is to utilize the resources available to set goals for the troop. The next step will be to train your junior leaders in the planning process. Then give them the responsibility and authority to plan and implement the troop program. The final step will be to get your troop committee and parents to "buy in" to support this "boy-planned" program.

A Troop Program Planning Kit, Supply No. 33018, is available to assist you and your Scouts in planning a super program. The kit, consisting of workbook and video, will guide you through the basics of planning, from doing your homework to securing parental support for your program. The monthly program features in *Woods Wisdom, Troop Program Features*, No. 34251, and in *Scouting* magazine are

the other principal pieces of literature needed to run the program planning workshop.

The video in the Troop Program Planning Kit has three parts. Part I is primarily for Scoutmaster use and will take you through "doing your homework." This involves gathering information on district and council support, setting troop goals, developing a troop calendar, and training your senior patrol leader to run the annual troop program planning conference.

Part II of the video is a model for a troop program planning conference, to be previewed by you and your senior patrol leader, and then shown to members of the troop's patrol leaders' council. It will set the stage for your troop's actual planning session. (The Troop Program Planning Kit contains a detailed agenda for the troop planning conference, along with much of the support information you will need to make it effective.)

Part III of the video deals with *monthly* program planning and features a model of the planning portion of a patrol leaders' council meeting. You and your senior patrol leader will preview this prior to the troop planning conference; you'll then use it as the basis for a session at the conference devoted to planning the next month's troop program in detail.

THE ANNUAL PLANNING PROCESS

The Scouting program year begins in September, so you should start troop planning during the summer. There are five basic steps in the annual process.

1. Do your homework.
2. Get patrol input.
3. Conduct the annual troop program planning conference.
4. Obtain troop committee support.
5. Inform everyone.



Citizenship in the World



Sports



Citizenship in the Community



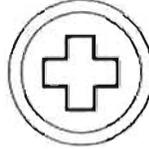
Citizenship in the Nation



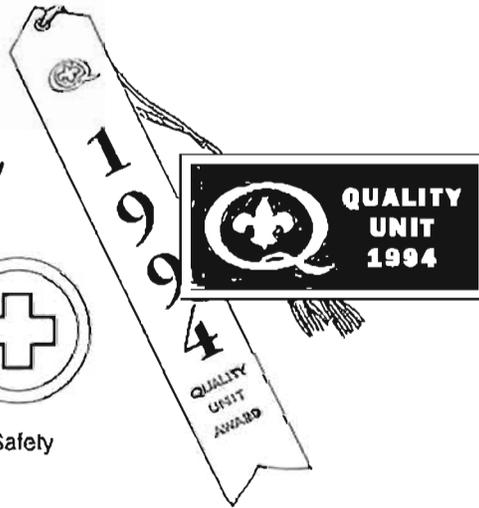
Personal Management



Personal Fitness



Safety



STEP 1: DO YOUR HOMEWORK

As Scoutmaster, you're the "advance" man. You need to check out and pull together certain things before your troop's annual planning conference. Neither difficult nor time-consuming, these tasks, listed below, make a lot of sense, because they pay off in a smoother, more effective conference. And they result in a better annual plan.

1. Gather district, council, community, and chartered organization dates for events that will affect the troop.

Begin by picking up a calendar of key school dates from the local school. Check with the local chamber of commerce for dates of community activities. Don't forget to get dates of key chartered organization activities. Personal dates, such as anniversaries or birthdays, may also affect troop activities, so be sure to include those.

During the summer, be sure to attend the annual council or district program planning conference. This is where you will be able to get the council and district calendar, as well as information on activities, training courses, summer camp, etc.

Now put all these dates on one calendar, to share with the troop committee and to use at the unit program planning conference.

2. Review the resources needed to plan the annual program.

Pull together your Scouting library. The items needed to plan your troop program include: Troop Program Planning Kit, *Woods Wisdom*, *Troop Program Features*, issues of *Boys' Life* and *Scouting* magazines, program feature supplements from *Scouting* magazines, *Scoutmaster Handbook*, *Boy Scout Handbook*, and *Junior Leader Handbook*.

3. Review the advancement status of each Scout.

Use the *Troop/Team Record Book* to do this. Look carefully for basic skills needed by your Scouts, and also for key merit badges that should be introduced through the troop program.

4. List some goals for the troop.

Take a look at successful areas from last year's program, like the number of Scouts who made First Class, or the super Good Turn you did for your chartered organization. You probably will want to continue those things, but also consider some other challenges to address during the coming year. The list could get lengthy, so you may have to prioritize your choices, selecting only a few challenges for this year. After all, there is always next year. Here are some areas to consider:

- National Quality Unit Award
- National Camping Award
- Service project or Good Turn
- Summer camp
- Special weekend events
- Troop membership
- Troop equipment
- Advancement

5. Review the program features available to the troop.

Using the troop planning worksheet, list your suggestions for a program feature for each month of the coming year. Be sure to keep in mind the troop goals and advancement status of your Scouts. Share the list of program features with the senior patrol leader prior to presenting them to the patrol leaders' council. (Hint: List your program feature suggestions in pencil to emphasize that input is also expected from the senior patrol leader.)

6. Meet with the troop committee to review the calendar and potential troop goals.

Share the calendar with the committee to ensure you haven't missed any important dates. Many committee members will be involved in troop activities, so they'll want you to note any conflicts in their personal calendars.

Review the potential goals you have set for the troop. Now is the time the troop committee "buys in" on its role in making your troop successful. They'll have a lot of discussion and some compromise, but the result will be a set of troop goals to which everyone feels committed.

Remember, these goals will not be finalized until after the junior leaders have also "bought in" at their annual planning conference.

7. Meet with your senior patrol leader to plan the next steps leading to the annual troop program planning conference.

This can be time-consuming and you may need more than one session. If so, devote the second meeting with the senior patrol leader to the sole task of mapping out the agenda for the troop planning conference.

You and the senior patrol leader should cover the following items at your meeting:

- ___ Review the Troop Program Planning video (parts II and III) and workbook in the Troop Program Planning Kit.
- ___ Review the steps to planning an annual troop program.
- ___ Review the calendar for any missing items.
- ___ Discuss troop goals. Allow the senior patrol leader to



- _____ have input; the only way to achieve the troop's objectives will be with the help of everyone.
- _____ Review the resources needed to plan the troop program.
- _____ Discuss the program features suggested for the coming year.
- _____ Discuss what major events and activities the troop might do during the coming year.
- _____ Record these recommendations onto the troop planning worksheet for presentation to the patrol leaders' council.
- _____ Discuss the presentation of this information at the patrol leaders' council meeting and the role of patrol leaders in the planning process.
- _____ Set a date for the annual troop program planning conference.
- _____ Review the agenda and preparation needed to conduct the conference.

STEP 2: GET PATROL INPUT

This second step in the annual planning process is where the senior patrol leader takes charge. At the next patrol leaders' council meeting, the senior patrol leader introduces the suggested annual troop plan. The patrol leaders need to understand that this is only a proposed program. The final program will be developed and voted on at the annual troop program planning conference.

Each patrol leader is asked to review this plan with his patrol members at the next troop meeting. The patrol leader should seek ideas from his patrol on what proposed programs they like or dislike, and what additional programs they might be interested in.

The senior patrol leader then announces the date of the planning conference. He should briefly review the agenda and make assignments for physical arrangements, meals, etc.

STEP 3: CONDUCT THE ANNUAL PROGRAM PLANNING CONFERENCE

This is the step where your troop program comes alive. The success of this conference began when you, the Scoutmaster, prepared your senior patrol leader. Be alert

throughout the conference to help out the senior patrol leader. Don't wait for him to fail, but be careful not to take over for him. Careful, nonintrusive coaching will help your senior patrol leader build confidence. Share your leadership with him.

Who attends the conference? The troop's annual planning conference is attended by the Scoutmaster, assistant Scoutmaster for the new-Scout patrol, assistant Scoutmaster for the Varsity team and/or Venture crew, senior patrol leader, assistant senior patrol leader, patrol leaders, crew chief, team captain, and troop guide.

Physical arrangements. Careful planning should ensure that this planning conference is a first-class experience for your junior leaders. Pick a location that would be special to your Scouts, possibly one offering opportunities for other activities, such as swimming, boating, etc. You can make it a weekend experience, although the conference is easily completed in a day.

Whichever you do, don't involve the junior leaders in a lot of housekeeping chores that distract them from the primary purpose of planning the troop program. Consider using other troop adults to cook and clean up, so your patrol leaders' council can concentrate on the task at hand.

Make sure the facilities are suited for a conference. Is ventilation good? Is there sufficient lighting? Electricity for a TV monitor and VCR? Are the chairs comfortable? Are there tables to work on? Is there a way to hang calendars on the wall? Use the checklist below to make sure your facilities will work.

Setting up the conference facility should have been previously assigned to members of the patrol leaders' council. A checkup by the senior patrol leader prior to the conference ensures that nothing is forgotten.

Follow the agenda. When directing a session, your senior patrol leader needs to be alert that it's easy to get sidetracked. If the group starts to drift away from the agenda, a gentle nudge from you may be in order to put them back on course.

Remember the conference ground rules:

1. The senior patrol leader presides.
2. Each event and program is voted on.
3. The majority rules.

TROOP PLANNING

MONTH	BOYS' LIFE PROGRAM FEATURES (SEE WOODS WISDOM, NO. 34251, FOR DETAILS.)			TROOP OUTDOOR CAMPING ACTIVITY	DISTRICT/ COUNCIL ACTIVITY	
	SCOUTS	VENTURE CREW	VARSIITY TEAM			
SEPT.						
OCT.						
NOV.						
DEC.						
JAN.						
FEB.						
MAR.						
APR.						
MAY						
JUNE						
JULY						
AUG.						



ANNUAL TROOP PROGRAM PLANNING CONFERENCE AGENDA

(Note: No time limits have been placed on the agenda, but working sessions should last no longer than forty-five minutes without a break.)

- I. **OPENING ACTIVITY** SCOUTMASTER
Conduct "all-aboard" activity. This helps foster a spirit of working together to solve a common problem.
- II. **REVIEW CONFERENCE GROUND RULES** SENIOR PATROL LEADER
A. Write down the conference objectives:
 1. To decide on troop goals for the coming year
 2. To develop a program that represents ideas from the entire troop
 B. Review ground rules:
 1. The senior patrol leader presides.
 2. Each event and program will be voted on.
 3. The majority rules.
- III. **DEVELOP TROOP GOALS** SCOUTMASTER
A. The Scoutmaster leads a discussion on goals for the coming year. These could deal with such topics as advancement, service, or troop money earning. (These are the same goals discussed earlier with the troop committee and senior patrol leader.)
B. The patrol leaders' council votes to approve the goals.
- IV. **CONSIDER MAJOR EVENTS** SENIOR PATROL LEADER
A. Review dates for items such as these:
 1. Scout show
 2. Camporees
 3. Summer camp
 4. Special troop events
 5. Good Turn
 6. Patrol suggestions for special activities
 B. Vote on events. (Delete from the calendar any activities the troop will *not* participate in.)
C. Insert events on the troop planning worksheet.
D. Backdate necessary preparation time for each event.
- V. **GAME BREAK**
- VI. **DISCUSS PATROL SUGGESTIONS FOR PROGRAM FEATURES**
A. Discuss the program features suggested for the coming year.

- B. Will they meet the goals of the troop?
- C. What are the advancement opportunities?
- D. Decide where they best fit into the calendar.
- E. Vote on the final list of program features.
- F. Insert the approved features into the troop planning worksheet.

- VII. **LUNCH OR GAME BREAK**
- VIII. **SCHEDULE SPECIAL TROOP ACTIVITIES**
A. Decide on a schedule for the following:
 1. Board of review
 2. Courts of honor
 3. Recruitment night(s)
 4. Webelos Scout graduation
 B. Add these dates to the planning worksheet.
- IX. **FINALIZE THE PLANNING WORKSHEET**
Put the troop program planning worksheet into final form for presentation to the troop committee.
- X. **GAME BREAK**
- XI. **MONTHLY PROGRAM PLANNING**
A. Show Part III of the video from the Troop Program Planning Kit.
B. Plan next month's program.
- XII. **SCOUTMASTER'S MINUTE**

ANNUAL TROOP PROGRAM PLANNING CONFERENCE CHECKLIST

LITERATURE

- Woods Wisdom, Troop Program Features*, No. 34251
- The Scoutmaster Handbook*, No. 33002
- The Boy Scout Handbook*, No. 33229
- Junior Leader Handbook*, No. 33500
- Venture/Varsity Activity Pamphlets (Choose.)*
 - ___ *Venture Orienteering*, No. 3439
 - ___ *Venture Snow Camping*, No. 3440
 - ___ *Venture Rock Climbing and Rappelling*, No. 33480
 - ___ *Venture Whitewater*, No. 3465
 - ___ *Venture Canoe Camping*, No. 33479
 - ___ *Venture Freestyle Biking*, No. 3447
 - ___ *Venture Mechanics*, No. 3449
 - ___ *Venture Fishing*, No. 3438
 - ___ *Venture Frontiersman*, No. 3454
 - ___ *Venture Wilderness Survival*, No. 3441
 - ___ *Venture Discovering Adventure*, No. 33472
 - ___ *Venture Backpacking*, No. 33442
 - ___ *Venture Caving*, No. 3468
 - ___ *Venture Cycling*, No. 3437
 - ___ *Venture Swimming*, No. 3473



- Venture Bowling, No. 3467
- Venture Shooting Sports, No. 3457
- Varsity Waterskiing, No. 33460
- Varsity Triathlon, No. 3456
- Varsity Basketball, No. 3450
- Varsity Soccer, No. 3453
- Varsity Softball, No. 3452
- Varsity Tennis, No. 3455
- Varsity Volleyball, No. 3451

- Program features from *Scouting* magazine
- Scouting* magazines
- Boys' Life* magazines
- Troop Planning Worksheet
- District/council calendar
- School calendar
- Chartered organization calendar
- Community calendar
- Information on council and district events
- Complete copy of next month's program feature, for the final part of the workshop (one per participant)
- Troop Resource Surveys completed by parents and troop leadership
- Troop/Team Record Book, No. 34510
- Troop Advancement Chart, No. 34506

PROGRAM SUPPLIES

- "All-aboard" activity (supplies needed)
- Game (supplies needed)
- Flipchart stand and pad(s)
- Twelve large calendar pages
- Felt-tip markers
- Writing pads for participants
- Pens or pencils
- Thumbtacks
- Masking tape
- VCR and monitor
- Extension cord

FOOD/REFRESHMENTS

- Refreshments for morning and afternoon breaks
- Additional food (lunch, etc.)

CONFERENCE FACILITY SETUP

- Tables set in horseshoe or square, depending on number of people
- VCR and monitor located for easy viewing
- Flipchart stand placed for easy viewing and use
- Calendar pages hung on wall
- Troop Planning Worksheet hung at front center of room
- Table at front of room for resource material



CONFERENCE ASSIGNMENTS

- Develop menus and purchase food.
- Food preparation and cleanup.
- Gather supplies (see checklist).
- Set up conference facility.
- Prepare large blank calendars with months, days, and known dates.
- Prepare flipchart with conference objectives and ground rules.
- Prepare Troop Planning Worksheet with correct months.

STEP 4: OBTAIN TROOP COMMITTEE SUPPORT

At the completion of the annual troop program planning conference, you and your senior patrol leader should prepare a clean draft of the planning worksheet for presentation to the troop committee. Arrange with the committee chairman for this important topic to be placed on the meeting agenda. Then you and the senior patrol leader present the troop's annual program to the committee.

Try to anticipate questions and prepare your senior patrol leader to answer them. (Remember, it's a boy-planned program.) The critical question the committee must resolve is: does the troop have the resources to carry out this program? If not, can the resources be obtained, and are the troop members willing to do their share in obtaining them?

There may be need for compromise. In those cases, the senior patrol leader should present the options to the patrol leaders' council for their approval.

The finished product from these discussions will be a troop program that is accepted by everyone, and one that has the necessary support to make it work.



STEP 5: INFORM EVERYONE

Now that you have a great troop program planned, don't keep it a secret, share it with everyone.

The best way to do it is at a parents' night program. Have some good fun and fellowship, and then share the troop's plan for the year. Let the Scouts announce the plan, but let the troop committee talk about what kinds of help will be needed from parents to make the program work.

This is the final phase of the "buy in" talked about earlier. Here is where you get those extra hands for the garage sale, transportation for outings, and maybe even a consultant for the new Venture program.

Ask a computer whiz in the troop to design an original troop calendar. Give everyone a copy. (If it is nice enough, troop families may use it to record all their family activities.)

Don't stop the sharing at the troop level. Make sure the chartered organization and your unit commissioner have a copy of your troop's plans. Develop a news article for the local newspaper highlighting the special activities the troop has planned for the coming year. Some potential Scouter parent might read it and be inspired to join your troop.

PLANNING THE MONTHLY TROOP PROGRAM

Developing an annual plan is really just the first step in planning the troop program. On a quarterly basis, the patrol leaders' council should review the annual plan and make any adjustments necessary to ensure the smooth implementation of all programs. These quarterly checkpoints are also important because some programs require more than a month to plan.

As a part of the annual program planning conference you are asked to plan the next month's troop program. Even if your troop is very experienced, this session should be used to teach your junior leaders to use *Woods Wisdom*, *Troop Program Features* or the program features in *Scouting* magazine. Once they are comfortable in using these, you can give them the option of adding flexibility to the program. But be careful—too much departure from the suggested troop meeting activities could result in less exciting meetings and poor advancement.

Each *Woods Wisdom* or *Scouting* magazine program feature provides detailed information on four weekly meetings, a monthly highlight activity, advancement requirements that can be satisfied, and some good skills suggestions.

Activities incorporating all basic and intermediate skills your Scouts need for the monthly program are interwoven into each weekly meeting. Detailed use of program features will ensure regular advancement of your Scouts and provide troop meetings that are fun and exciting, *not* dull and boring.

YOUR PROGRAM ASSISTANTS

Besides offering their readers entertaining, well-written fare, *Boys' Life* and *Scouting* magazines support the nationally suggested Boy Scout program features. In each monthly issue, *Boys' Life* dedicates a number of pages to provide ideas and inspiration to boy readers about how they can enjoy the BSA-suggested program for the following month. *Scouting* provides adult leaders similar tools to strengthen the BSA program with special articles of packs, troops, and Varsity teams that have used the monthly program feature successfully.

In addition, five of the six issues of *Scouting* contain a total of twelve segments called *Troop Program Features*. They represent one-third of the thirty-six monthly features found in the larger book titled *Woods Wisdom*, *Troop Program Features*, Supply No. 34251. Another program tool, *Boy Scout Leader Program Notebook*, is a pocket-size publication that contains space to jot down ideas and plans for troop activities. It is available at your BSA local council service center.

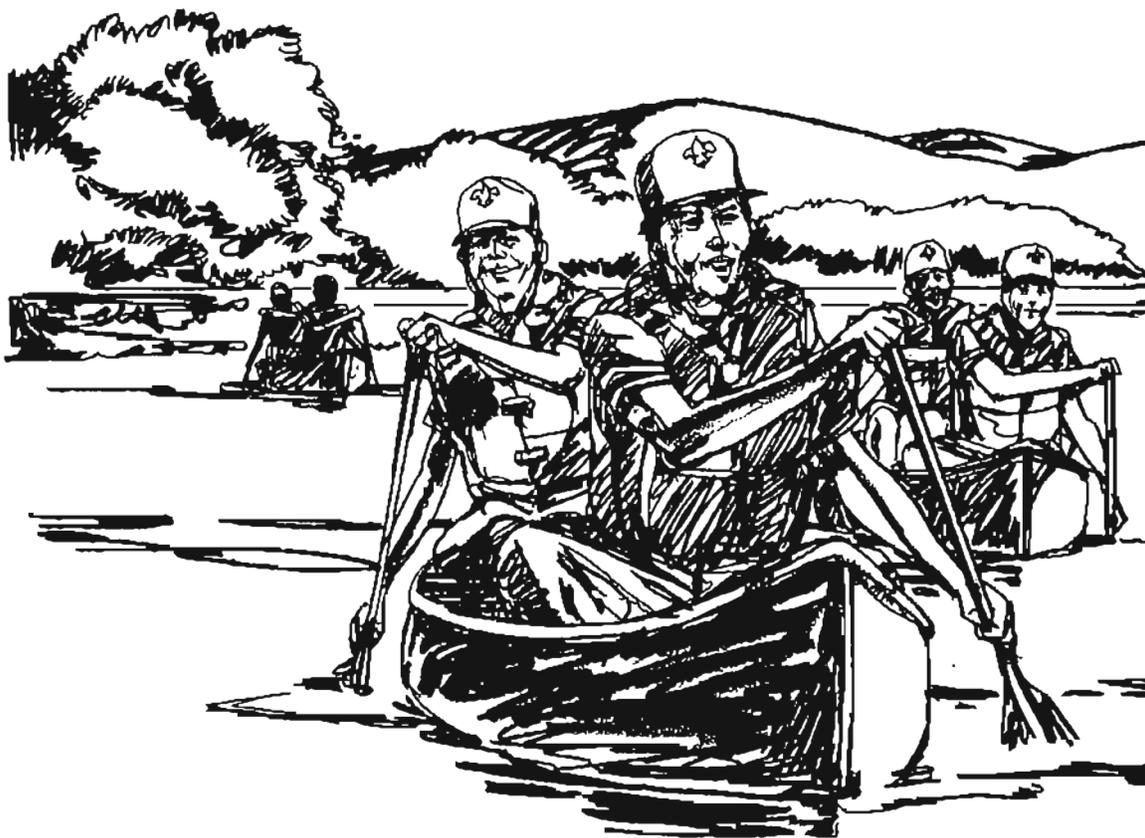


TROOP MEETING PLAN

Date _____

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts • Experienced Scouts • Older Scouts 		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	Scoutmaster's Minute	SM	
After the Meeting			

AQUATICS



In any camp where there is a waterfront within a half-mile, Scouts will gravitate to it like bees to honey. Most Scouts like nothing better than a swimming session or a couple of hours in canoes or boats.

In this program feature we will capitalize on that interest by providing a month of fun and, at the same time, encouraging the boys to become stronger swimmers and better boaters and canoeists.

If possible, hold all troop activities this month at a waterfront or swimming pool. The troop meeting plan for this month suggests both water activities and alternatives that may be used if you must meet at your regular meeting place.

If the troop does not have access to a waterfront or pool, ask for help from your unit commissioner or district activities committee. They may be able to suggest municipal pools, facilities at a YMCA or YMHA, or even school or motel pools that might be used. For these facilities, it will probably be necessary to hold troop activities in off-hours.

At a minimum, the troop's goal should be to have all Scouts advance out of the nonswimmer class by the end of the month. If most of your Scouts are already good swimmers, urge them to work toward the merit badges in swimming, lifesaving, and aquatic sports, and the Snorkeling, Mile Swim, BSA, and BSA Lifeguard awards.

The big event will be a water show for the troop's families or a water expedition with canoes or rafts. The patrol leaders' council's choice of events for the show will depend on how many Scouts have earned the swimmer designation.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A better understanding of physical fitness.
- Greater swimming skills and perhaps greater skill in handling canoes, boats, or other craft.
- Enhanced self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their physical fitness requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, swimming

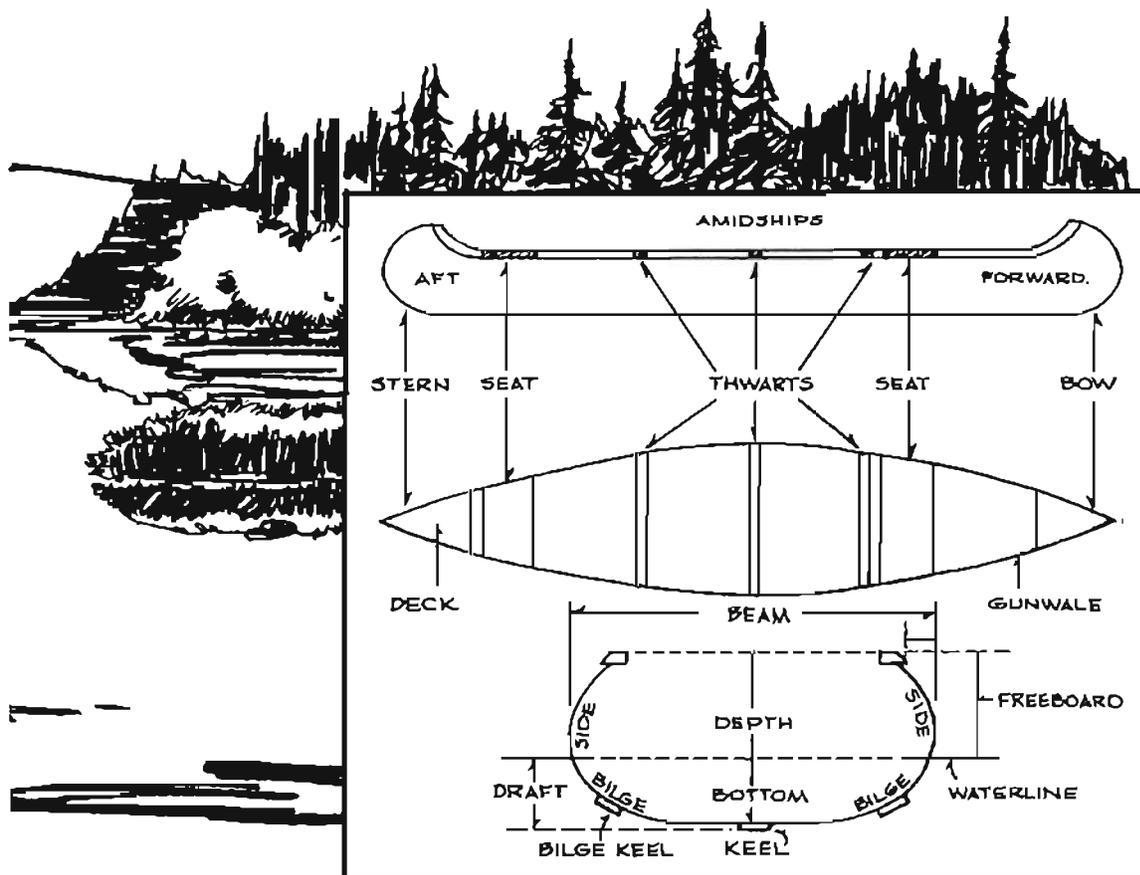
Second Class

- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, swimming

First Class

- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, swimming

Merit Badges. Older Scouts can concentrate on the Swimming merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Lifesaving, and if the facilities permit, other aquatic-related merit badges such as Canoeing, Rowing, Athletics, and Small-Boat Sailing.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with swimming instruction.
- Inviting parents to come along on the water expedition.
- Inviting the whole family to your water show.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Older boys may want to plan a canoe trip at one of the BSA's high-adventure bases.
- Decide whether to make the big event a water expedition or water show. Remember that for a canoe or raft trip, only Scouts who have been classified as "swimmers" are eligible to go since the BSA Safety Afloat plan bars nonswimmers from all water craft except rowboats and motorboats. So, if many of your Scouts cannot be expected to earn the swimmer designation before the big event, better plan for a water show. See the ideas on these pages.
- Choose a site or water course for the big event. Assign someone to secure the necessary permissions; ask for help from the troop committee, if necessary.
- If the big event will be an expedition, arrange to borrow or rent equipment. (Some local Scout councils will rent canoes.)

- If possible, arrange to secure a waterfront or pool for all troop activities. (Remember that it may be necessary to change regular meeting dates to use these facilities.)
- Plan the details of troop meetings for the month. Consider inviting Swimming merit badge counselors to help with swimming instruction. You might also ask counselors for other aquatics merit badges to help, depending on available facilities and equipment.
- Hold a junior leader training session on controlling the group. (*The Scoutmaster Handbook*).

FEATURE EVENT

Water Show or Expedition

The patrol leaders' council should plan the big event based on the swimming ability and desires of the Scouts. The PLC will probably prefer a water expedition, such as a canoe or raft trip, but only those classified as swimmers will be eligible to go.

If the troop has a lot of nonswimmers or beginners, it is best to have a water show—or have both events, with only swimmers taking part in the expedition.

Water Show

This is a day of water fun and water safety demonstrations for the whole family. It could be held at a swimming pool or at a waterfront. If it is held at a waterfront and canoes and boats are available, the program can be more varied. The day might end with a troop family picnic and campfire.

The following are some suggested activities.



SAFE SWIM DEFENSE. Remember to use it for all swimming activities. Demonstrate the Safe Swim Defense and explain its value for safety. See *The Scoutmaster Handbook*.

RESCUE BREATHING. Have a patrol demonstrate rescue breathing and invite family members to try it.

CANDY HUNT (for Scouts and their brothers and sisters). Drop a number of foil-wrapped hard candies into the water at chest level. On signal, children jump in and retrieve as many pieces as they can.

WATER RESCUES. Have a patrol demonstrate the Reach, Throw, and Go With Support methods of water rescue (*Boy Scout Handbook*).

NAIL-DRIVING UNDERWATER (for dads). Have a hammer, five nails, and a piece of 2" x 4" for each father. The object is to go underwater with the block, nails, and hammer, and pound as many nails as possible within a specified time period—say, 3 minutes. Obviously, Dad can come up for air between strokes.

LIFESAVING WITH CANOE. Have a patrol demonstrate how to right a capsized canoe and how to save a struggling swimmer using a canoe. See the *Canoeing* merit badge pamphlet.

MOTHER-DAUGHTER/SON BALLOON TOSS. Each mother-daughter/son team is given a balloon half-filled with water. Partners face each other about 10 feet apart in the water and begin tossing the balloon back and forth. After each catch, the thrower takes one step backwards. When a player misses, the team is eliminated. The team with the most successful tosses wins.

PATROL RELAYS. Run swimming relay races in chest-deep water so that nonswimmers can take part by walking their lap.

UP AND UNDER (for Scouts and brothers and sisters). Have a volleyball or beach ball for each team. All teams line up relay fashion in waist-deep water. The first player in each line is given the ball. On signal, he passes the ball back over his head to the next player in line, who passes it between his legs to

the next player, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first team back in its original order wins.

GREASED WATERMELON (for Scouts and older brothers and sisters). Divide players into two teams. Have each team form two lines about 15 feet from the center of the pool or playing area. In the center, float a medium-sized watermelon greased with shortening. On signal, each team tries to bring the watermelon to its starting line. The successful team gets first crack at the melon when it's time to eat.

BIG BLOW (for Scouts and brothers and sisters). Play in chest-deep water. Each team lines up, relay fashion, and is given a table tennis ball or toy boat. On signal, the first player on each team swims or walks to a turning line and back while blowing the ball or boat ahead of him. The following players repeat the action. The first team to finish wins.

For more swimming contests, see the "Program Specialties" section of this book.

Water Expedition

A day or weekend trip in canoes or rafts is a great adventure for Scouts, but it is not for everyone. Do not permit any nonswimmer or beginner to make the trip.

Also insist that a U.S. Coast Guard-approved PFD (personal flotation device) be worn by every participant. Enforce the Safety Afloat guidelines as explained in *The Scoutmaster Handbook*.

Unless all participants—both Scouts and leaders—are experienced canoeists or rafters, hold at least one practice session before the big trip. This is especially important if it is an overnighter and the troop will be carrying packs and other equipment in their craft.

Consider the capabilities of all participants in choosing a river or other water course. If all are inexperienced, avoid difficult courses with white water. Save those for Scouts who have earned the *Canoeing* merit badge.

If you plan an overnight camp enroute, you might arrange to have Scouts who are not eligible to go on the trip join you at the campsites so that they can take part in the fun.

Start your planning for a water expedition by reading "Canoe Tripping and Safety Afloat" in the Canoeing merit badge pamphlet. That section gives details for planning a safe, enjoyable expedition.

Special Aquatics Awards

Scouts who are already good swimmers may begin to work toward any of four special awards this month. Although they are not advancement awards, they will encourage Scouts to improve their skills and have some additional fun. The awards are:

Mile Swim, BSA. Requires the Scout to swim a mile over a measured course after 4 hours of training and to know safety rules for swimming in open water.

Snorkeling, BSA. Requires the Scout to demonstrate the use of mask, fins, and snorkel in deep water, know diver's signs and signals, and understand hyperventilation and hypothermia. Full requirements are outlined in Application for Snorkeling, BSA, No. 19-176.

BSA Lifeguard. Requires the Scout to know the requirements for the Swimming, Lifesaving, Rowing, Canoeing, and First Aid merit badges, the Safe Swim Defense, and Safety Afloat, and to be able to demonstrate them. Full requirements are outlined in Application for BSA Lifeguard, No. 4435.

50-Miler Award. Scouts are eligible if they take part in a canoe or boat trip (or wilderness trek) of at least 50 consecutive miles in at least 5 days and do conservation work enroute. Full requirements are outlined in the 50-Miler Award Application, No. 4408.

AQUATICS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet at waterfront or pool, if possible. Set up Safe Swim Defense (<i>Boy Scout Handbook</i>). If held at meeting place, make buddy tags (Swimming merit badge pamphlet).		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	Test Scouts' swimming ability and classify each as nonswimmer, beginner, or swimmer. Pair up buddies. Have instruction for nonswimmers. <ul style="list-style-type: none"> • New Scouts can begin working on strokes that are needed for Second and First Class. • Experienced Scouts can work on Lifesaving or Swimming merit badges. • Older Scouts can work on the Venture/Varsity program or work on Snorkeling, BSA; BSA Lifeguard; Mile Swim, BSA; or assist with the instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Schedule patrol practice for water show. Work with non-swimmers on swimming skills.		
Interpatrol Activity _____ minutes	Practice one of the events for the water show.		
Closing _____ minutes Total 90 minutes of meeting	Scoutmaster's Minute	SM	
After the Meeting	Patrol leaders' council reviews next meeting and water show. Begin work on next month's program features.		

AQUATICS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue working on strokes that are needed for Tenderfoot through First Class. • Experienced Scouts continue work on Lifesaving or Swimming merit badges. • Older Scouts work on the Venture/Varsity program or on Snorkeling, BSA; BSA Lifeguard; Mile Swim, BSA; or assist with the instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Continue work on swimming skills.		
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and water show. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

AQUATICS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue working on strokes that are needed for Tenderfoot through First Class. • Experienced Scouts continue work on Lifesaving or Swimming merit badges. • Older Scouts work on the Venture/Varsity program or on Snorkeling, BSA; BSA Lifeguard; Mile Swim, BSA; or assist with the instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Continue work on swimming skills.		
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	Scoutmaster's Minute	SM	
After the Meeting	Patrol leaders' council reviews next meeting and water show. Continue work on next month's program feature.		

AQUATICS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue working on strokes that are needed for Tenderfoot through First Class. • Experienced Scouts continue work on Lifesaving or Swimming merit badges. • Older Scouts work on the Venture/Varsity program or work on Snorkeling, BSA; BSA Lifeguard; Mile Swim, BSA; or assist with the instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Continue work on swimming skills.		
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	Scoutmaster's Minute	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for water show. Finalize work on next month's program feature.		

AQUATICS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Saturday 9 a.m.	Arrive at pool or swimming area, set up equipment.	<i>SPL/PLC</i>
9:30 a.m.	Rest of troop arrives.	
10 a.m.	Aquatic activities begin.	
Noon	Sack lunch.	
1:30 p.m.	Continue aquatic activities.	
3:30 p.m.	Family swim.	
4:30 p.m.	Present awards, leave for home.	

ATHLETICS



Physical fitness has always been one of the prime purposes of the Boy Scouts of America, so this program feature is right on target. Our aim in athletics is not to produce super athletes but to promote fitness; to encourage Scouts to make steady improvement in strength, coordination, and agility; and of course, to have fun.

Troop meetings will include plenty of physical activity, as well as some instruction in the importance of good nutrition and abstinence from smoking, alcohol, and other drugs.

The big event will be a field day with various types of athletic competition. The patrol leaders' council might want to arrange for an intertroop competition by inviting other troops. The objective should be physical fitness and fun, not just winning. The field day can be a 1-day event or the highlight of a weekend campout; ideas for both are included.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding that physical fitness is essential for a fulfilling life.
- Awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol.
- Enhanced self-confidence as a result of improving physical fitness.
- Practice in teamwork and decision-making.
- An appreciation for the concentration athletes must have to become tops in their sport.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning

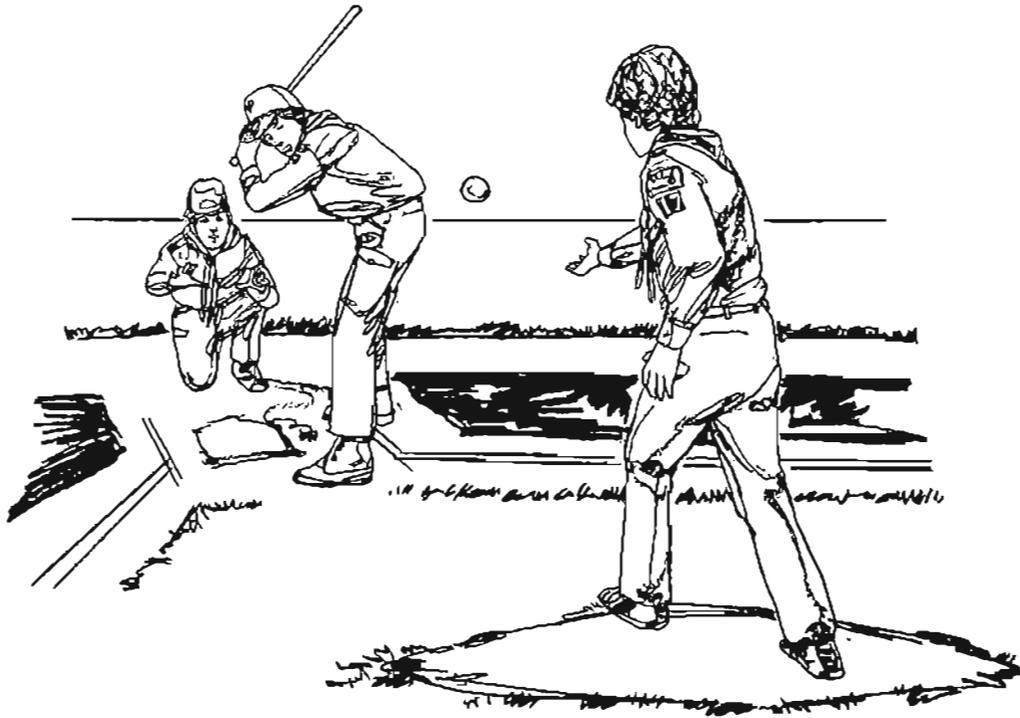
Second Class

- Outdoor—Camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, drug awareness

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, drug awareness

Merit Badges. Older Scouts can concentrate on the Athletics merit badge this month and should be able to complete many of the requirements. Depending on activities during the month, they may also cover requirements in Cooking, Hiking,



Camping, Swimming, Sports, Skating, Skiing, Cycling, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to serve as judges, scorers, timekeepers, etc.
- Inviting families to the outing.
- Asking parents to provide transportation to the outing site.
- Recruiting parents to coach specific sports.

PATROL LEADERS' COUNCIL

The PLC should meet about the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Decide whether to make the field day a 1-day event or the highlight of a weekend campout. Choose a site for it and secure permissions if needed.
- Plan the events for the field day. See the ideas on the following pages.
- Secure necessary equipment; ask for help from the troop committee, if necessary.
- Determine if you want to hold the outing in conjunction with other troops; if so, invite them.
- Plan the details of troop meetings for the month. Consider inviting counselors for the Personal Fitness or Athletics merit badge to help with instruction.
- Make a list of possible patrol Good Turns to perform for the community.
- Hold a junior leader training session on planning (*The Scoutmaster Handbook*).
- Coordinate any intertroop competitions.

FEATURE EVENT

Athletics Field Day

Here are some possible events for your field day.

FRISBEE GOLF. Lay out a 9- or 18-hole course. The "holes" are trees, small buildings, large rocks, patrol flags, etc. Mark each one with a colored cloth. Make the course challenging by using such "hazards" as ravines, streams, and slopes. Players count their strokes from "tee" to "hole" as in real golf.

Divide into foursomes or twosomes. The team with the lowest score gets 100 points for its total team score, or set some other value.

Variation. Make it a speed contest. The winning team is the one taking the least amount of time to go around the course, regardless of the number of strokes.

OBSTACLE COURSE. Use both serious and fun obstacles. Time each runner. Set point values for first, second, and third place, etc.

DOUBLE ACTION VOLLEYBALL. Have two balls in play simultaneously. (If possible, have different colored balls.) A point is not completed until both balls are dead. Play 5- or 10-point games so they go fast.

FIVE-MAN SLOW PITCH SOFTBALL. The pitcher is on the same team as the batter. The other players in the field may take any position they like. Play two-out innings and five-inning games.

10K BICYCLE RACE. Lay out a course about 10 kilometers long. Have races for various classes—size of bikes, height and weight of Scouts competing.

Variation. Make it a bicycle orienteering course.

2K ORIENTEERING RACE. Lay out an orienteering course about 2 kilometers long. The course could be run by individual Scouts or two-man teams.



ACTION ARCHERY BIATHLON. Set up an action archery course, with a running course between archery sites. Make sure that all safety rules are observed at archery sites. Scoring may include both the number of hits at archery sites and time taken to complete the course.

Interpatrol Activities

EVERYBODY UP. This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with soles of their feet touching, knees bent, and hands tightly grasped. From this position they try to pull themselves into a standing position. If they are successful, ask another Scout to join them and try standing up with three Scouts, then four, etc. As the group grows, all players must be grasping the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get Everybody Up.

Variation. Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. Do not allow interlocked arms for safety reasons (possible shoulder dislocations).

INCHWORM. Pair off Scouts. Have them sit on each other's feet and grasp elbows or upper arms. They advance by having the Scout whose back is to the direction of travel lift his bottom off the other's feet and rock backwards. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, they simply reverse roles, with the Scout who had been going backward now going forward. First pair to return to the start wins.

HUMAN LADDER. This game will help Scouts to develop trust and learn to be responsible for each other's safety.

Materials: 6 to 10 smooth hardwood dowels about 3 feet long, 1/4-inch diameter.

Directions. Scouts are paired and given one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds to move from one rung to another. As the climber passes by, the pair holding that rung may leave their position and go to the front end of the ladder, extending the ladder length indefinitely.

The direction of the ladder may change at any time (make a right-angle turn, for example). Obstacles may be added, and the height of the rungs can also vary.

THE BOY SCOUT SHUFFLE. For this initiative test, you need a 30-foot telephone pole laying on a flat area. Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to change positions without any team members touching the ground. Time the action and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a "personal best" is the best kind of competition.

ATHLETICS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Set up a 3-hole Frisbee golf course for Scouts. Also have a fitness chart to test each Scout on basic fitness skills; check for improvement during the month.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into semicircle • Repeat Scout Oath • Present colors • Repeat Pledge of Allegiance 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on fitness skills. Record best number of pushups, pullups, standing long jump, and 500-yard run/walk (Boy Scout Handbook). • Experienced Scouts review a map of the area for the outing and plan action archery biathlon and Frisbee golf course. • Older Scouts work on the Ventura/Varsity program or begin working on several intertroop games for field day. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring. Any Scouts who have not been camping yet will need extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity _____ minutes	Everybody Up (included in the introduction to this program feature.)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Have a Scout explain what sportsmanship means • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

ATHLETICS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • For the new Scouts, have a local college athlete or health club instructor demonstrate exercises and talk about a healthy diet and exercise plan. Also discuss the dangers of drug and alcohol abuse. • Experienced Scouts can plan a 20K bike hike planned with some sort of Scouting skill at several stops. • Older Scouts can work on the Venture/Varsity program or practice and prepare to demonstrate the following games: Inchworm Human Ladder Boy Scout Shuffle 		
Patrol Meetings _____ minutes	Review assignments for the outing. First-time campers continue work on hiking and camping techniques. All other patrols continue to work on activities needed for advancement while on the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Izzy Dizzy Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

ATHLETICS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice reading topographic maps and learn the symbols used on maps. Review clothing and personal camping gear needed for camping (<i>Boy Scout Handbook</i>). Play Map Symbol Relay ("Program Specialties" section of this book). • Experienced Scouts can test themselves against the five groups on page 1 of the <i>Athletics merit badge pamphlet</i>, No. 3324. • Older Scouts work on the Venture/Varsity program or work on topographic map orientation with the younger Scouts. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two of the events for the field day. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Dodge Ball and Jump the Shot ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features. Have you planned a family outing lately?		

ATHLETICS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts post scores for the following activities to show improvement: pushups, pullups, situps, standing long jump, and 500-yard run/walk. • Experienced Scouts work on a menu of high-energy foods to have during the outing. • Older Scouts work on the Ventura/Varsity program or help younger Scouts. 		
Patrol Meetings _____ minutes	Review all the events for the field day. If your patrol is small, one or two Scouts may have to compete twice in the same event. Practice two of the events for the outing.		
Interpatrol Activity _____ minutes	Crossing the Alligator Pit ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for outing. Finalize work on next month's program feature.		

ATHLETICS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute.	SPL
	Arrive at campsite. Off-load equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	PL/SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols set up the gear for morning activities, clean up patrol site.	
8:30-11:30 a.m.	Conduct athletic skill events.	SPL
11:30 a.m.	Sack lunch	
Noon	Continue events.	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Meal	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols set up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9-11 a.m.	Hold playoff games for team events.	
11 a.m.	Break camp.	
Special equipment needed	Cameras, pens, troop camping equipment, athletic gear needed for events.	

BACKPACKING



Long before backpacking became a popular sport, the Boy Scouts of America was promoting this exhilarating activity. For more than 50 years, Philmont Scout Ranch in northern New Mexico has provided hundreds of miles of trails for thousands of Scouts across the country. In addition, BSA high-adventure bases and local councils throughout the country can provide Scouts with a stimulating backpacking experience.

Backpacking can be a single-day activity of 8 miles or a weeklong trip of 50 miles or more. But no matter what length, participation requires hikers who are in top physical condition and prepared to meet the challenge. New Scouts can learn the basics of hiking and low-impact camping so that many thousands of people can enjoy the same trail for decades to come.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Improved physical fitness.
- A sense of communion with nature and God.
- Greater appreciation for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence in their ability to be comfortable on the trail and in camp.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic hiking and camping requirements through First Class. Depending on the outing activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, hiking, camping
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Backpacking and Hiking merit badges this month; they should be able to complete many of the requirements. Depending on activi-



ties during the month, they may also cover requirements in Cooking, Camping, Orienteering, Pioneering, Wilderness Survival, and other nature-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction in camping and hiking skills.
- Inviting parents on the backpacking outing.
- Asking parents to provide transportation to the starting point for the hike, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the route and destination for the hike. If permission will be needed, assign someone to secure it.
- Decide whether it will be a day outing or a longer trek.
- Review skills needed for the hike.
- If the troop will be camping overnight, plan special activities. If special gear will be needed, assign someone to obtain it; seek help from the troop committee, if necessary.

- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the hiking activities.
- Hold a junior leader training session on advancement (*Scoutmaster Handbook*).

FEATURE EVENT

Backpacking Outing

Backpacking offers a multitude of program adventures for your troop. A hike or trek can let Scouts interact with nature, test their physical abilities, offer photo opportunities for your camera bugs, and help new Scouts meet their hiking and camping requirements through First Class.

You may want to organize the hike in stages, based on the skill levels and physical capabilities of the Scouts. One part could be relatively easy so that inexperienced Scouts can get a taste of backpacking. The second stage would give the more experienced young men a more challenging trail. Finally, the third stage would be a challenge for the older Scouts—almost a wilderness survival outing.

An unfamiliar route and destination would be best for the Scouts. Give them a topographic map and compass to find their way, or follow an established trail.

Conduct various activities along the route. Depending upon the needs of the group, you might want to consider one or more of the following highlights:



NATURE NOOK. Select a spot along the trail. Have each Scout select a 3-square-foot area and study wildlife within those boundaries. Note the plant life, animals, insects, etc.

ENVIRONMENT PROJECT. Check with local conservation authorities for an appropriate Good Turn. Here are some possibilities:

- Planting tree seedlings or shrubs to provide food and cover for wildlife.
- Building a check dam, deflector, or cover device to provide shelter for fish and to reduce streambank erosion.
- Building and setting out nesting boxes for birds and small mammals like squirrels and raccoons.
- Planting hedges or windbreaks to provide winter cover for wildlife.
- Protecting a streambank by planting grass or trees.
- Controlling erosion on hiking trails by water bars or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.

HOW TALL, HOW FAR? Locate a tall tree, mountain peak, cliff wall, etc., and have Scouts estimate how tall it really is and the distance to the object you are measuring.

BLIND HIKE. On a fairly easy trail, have a Scout blindfold himself and hold onto the belt or pack of the Scout ahead of him. As he hikes along, the Scout should use all his senses except sight. Tell him to listen, smell, and "feel" the ground as he walks. After the blindfold is removed, ask the Scout to recall his observations. Were his senses heightened? Did he hear and smell things he would not have noticed if he had been sighted?

BACKPACKING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Locate the North Star, if it is dark enough, or practice telling directions without a compass. Set up a low-impact campsite for Scouts to see.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form patrols into an open square. • Recite Outdoor Code. • Present colors. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on reading a compass and learn how to set a pace. Do Blindfold Compass Walk ("Program Specialties" section of this book). • Experienced Scouts work on choosing boots for backpacking and begin planning a 20-mile hike. • Older Scouts work on the Venture/Varsity program or use a topographic map of the troop campout area to plan an orienteering course. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring for the outing. Any Scouts who have not been hiking yet will need some extra help. All other patrols can plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity _____ minutes	<ul style="list-style-type: none"> • Hot Isotops Transport ("Program Specialties" section of this book) • Run a mile and record times 		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols, repeat Scout Oath • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and the backpacking outing. Begin work on next month's program features.		

BACKPACKING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on low-impact camping procedures, including site selection and cooking with Peak-type stoves. • Experienced Scouts work on packing procedures for the backpacking outing and select some campsites based on a topographic map of the camping area. • Older Scouts work on the Venture/Varsity program or make plans to sleep under a shelter made from natural materials as part of the troop outing. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time hikers in the new-Scout patrol continue working on troop procedures for hiking and camping. All other patrols continue to plan activities for advancement. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	<ul style="list-style-type: none"> • Run a mile and record times. • Do Silver Dollar Hunt ("Program Specialties" section of this book). 		
Closing _____ minutes Total 80 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

BACKPACKING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on reading topographic maps and learn the symbols used on maps; also what to do if they get lost (<i>Boy Scout Handbook</i>). Play Map Symbol Relay ("Program Specialties" section of this book). • Experienced Scouts plan projects that could be done along the hike route. • Older Scouts work on the Venture/Varsity program or help with topographic map orientation for younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for the hike this week and make sure everyone knows what they will need to bring. Review clothing and equipment needs, and collect necessary fees. Go over the hike route.		
Interpatrol Activity _____ minutes	<ul style="list-style-type: none"> • Ball Over ("Program Specialties" section of this book) • Run a mile and record times. 		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for hike. Continue work on next month's program features.		

BACKPACKING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid for blisters, cuts, and sprains. • Experienced Scouts bring packs to the meeting and have a prehike inspection. • Older Scouts work on the Venture/Varsity program or assist in teaching first aid techniques. 		
Patrol Meetings _____ minutes	<p>Review plans and assignments for the hike/campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice any interpatrol activities that will take place during the hike.</p>		
Interpatrol Activity _____ minutes	<ul style="list-style-type: none"> • Star Hunt ("Program Specialties" section of this book) • Run a mile and record times. 		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and checks last-minute details for outing. Finalize work on next month's program feature.</p>		

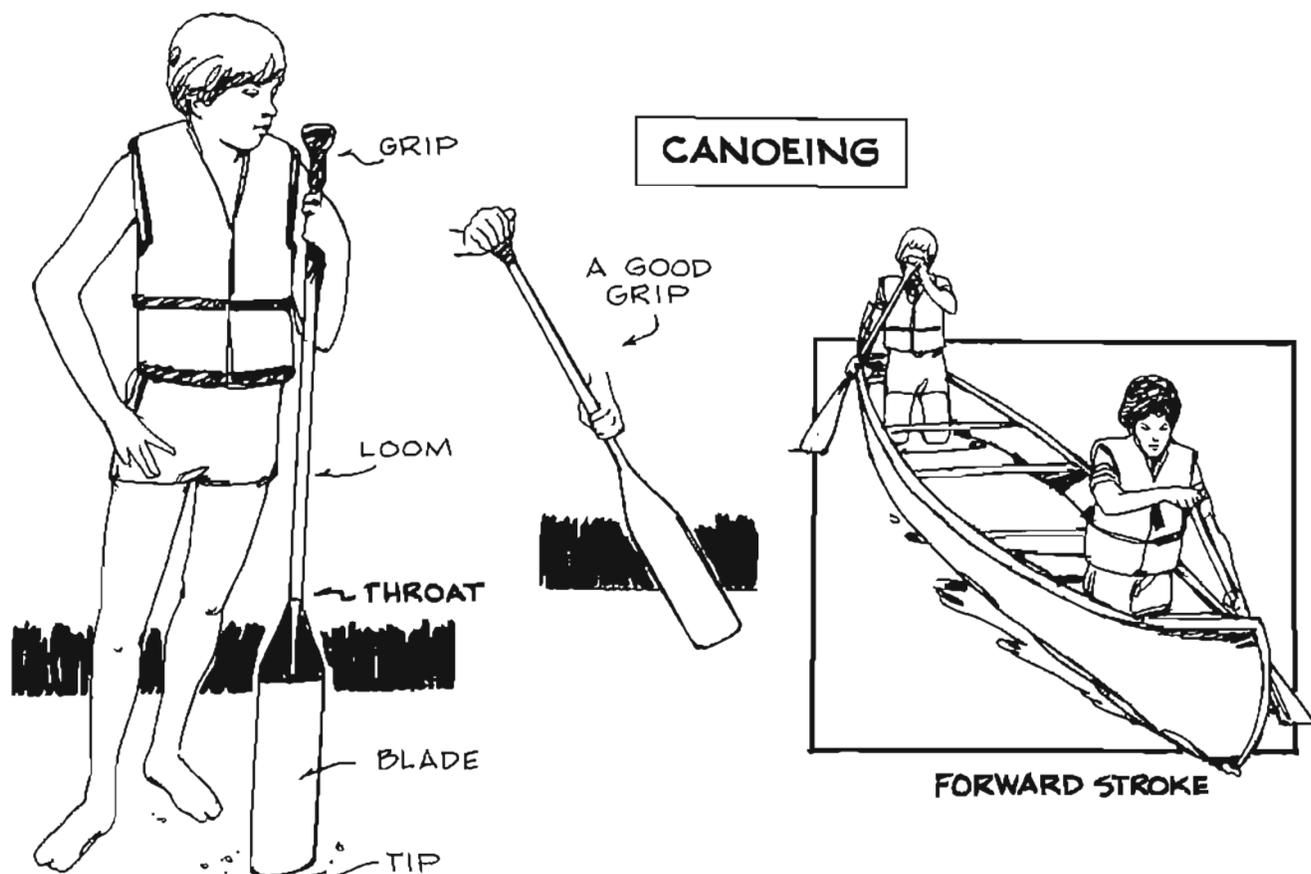
BACKPACKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute.	SPL
	Arrive at campsites, off-load equipment. Set up patrol sites. Concentrate on storing gear and setting up camp. Gather firewood for breakfast.	PL/SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30–11:30 a.m.	Give patrol leaders a topographic map to make a 2- to 3-mile hike. Younger Scouts could take a simpler hike. Older Scouts could begin a 15–20 mile weekend survival hike.	SPL
11:30 a.m.	Sack lunch	
Noon	Continue hikes.	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
8 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene needs, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—run a 1K orienteering course.	
11 a.m.	Break camp.	
Special equipment needs	Topographic maps, clipboards, compasses, troop camping equipment.	

BOATING/CANOEING



Activities on the water have been popular in Scouting since the founding of our organization. In this program feature your Scouts will have an opportunity to pursue several forms of aquatic activities.

New Scouts can work on their swimming requirements for Second and First Class. If possible, conduct all troop activities at a waterfront or swimming pool. If your troop does not have access to a waterfront or pool, ask your commissioner or district executive for help in finding one. Always enforce the Safe Swim Defense and Safety Afloat programs.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding of physical fitness.
- Improved swimming skills.
- Stronger boating and canoeing skills.
- Enhanced self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their physical fitness requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements.

CANOEING

Tenderfoot

- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, swimming

Second Class

- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, swimming

First Class

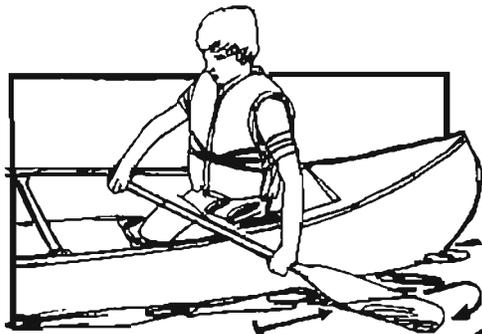
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, swimming

Merit Badges. Older Scouts can concentrate on the Canoeing and Rowing merit badges this month; they should be able to complete many of the requirements. Depending on activities planned for the campout, they may also cover requirements in Athletics, Swimming, and Small-Boat Sailing.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

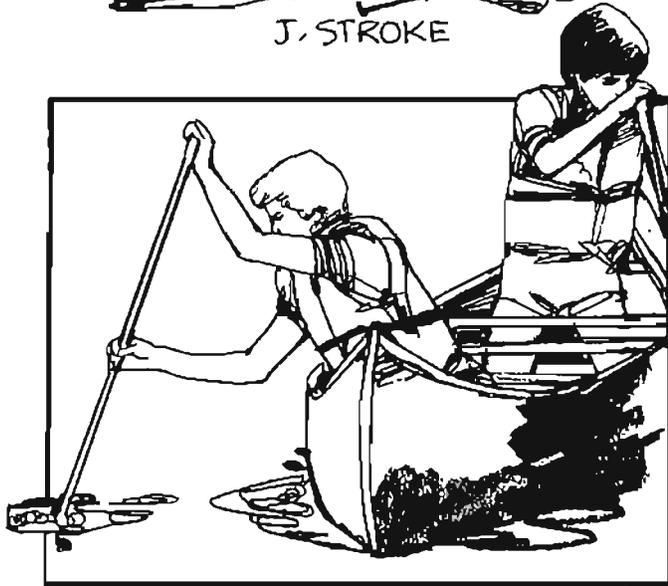
- Asking those qualified to assist in aquatics instruction.
- Inviting them on a canoe trip.
- Asking them to provide transportation.



J-STROKE



PUSH STROKE



DRAW STROKE



SWEEP STROKE

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Make plans for the canoe trip.
- Decide whether or not to make the outing an overnighter.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month.
- Hold a junior leader training session on controlling the group (Scoutmaster Handbook).

FEATURE EVENT

Canoeing/Rowing Outing

This outing could be a long weekend or a daylong activity. Several other activities could be combined with it as well. Older Scouts could take a canoe trip and join the rest of the troop on Saturday evening. Experienced Scouts could plan a canoe trip and the new Scouts could go along for the ride, provided they are classified as swimmers.

Boating activities could take place on a lake. If you have access to sailboats, a mini-regatta could be run, with parents included as crew members. Or you could have a fishing tournament using boats to get you to your favorite fishing spot. If you have access to power boats that can pull water-skiers, you might conduct some water show activities on skis.

PATROL RELAYS. Run a swim relay in chest-deep water so that nonswimmers can walk their lap.

UP AND UNDER. (For Scouts and brothers and sisters.) Use a volleyball or beach ball for each team. All teams line up, relay fashion, in waist-deep water. The first player in each line is given the ball. On signal, he passes the ball back over his head to the next player in line, who passes it between his legs to the next player in line, who passes it between his legs to the next player, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first team back in its original order wins.

GREASED WATERMELON. (For Scouts and older brothers and sisters.) Divide players into two teams. Have teams form parallel lines about 15 feet from the center of the pool or playing area. In the center, float a medium-sized watermelon greased with shortening. On signal, each team tries to bring the watermelon to its starting line. The successful team gets served first when it's time to cut the melon.

BIG BLOW. (For Scouts and brothers and sisters.) Play in water that is chest-deep for the shortest member. Each team lines up, relay fashion, and is given a table tennis ball or toy boat. On signal, the first player on each team swims or walks to a turning line and back while blowing the ball or boat ahead of him. The following players repeat the action until all have run.

BOATING/CANOEING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet at the waterfront or pool, if possible. Use the Safe Swim Defense (<i>Boy Scout Handbook</i>). If held at your meeting place, make buddy tags (<i>Swimming merit badge pamphlet</i>).		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	Test all Scouts' swimming ability and classify each as non-swimmer, beginner, or swimmer. Pair up buddies. Have instruction for nonswimmers. Begin working on strokes needed for Tenderfoot through First Class. <ul style="list-style-type: none"> • Experienced Scouts (if they are classified as swimmers) work on Lifesaving or Swimming merit badges, or begin planning a canoe trip that could be held on a weekend. (You may want to include new Scouts on the trip.) • Older Scouts work on the Venture/Varsity program or on Snorkeling, BSA; BSA Lifeguard; or Mile Swim, BSA award. If you will have access to sailboats on the troop outing, plan a regatta. 		
Patrol Meetings _____ minutes	If you are planning a canoe trip, review Safety Afloat rules. (<i>Scoutmaster Handbook</i> .) Note that only swimmers may be in canoes. Plan to follow these rules for all boating activities.		
Interpatrol Activity _____ minutes	Spoon Races ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

BOATING/CANOEING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue working on strokes that are needed for Second and First Class. • Experienced Scouts continue work on Swimming and Lifesaving merit badges. If you are planning a canoe trip, practice paddling and righting a swamped canoe. • Older Scouts work on the Venture/Varsity program or on Snorkeling, BSA; BSA Lifeguard; or Mile Swim, BSA award. They can also help with the instruction of younger Scouts, or continue planning the regatta. 		
Patrol Meetings _____ minutes	Continue work on aquatics skills.		
Interpatrol Activity _____ minutes	Continue aquatics activities.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

BOATING/CANOEING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue working on swimming strokes needed for Second and First Class. • Experienced Scouts continue work on Swimming or Lifesaving merit badge, or practice packing and portaging a canoe. • Older Scouts work on the Venture/Varsity program or on Snorkeling, BSA; BSA Lifeguard; Mile Swim, BSA award. They can also help with the instruction of younger Scouts or have sailing practice. 		
Patrol Meetings _____ minutes	Continue work on swimming skills.		
Interpatrol Activity _____ minutes	Continue aquatics activities.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> ▪ Scoutmaster's Minute ▪ Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?		

BOATING/CANOEING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • Test new Scouts on swimming strokes needed for Second and First Class rank. • Experienced Scouts continue work on Swimming or Lifesaving merit badge, or finalize plans for canoe trip and assign all duties. • Older Scouts work on the Venture/Varsity program or work on Snorkeling, BSA; BSA Lifeguard; or Mile Swim, BSA award. They can also finalize plans for the regatta and assist with instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Continue work on swimming skills.		
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

BOATING/CANOEOING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, off-load equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast. Unload canoes for Scouts going on trip.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
	Pack canoes for trip.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
	Launch for canoes trip.	
8:30-11:30 a.m.	Begin regatta, if you have planned one, or a fishing tournament. If the younger Scouts are not doing aquatic-related activities, have them take a nature hike.	SPL
11:30 a.m.	Sack lunch	
Noon	Continue activities.	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire. Share experiences on canoe trip.	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9-11 a.m.	Play four games from the <i>Patrol Leader Handbook</i> or <i>Scoutmaster Handbook</i> , or have a runoff in the regatta or fishing tournament.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment, canoes, sailboats, rowboats, fishing gear.	



In a few years, the Scouts in your troop will have the right to vote, own property, and sign contracts. This month we will introduce them to the responsibilities they will have as adults in dealing with their business affairs. They may also learn something about how businesses operate in our society.

For one troop meeting, plan a visit to a local business or industry to learn how the free enterprise system works. Make arrangements beforehand to have a guided tour or a meeting with a company official to discuss business. The patrol leaders' council might also want to invite a business person to a troop meeting.

The big event will be a campout to practice Scoutcraft skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A better understanding of the free enterprise system.
- Enhanced outdoor skills.
- A greater understanding of the importance of conservation.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic citizenship requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Camping, cooking, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

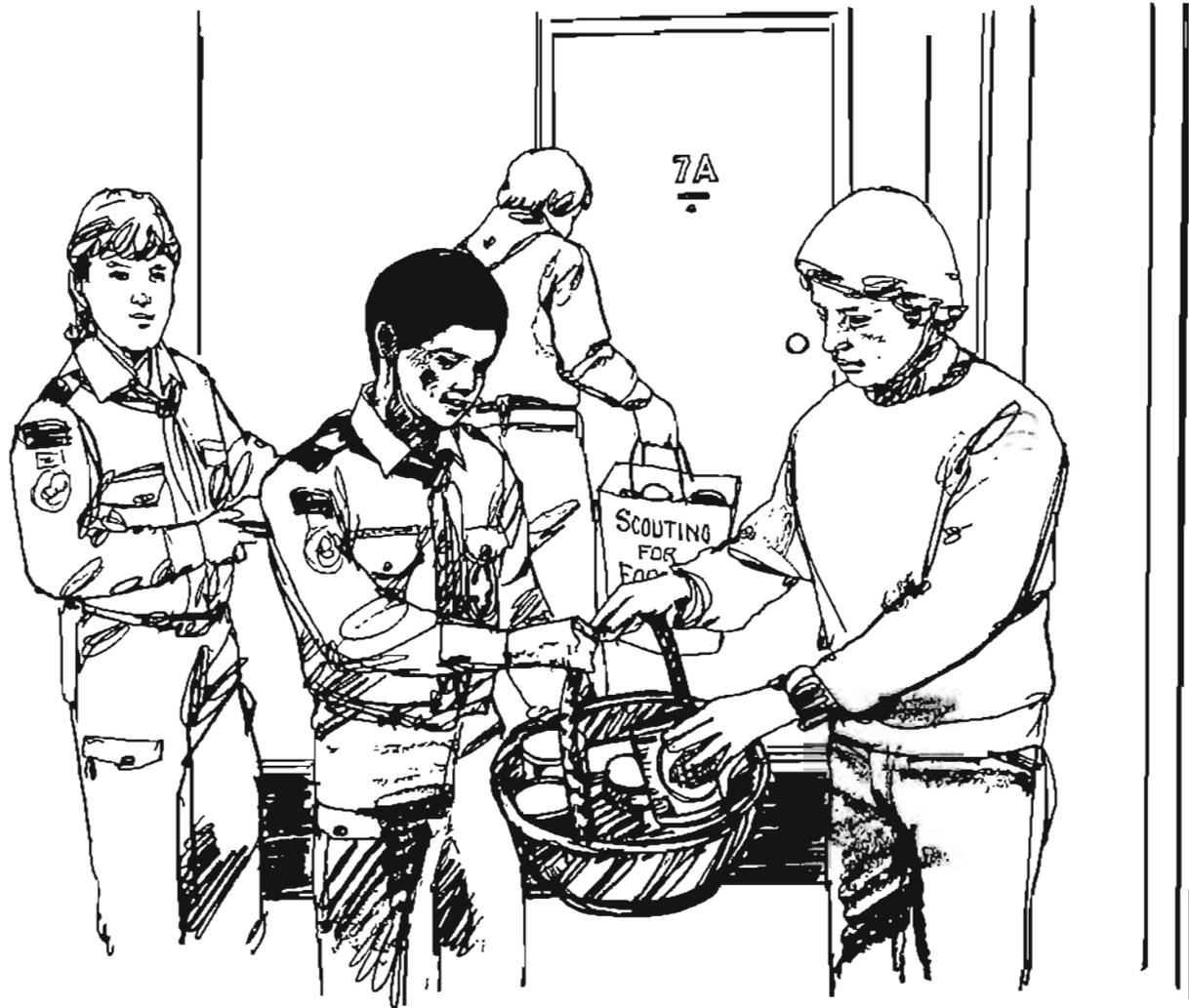
First Class

- Outdoor—Camping, hiking, cooking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts may concentrate on the Citizenship in the Community, Citizenship in the Nation, and American Business merit badges this month. They should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Cooking, Hiking, Camping, American Heritage, American Labor, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by:



- Asking those qualified to assist with instruction for citizenship and business skills.
- Inviting families on the outing.
- Asking them to provide transportation for the visit to a business and the outing.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide what business the troop will visit this month and make arrangements for the visit.
- Make arrangements to invite a community or business leader to the second troop meeting to discuss his work and moderate a discussion of the rights and duties of a citizen.
- Plan the special activities for the outing.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for completion of advancement through First Class.

FEATURE EVENT

Business Outing

Discovering the world of business and how business and government in our country work together can be an exciting

adventure. You have an opportunity to see how business works right in your own community. Take the opportunity to get to know how your community, and especially local businesses, work. Get a local business person to meet with the troop and discuss how his or her business operates.

Business Projects

Here are ideas for patrols or individual Scouts.

STOCK MARKET. Do some research on a particular stock and follow it on the stock market for several months. Record its price changes and see what you would have made or lost if you had bought at the beginning and sold it at the end of the period.

LOANS. Find out how to get a loan from a bank. What would the interest rate be? How much interest would you have to pay if the loan was for 6 months?

BONDS. Look into the cost of purchasing a municipal bond. How much interest would you earn by the time the bond matures?

"RUN" A COMPANY. Set up an imaginary company to manufacture widgets. Make a product plan, and develop a marketing strategy and a sales plan.

PRODUCT SALES. Set up a sales campaign and a marketing plan for some product—baseball gloves, hiking boots, tents, etc.

BUSINESS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	A pair of experienced Scouts show how to fold and care for the flag (<i>Boy Scout Handbook</i>). Play Ringleader (<i>Patrol Leader Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into parallel patrols • Present colors • Sing national anthem • Hold uniform inspection 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice U.S. flag courtesies, including raising, lowering, and folding the flag. Plan and rehearse opening flag ceremony to use at next week's meeting. Play <i>How High?</i> ("Program Specialties" section of this book). • Experienced Scouts visit a business and find out how it operates. They learn what it takes to operate a business. • Older Scouts work on the Venture/Varsity program or begin planning a 100-mile bike hike. 		
Patrol Meetings _____ minutes	Discuss plans for a patrol outing this month. This outing could be a 5- or 10-mile hike so that newer Scouts may work on their hiking skills. Or, plan a patrol Good Turn.		
Interpatrol Activity _____ minutes	Thurman Throw Equipment: Give each patrol a Scout staff or broomstick. Method: Patrols line up, relay fashion, with patrol leader standing about 5 feet in front, holding the staff. On signal, he tosses the staff to the first Scout in his line, who tosses it back to the patrol leader and ducks down. The second Scout then catches and returns, and so on. The last Scout in line catches and tosses twice, and then it's tossed to each Scout back down the line. Each Scout remains standing after this toss and catch. Scoring: The first patrol with all players standing wins.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

BUSINESS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts meet with an elected public official, either at the troop meeting place or the official's office. Learn what he or she does. Discuss rights and duties of citizens. • Experienced Scouts plan a community Good Turn. This might be in support of something your community is currently doing. Or it could be a get-out-the-vote campaign, if an election is near, or a park beautification project. (The Good Turn need not be held this month.) Play Steal-the-Bacon. • Older Scouts work on the Venture/Varsity program or continue preparing for a 100-mile bike hike. 		
Patrol Meetings _____ minutes	Review needs of Scouts in the patrol to participate in flag ceremonies and service projects. Suggest things that these Scouts can participate in to fulfill rank requirements.		
Interpatrol Activity _____ minutes	Play Kim's Game ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

BUSINESS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic hiking skills. • Experienced Scouts work on map and compass skills. • Older Scouts work on the Venture/Varsity program, help with instruction in map and compass, or finish plans for 100-mile bike hike. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Sit Down Dodge Ball (Regular Dodge Ball played in sitting position. See "Program Specialties" section of this book.)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and the outing. Continue work on next month's program feature.		

BUSINESS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • Visit a local business or industry and find out how its operations fit into the economy of your community, the country, and the world. See how the free enterprise system works in your area. Or, visit a local government office or facility. 		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

BUSINESS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, off-load equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
	Pack canoes for trip.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Give patrol leaders a topographic map to lead a 3- to 5-mile hike. Scouts working on First Class could take part in an orienteering race. Younger Scouts could take a nature hike.	SPL
11:30 a.m.	Sack lunch	
Noon	Continue activities.	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	

CAMPING



Nowhere is the romance of Scouting more evident than in camp. Whether it's a weekend campout or a couple of weeks at summer camp, the setting promises fun and adventure—and that's what brought young men into the troop in the first place.

And so a troop that is under canvas almost every month of the year will have a strong appeal for Scouts. Conversely, a troop that rarely gets outdoors will have trouble holding a boy's interest.

This month's program focuses on camping skills. Young Scouts should learn the basics of living comfortably and safely in the outdoors, while older Scouts hone their knowledge of the basics and tackle more advanced campcraft.

The big event will be a campout. We're calling it an easy livin' campout to convey the idea of learning to live under canvas without stress. But the campout may have another emphasis, too—perhaps nature study, astronomy, pioneering, conservation, fishing, or wilderness survival.

Be sure to hike at least 2 miles into and out of the campsite so that younger Scouts who are working on the Camping portion of their advancement to First Class can get credit for it. The patrol leaders' council should aim to have a model campsite, with neat patrol sites and good health, safety, and sanitation practices. The PLC should also plan activities that will be fun and enhance the troop's Scoutcraft skills. And you'll want to have an evening campfire with elements of both fun and inspiration.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- The knowledge and skill to be comfortable in camp.
- A sense of communion with nature and God.

- Greater respect for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping merit badge this month; they should be able to complete all but the last two requirements. Depending on activities planned for the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Wilderness Survival, and nature-related merit badges.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for camping skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the starting point for the backpacking trek into camp, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on a campsite for the easy livin' campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages.
- If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if this has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for campout activities. For example, if star study is planned, assignments might be:
 - Patrol A—Show how to find five major constellations.
 - Patrol B—Show how to find north by any star.
 - Patrol C—Show how to photograph the sky.
 - Patrol D—Tell where to find the visible planets in the night sky.
- Hold a junior leader training session on understanding the needs of the group (*Scoutmaster Handbook*).

FEATURE EVENT

Easy Livin' Campout

The primary purpose of this campout will be to make all your Scouts feel "at home" under canvas or nylon. The patrol leaders' council should take special care to see that it is a model camp so that younger Scouts will understand what good camping is.

The campsite might be the troop's usual place, the local council's Scout camp, or a state or county park. In choosing the site, remember that Scouts working on camping skills must backpack in and out.

To encourage the patrols to take particular care in setting up and living in their sites, plan a formal site inspection part-way through the weekend. Have the patrol leaders' council or the adult leaders inspect each patrol site as is done at camporees, giving ratings for cleanliness, neatness, fire safety, and good sanitation practices.

Campout Activities

Obviously the activity schedule will depend in part on the weather and what the site offers. If it's summer and there is a waterfront nearby, the Scouts will want to swim. Great! But the troop must swim safely. If you're at the council camp, you can be sure of safe swimming just by following the waterfront rules. If not, be sure to follow the BSA Safe Swim Defense. It is explained in the *Scoutmaster Handbook* and the *Boy Scout Handbook*. Similarly, if you have access to canoes or rowboats, follow the Safety Afloat plan (*Scoutmaster Handbook*).

There are many other possibilities for campout activities. The troop might concentrate on one Scoutcraft skill, such as pioneering, star study, fishing, orienteering, conservation, tracking and trailing, bird study, or nature lore.

Or, especially if you have a lot of young Scouts, the patrol leaders' council might plan for instruction and practice in a



variety of outdoor skills—campcraft, outdoor cooking, estimating heights and distances, using bow saw and ax safely, map and compass, and so on.

To add spice to the practice, plan interpatrol competition in the skills. Try some of these contests from the "Program Specialties" section of this book:

- String Burning Race
- Blindfold Compass Walk
- Knot-Tying Relay
- Nature Scavenger Hunt
- Bow-Saw Relay
- Wet Weather Fire-Building
- Remote Clove Hitch Tying
- Flagpole Raising

If your site has a large wooded area, the patrol leaders' council may want to plan a wide game, too. Most wide games require at least a half-mile square territory, and the games last about half an hour. The best known is Capture the Flag, which is explained in the *Scoutmaster Handbook*. For other wide games, see the suggestions below.

A highlight of every good campout is an evening campfire program. Suggestions for planning and running a campfire are on these pages.

Wide Games for Camp

GET THE MESSAGE THROUGH. The object of this game is for each patrol to try to get a "message" to the senior patrol leader or an adult leader who is stationed in the center of the playing area. At the same time, they try to "capture" Scouts of other patrols by removing a neckerchief that all players tuck into their belts in the back.

Station the leader in a 4' x 4' space. Each patrol leader is given a "message" (sheet of paper) and told to take his patrol a quarter-mile from the leader; each patrol goes in a different direction. When all patrols are in place, the patrol leader gives the message to one of his members. The message may be passed to other members during the game.

The game starts with a whistle blast. All patrols start toward the center, trying to help their patrol member with the message reach the leader without being captured. At the same time, the boys try to capture Scouts from other patrols. When a Scout is captured, he is eliminated (or he may be sent back to his patrol's starting point and begin again, if you prefer). If the patrol member who has the message is captured, he must admit he has it.

The game ends when all messages have either been captured or brought safely to the leader in the center.

Scoring: Ten points for delivering a message; five points for capturing another patrol's message; two points for capturing each Scout who does not have a message.

INFILTRATION. This is a night game that is best played on a field about 300 feet long and 100 feet wide, preferably with some cover. Divide the troop into two teams, with one team at each end of the field. To distinguish the teams, have one team tie white handkerchiefs around their arms.

At each goal line, have an adult leader as umpire and scorekeeper.

Two adult leaders or junior leaders are the sentries. They have flashlights and pace back and forth across the center of the field.

On signal, both teams begin advancing toward the opposite goal line. Their objective is to get to the other goal line with-

out being spotted by the sentries. They may walk, crawl, or run. If the sentries shine a flashlight on an infiltrator, that player must go back to his starting line and wait 5 minutes before resuming play.

Scoring: One point for each player who makes it safely to the other line within half an hour or other specified time.

YOUR CAMPFIRE PROGRAM

A troop campfire program should have elements of fun, inspiration, and good fellowship. It should leave each Scout with pleasant memories.

The campfire does not need to be an elaborate production, but it does require planning. You will want lots of variety, including ceremonies, songs, skits and stunts, games, and, usually, a Scoutmaster's Minute. The general rule is that the campfire program "follows the fire." That is, while the fire is blazing, you have lively songs, games, and skits. As the fire dies, you have inspirational songs, the Scoutmaster's Minute, and other more serious elements.

In many troops, the patrol leaders' council plans the camp-

fire and assigns elements to each patrol. In others, one patrol is assigned to build the fire and another to plan the program. In either case, the Scoutmaster or other adult leader should stay in touch with the planners to make sure that many boys (not just the campfire planners) will have a part and that all activities, stunts, and songs will be in good taste. If questions arise, the adult leader should make it clear that there is no place in Scouting for poor taste, poor manners, or hurting anyone in body or spirit.

The campfire planners should figure on a program lasting about an hour, or a little less. It's better to end the program while the Scouts are enjoying it than to let it drag on until they become restless. One way to ensure a fast-moving, well-planned campfire is to use the Campfire Program Planner, No. 3000. With that sheet to guide them, the planners can estimate the time for each element and end the program accordingly.

If your troop has Scouts who have been to several big campfires at camporees, they will have lots of ideas for skits, stunts, and songs. If not, refer the patrol leaders to the ideas for campfires in the *Patrol Leader Handbook*.

CAMPING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet outdoors. Have new Scouts practice whipping rope. Other Scouts can work on splicing rope and lashings with Scout staves (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into open columns of patrols • Hold uniform inspection • Repeat Outdoor Code • Repeat Pledge of Allegiance 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on tying half-hitch, tautline, and clove hitches, square knot, and bowline. Do the Knot-Tying Relay ("Program Specialties" section of this book). • Experienced Scouts work on shear, diagonal, and square lashings, and make a catapult. Have a contest to see whose catapult can throw the farthest. • Older Scouts work on the Venture/Varsity program or use a topographic map of the area where the troop campout will be held this month to plan an orienteering course. 		
Patrol Meetings _____ minutes	Discuss plans for the campout this month and make sure everyone knows what their assignments are and what to bring for the campout. Scouts in the new-Scout patrol need to know what support they will provide for the campout. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Patrol leaders should review the interpatrol activities that will take place and decide what skills need to be worked on.		
Interpatrol Activity _____ minutes	<p>The Tangle Knot</p> <p>Two patrols try this together so that you have a group of 10 to 16 Scouts. Tell them to form a tight circle. Have everyone close his eyes and extend both hands into the center of the circle. Ask each Scout to grasp the hand of another person in each of his hands. When each hand is grasping another hand, tell the Scouts to open their eyes and listen to the explanation of the objective.</p> <p>Object: With out letting go of hands, the group is to unwind, freeing themselves from the seemingly impossible knot and forming a circle.</p> <p>Rules:</p> <ol style="list-style-type: none"> 1. Hand-to-hand contact may not be broken in unwinding the knot. Grips may change and palms may pivot on one another, but contact must be maintained. 2. When the group is finally arranged in a circle, some individuals' arms may be crossed. This is part of an acceptable solution. 3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle. 		

Activity	Description	Run by	Time
<p>Closing</p> <p>_____ minutes</p> <p>Total 90 minutes of meeting</p>	<ul style="list-style-type: none"> • Form troop into patrols, call patrol leaders forward to give patrol yells. • Scoutmaster's Minute • Retire colors 	SM	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Begin work on next month's program features.</p>		

CAMPING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tent-pitching skills and making a ground bed (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>) Do the Tent-Pitching Contest ("Program Specialties" section of this book). • Experienced Scouts continue work on low-impact camping procedures and select some campsites based on a topographic map of the troop camping area. Do the Remote Clove Hitch ("Program Specialties"). • Older Scouts work on the Venture/Varsity program, serve as instructors for other sessions, or prepare necessary items for merit badge work that could be done on the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for camping. All other patrols continue to work on activities for advancement on the campout. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Sloppy Camp ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

CAMPING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on clothing and equipment needed for the troop campout and become familiar with troop camping gear. If possible, set up a dining fly and pitch a tent outside your meeting area. Discuss what to do if you get lost (<i>Boy Scout Handbook</i>). • Experienced Scouts work on identifying wild plants and trees that can be used in food preparation. Design a lean-to that can be made of simple materials and could be used as shelter on an overnight. • Older Scouts work on the Venture/Varsity program or continue work on an orienteering course, using a topographic map of the camping area. 		
Patrol Meetings _____ minutes	Finalize the menu for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shake-down campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts may want to shoot photos or slides at the campout to add to your troop's scrapbook or to show at your next family gathering.		
Interpatrol Activity _____ minutes	Blindfold Compass Walk ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for troop campout or outing. Begin work on next month's program features. Have you planned a family outing lately?		

CAMPING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on building fires or making firelays (<i>Boy Scout Handbook</i>). Do Split the Match relay. ("Program Specialties" section of this book.) • Experienced Scouts work on map and compass skills to prepare to travel the orienteering course that has been laid out for the campout. Practice pacing. Do Direction Hunt ("Program Specialties"). • Older Scouts work on the Venture/Varsity program or assist in map and compass activities. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Swat 'Em ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and any last-minute details for troop campout. Finalize work on next month's program feature.		

CAMPING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for campsite. Plan only a light meal enroute to the site. Arrive at campsite, off-load equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up, prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Patrol Competitions (from "Program Specialties") <ul style="list-style-type: none"> • Blindfold Compass • Knot-Tying Relay • Flagpole Relay • String-Burning Race 	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up.	Cooks
1:30 p.m.	Patrol Competitions (from "Program Specialties") <ul style="list-style-type: none"> • Remote Clove Hitch • Nature Scavenger Hunt • Roman Chariot Race • Capture the Flag 	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	

Time	Activity	Run by
9-11 a.m.	Patrol Games—use four games from the “Program Specialties” section of this book	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment	



One of the primary aims of the Boy Scouts of America is to guide youth toward good citizenship. That aim is expressed clearly in the Scout Oath pledge of "duty to country" and "to help other people at all times." And, of course, the 12 points of the Scout Law are virtually a checklist for good citizenship.

This program feature is designed to heighten a young man's appreciation of his rights and duties as a citizen, to make him aware of his heritage as an American, and to acquaint him with the approved ways of displaying and showing respect for the chief symbol of our country—the flag.

But the suggested troop meeting plans also include elements that apply to such related merit badges as Citizenship in the Community, Citizenship in the Nation, American Cultures, and American Heritage.

For the third week the troop could plan to attend a meeting of a public body such as the city council or school board, or of a private group that is concerned with the public welfare—a tenants' association, block club, or neighborhood watch group, for example. (Obviously the troop schedule will have to be adapted to the group's schedule.) The patrol leaders' council should arrange for an official or officer of the group to answer questions after the meeting.

The troop's big event will be a Heritage Hike. The destination might be a historic site or trail in your area. Or it could be a place that isn't necessarily historic but is a significant part of your area's heritage—perhaps a wildlife refuge, museum, unusual geological formation, zoo, or ethnic festival. The Heritage Hike may be a day outing or an overnight campout.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding of their duty to country and their duty to help other people.
- Awareness of their rights and duties as citizens.
- Some knowledge of their heritage as citizens of their community and country.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their citizenship requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

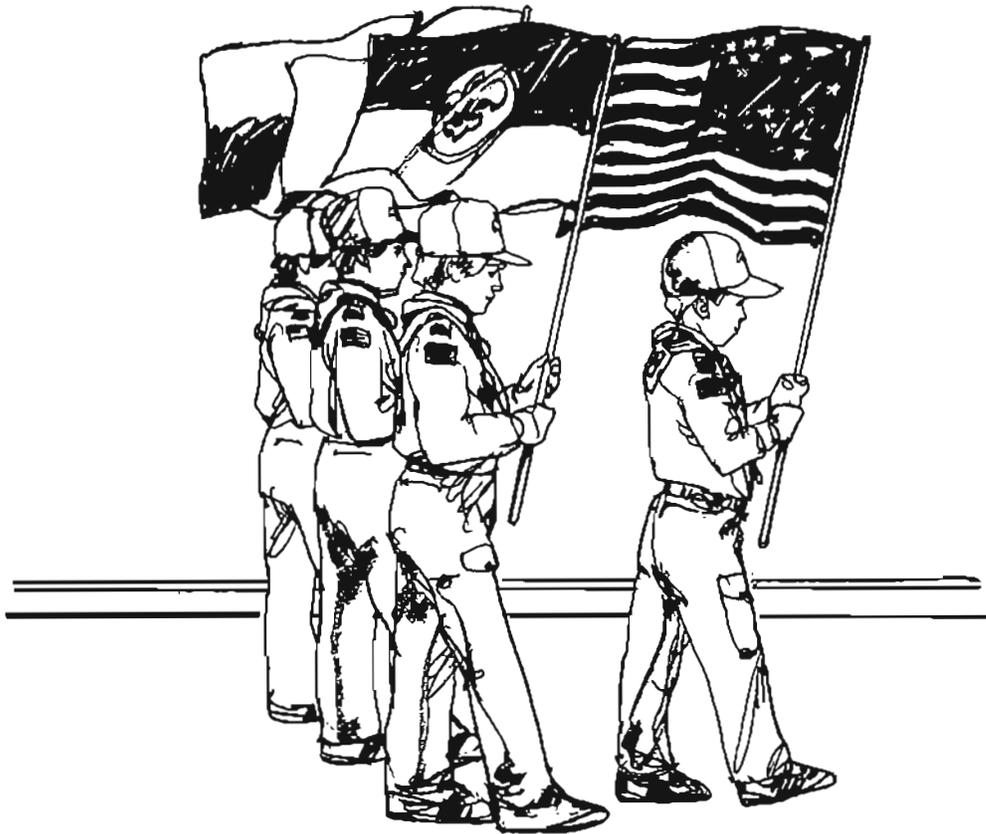
- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn



- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts may concentrate on the Citizenship merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in American Culture, American Heritage, Citizenship in the Community, Citizenship in the Nation, Cooking, Hiking, Camping, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by:

- Asking qualified parents to help with troop meeting instruction for related merit badges. (Look for lawyers, history teachers, law enforcement officials, and journalists who cover public affairs.)
- Inviting parents on the outing.
- Asking parents to provide transportation for the visit to a community meeting.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide what public body or private organization the troop will visit during the month. Assign a member to check on the date, time, and place of the meeting, and arrange to have an official meet with the troop afterwards, or ask the troop committee to make these arrangements.

- Make arrangements to invite a community leader to the second troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen. The person might be the mayor, city council member, school board member, or other elected official, or he or she might be a judge, city attorney, or the leader of a civic or service group.
- Make the following patrol assignments for troop meeting activities:

Patrol A—Opening and closing flag ceremonies.

Patrol B—Presentation on U.S. flag history.

Patrol C—Report on the history or significance of the destination for the Heritage Hike.

- Make a list of possible patrol Good Turns for the community. Here are a few possibilities:

Raise and lower the U.S. flag at the school the patrol members attend for 1 week.

Clean up a vacant lot or playground.

Run errands, clean yard, or shovel snow for an elderly couple.

Make regular visits to a handicapped or homebound child.

Plant flowers, shrubs, or tree seedlings in an eroded area of a park, playground, or other public land. Be sure to get permission first.

- Review citizenship requirements. Discuss the rights and duties of Scout-age youth. Review the lists in the *Boy Scout Handbook* and note the rights and duties that don't apply to young people. Then add others that do, such as: The right to be protected from assault and theft; to complain to authorities if someone is being treated unjustly; to use



public facilities on the same basis as all other citizens; to have food and shelter, even if the family does not earn enough to pay for them.

The duty to attend school; to pay for public services on the same basis as other citizens; to avoid littering and damaging public and private property; to learn the traffic rules for bicycles and follow them.

- Hold a junior leader training session on knowing resources (Scoutmaster Handbook).

FEATURE EVENT

The Heritage Hike

This big event, like almost everything else in Scouting, should be fun. But it should have an educational purpose, too, although not in the classroom sense.

The aim should be to expose the Scouts to some aspect of their American heritage. It might be a historic site, either a national monument if one is within easy reach of your troop, or a place of local historical interest—the site of the first settlement or the oldest building in your region, the ruins of a pioneer stockade or grist mill, or the local historical society if it has a collection of pioneer artifacts, weapons, and costumes.

Or your destination might be a place where the Scouts can bask in America's beauty or be awed by the world's wonders. Such a place could be a pristine lake, a wildlife refuge, a zoo or museum, a deep canyon or high mesa, or an ancient forest. If you are using this program feature close to a national holiday, your "hike" might be as part of a parade, or perhaps the troop can attend an ethnic festival or town fair.

The hike can be a day outing or an overnight campout. The PLC should decide based on the patrols' desires, the distance involved, and campsites availability at the destination. If you stay overnight, the possibilities for passing requirements for outdoor-oriented merit badges are increased, of course.

Assign a patrol to research some facts about the destination and report to the troop—its history, if that is why you're going there, or whatever else is significant about the place. For example, if you're going to a wildlife refuge, what animals live there? How can you tell? What is the purpose of the refuge? What does the manager or director do? This kind of advance information is especially important if the troop won't have a guide at the site; without it, the site might be just another piece of woods as far as the Scouts can tell.

Historic trail hike. In most states there are existing historic trails, already marked and waiting for your troop. More than 250 of them have been approved by the Boy Scouts of America for their historic significance and the condition in which they're kept. You can get a list of the approved trails from your local council service center or by writing: Boy Scout Camping Service, Boy Scouts of America, 1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079. Ask for "Nationally Approved Historic Trails."

If there is no BSA-approved trail in your area but you know of a historic site, your troop might consider establishing such a trail and, at the same time, earn the Historic Trails Award. Ask your council service center for the requirements.

If you undertake the project, be sure to work with the local council since it will have ultimate responsibility for the trail. The requirements for historic trails are explained in *Historic*

Trail Specifications, No. 20-140, issued by the Boy Scout Camping Service.

Learning the Public's Business

The troop meeting plan for week 3 suggests that the troop visit a meeting of a public body, a private organization that works for the public welfare, or some other agency or group that affects the lives of citizens. The purpose is to show Scouts our democracy in action. Here are several possibilities:

- City council
- School board
- Municipal court
- County court for a naturalization ceremony
- Tenants' association, block club, or neighborhood watch group

At meetings of this type, it is essential that the presiding officer or other knowledgeable person meet with the Scouts either before or after the regular meeting to explain the proceedings. If not, the meeting's business may seem like gobbledygook to the Scouts.

Another caution: The meetings of some city councils and school boards go on for 3 or 4 hours, and you will have a horde of restless boys if they stay for the whole meeting. So it's a good idea to check with the clerk or other official beforehand and arrange to have the boys file out early or arrive in the middle of the meeting. If you have a choice, have the troop present during the "public comment" section of the meeting because that is likely to be of most interest.

At the troop meeting following the visit, have the Scouts discuss what they saw and heard. Reinforce the idea that although it may have been confusing, it was a demonstration of representative democracy—the way Americans govern themselves.

Other possible special activities. If the troop is using this feature around Constitution Day (September 17), Memorial Day (in May), or Independence Day (July 4), the patrol leaders' council may want to observe the holiday by encouraging display of the U.S. flag or by taking part in local celebrations. The troop might march in a parade or assist at a ceremony; perform a public display of flag courtesies; or distribute fliers to remind residents to fly the flag on the holiday.

CITIZENSHIP

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have a pair of experienced Scouts show how to fold and care for the flag (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into parallel patrols. • Present colors. • Sing national anthem. • Hold uniform inspection. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on raising and lowering flag and flag folding. Plan and rehearse an opening ceremony to use at next week's meeting. Do Indian Leg Wrestling ("Program Specialties" section of this book). • Experienced Scouts visit a fire or police station and find out how they operate and what it takes to become a police officer or firefighter. • Older Scouts work on the Venture/Varsity program or start planning a hike to a historic location in your area. Plan several stops that are of historical importance to your community. 		
Patrol Meetings _____ minutes	Discuss plans for a patrol outing this month. This outing could be a 5- or 10-mile hike so that newer Scouts may work on their hiking skills. Or plan a patrol Good Turn. Consider working on items that are needed to advance to the next rank.		
Interpatrol Activity _____ minutes	Rooster Fight ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form troop into patrols, sing "God Bless America." • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Begin work on next month's program features.		

CITIZENSHIP

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts meet with an elected public official, either at the troop meeting place or in his/her office. Learn what they do and how an election is conducted. • Experienced Scouts plan a simple community Good Turn project. This could be in support of one your community is currently doing. An example might be to have a get-out-the vote campaign if an election is in the near future. Play Steal-the-Bacon ("Program Specialties" section of this book). • Older Scouts work on the Venture/Varsity program or prepare for a campout that would be part of a 20-mile hike. It might be a hike on a historic trail. 		
Patrol Meetings _____ minutes	Identify Scouts in the patrol who need to participate in flag ceremonies and Good Turn projects. Suggest activities that these Scouts can participate in to fulfill rank requirements.		
Interpatrol Activity _____ minutes	Play Kim's Game (see "Program Specialties").		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

CITIZENSHIP

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<p>Visit a public or private agency such as: a night court, city council meeting, school board meeting, police or fire station, hospital, TV or radio station, manufacturing company.</p> <p>Find out how the agency or business fits into the economy of your community, the country, or the world. See how the free enterprise system works in your area, or how the government operates.</p>		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting. Begin work on next month's program feature. Have you planned any family activities lately?		

CITIZENSHIP

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on the Heimlich maneuver. • Experienced Scouts work on map and compass skills to prepare for the historic hike that they will be taking. If a hike has not been planned, follow suggestions in week 1 of the Citizenship program feature. Do Blindfold Compass Walk ("Program Specialties" section of this book). • Older Scouts work on the Ventura/Varsity program or assist with map and compass activities, or finish plans for your group campout. 		
Patrol Meetings _____ minutes	Review plans and assignments for the historic hike. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Sit Down Dodge Ball ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and last-minute details for the troop outing. Finalize work on next month's program feature.		

CITIZENSHIP

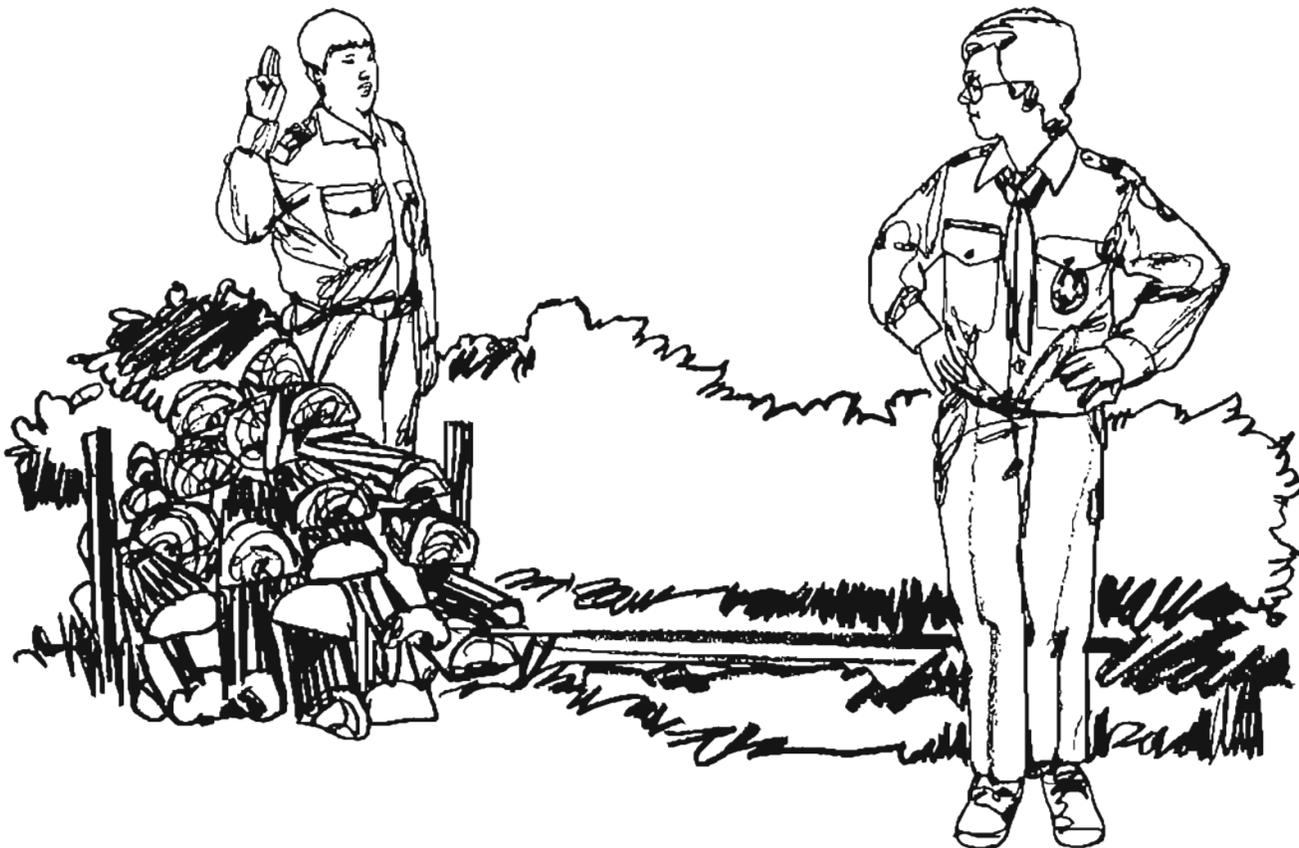
TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Saturday 8 a.m.	Arrive at historic location, organize into tour groups.	
8:30 a.m.	Begin tour.	
10:30 a.m.	Leave for service project location.	
11:30 a.m.	Change into work clothes. Eat lunch and organize into work parties.	
2:30 p.m.	Break	
4:30 p.m.	Leave for home.	
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, off-load equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
	Pack canoes for trip.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30–11:30 a.m.	Give patrol leaders a topographic map to lead a 3- to 5-mile hike. Scouts working on First Class could take part in an orienteering race. Younger Scouts could take a nature hike.	SPL
11:30 a.m.	Sack lunch.	
Noon	Continue activities.	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	

Time	Activity	Run by
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	

COMMUNICATIONS



Every human is constantly communicating through speech, reading, body language, even a raised eyebrow. We have many other means of sending and receiving messages, too—the telephone, TV and radio, photographs and drawings, computers, recorded tapes and compact discs.

This month your Scouts can explore some of the older means of communication through Morse code, flags, and sign language. Each patrol might want to become proficient in one means of communication and teach it to the others.

The big event will be a send-the-word campout. Besides having contests in communication skills, the troop can also work on other outdoor and nature skills. To top off your activities, you'll want to have a troop campfire that provides an opportunity to use various means of communication.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- The knowledge and skills to be comfortable in communication methods.
- A sense of communion with nature and God.
- Greater respect for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence.
- Enhanced camping skills.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping requirements through First

Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Drug awareness

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Signaling, Communications, and Computers merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Camping, and other nature-related merit badges.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for computer and signaling skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the starting point for the backpacking trek into camp, if necessary.
- Getting help in arranging to visit communications businesses such as TV and radio stations and computer centers.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the campsite for the send-the-word campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities. For example:
 - Patrol A—Morse code with mirrors or flashlights
 - Patrol B—Trail signs
 - Patrol C—Sign language

- Hold a junior leader training session on understanding the needs of the group. (*Scoutmaster Handbook*).
- Have an activity where Scouts working on the Communications merit badge can give a demonstration.

FEATURE EVENT

Send-the-Word Campout

The primary purpose of this outing is to use communication skills and have some fun. The skills you have been working on all month will now come into play.

Games and activities can be set up using certain communication skills to achieve particular goals. These activities can take place day or night, and provide an opportunity for related activities. As an example, you might have an orienteering course where each station has directions written in Morse code.

Each patrol will have an opportunity to instruct the rest of the troop in the communication skill they learned.

Campout Activities

Obviously the activity schedule will depend on the weather and the length of time your troop decides to spend camping. There are many possibilities for activities for the campout. Besides working on communication skills, Scouts might work on cooking, camping, and nature skills. Climax the activities with a troop campfire.

The following are some good contests for communications practice:

GET THE MESSAGE

Equipment: Signal flag for each patrol, paper and pencil for each Scout, secret message for each patrol to send.



Method: Each patrol has one signaler and one dictator. These two players are sent 100 yards or more away from the rest of the patrol and given a secret message of 30 letters. Each receiver in the patrol writes the message on his paper. (There must be no communication between receivers in the patrol.) The signaler may not repeat the message but he may send slowly enough to be understood by all his patrol members. When the message is completed, the patrol leader collects the slips for the judge.

Scoring: Correct letters received by all patrol members are added together, then divided by the number of receivers to give the patrol average. The patrol with the highest average wins.

Variation: This same game could be played at night using flashlights and Morse code, or during the daytime using mirrors.

MESSAGE RELAY

Equipment: None.

Method: A leader gives a message to a Scout, using sign language. The Scout must relay it to the next member in his patrol and so forth, until the last member of the patrol repeats it to the leader.

Scoring: The patrol getting the most words correct wins.

WHO'S THAT?

Equipment: None.

Method: A nocturnal hunt sometimes shows people as they aren't. In an outdoor setting, split the troop in half. One team will be Hiders, the others Seekers. The Hiders go outside to a well-known or established trail, not far from the main cabin or building, but not with dense cover. No street lamps or building lights should be visible.

Tell the Hiders that motionless people in the dark may take on other forms that appear to be rocks, stumps, or logs. Indicate that, as Hiders, they will want to cover all parts of their body that stand out (white skin or clothing), and camouflage body parts so that they blend into the surroundings. They then begin hiding along the trail, following these rules and guidelines.

- Hide people individually unless there is reluctance to stay alone; if there is, allow a pair to hide together.
- A Hider must be in a partially exposed position. Completely concealing a person behind something is not allowed. The Hider should try to blend in with the natural surroundings; a rock, tree, stump, etc. A Hider must be no more than 20 feet away from the trail.

The Seekers wait patiently in the building until the leader

of the hiding group comes back and announces that all is ready. The guidelines for Seekers are as follows:

- The object of the game is to find as many of the Hiders as possible.
- Point scores are kept for each team.
- The Seekers are taken to the trailhead and told that from here on, they can expect to find hidden people on each side of the trail.
- The Seekers must stay on the trail.
- When someone thinks he has spotted a Hider, he calls others over to have a look. If the consensus is that there is actually someone there, the attending instructor shines his flashlight directly at the spot indicated by the Seekers. If a Hider is revealed, the Seekers get a point. If there is no one there, the Hiders get a point.
- If all of the Seekers pass a Hider on the trail, the instructor calls the group back and points out the Hider with a flashlight. The Hiders then get a point, and that particular Hider may join the group and silently cheer on his group.

This procedure continues until the last Hider has been found or is revealed. Points are added up. The teams then reverse roles and the game is played again.

The reason the Seekers remain indoors until the Hiders are set is to show what a difference night vision makes for safe walking in the dark. The exercise is a natural lead-in to a discussion about how nocturnal animals can see in reduced light. Mention bats, owls, and cats.

Do not allow any flashlights to be carried, except by the leader.

Variation: The trail could be laid out using trail signs.

Your Campfire Program

A troop campfire program should have elements of fun, inspiration, and good fellowship. It should leave each Scout with pleasant memories.

The campfire does not need to be an elaborate production, but it does require planning. You will want lots of variety, including ceremonies, songs, skits and stunts, games, and, usually, a Scoutmaster's Minute. The general rule is that the campfire program "follows the fire." That is, while the fire is blazing, you have lively songs, games, and skits. As the fire dies, you have inspirational songs, the Scoutmaster's Minute, and other more serious elements.

In many troops, the patrol leaders' council plans the campfire and assigns elements to each patrol. In others, one patrol is assigned to build the fire and another to plan the program. In either case, the Scoutmaster or other adult leader should stay in touch with the planners to make sure that many boys (not just the campfire planners) will have a part and that all activities, stunts, and songs will be in good taste. If questions arise, the adult leader should make it clear that there is no place in Scouting for poor taste, poor manners, or hurting anyone in body or spirit.

The campfire planners should figure on a program lasting about an hour, or a little less. It's better to end the program while the Scouts are enjoying it than to let it drag on until they become restless. One way to ensure a fast-moving, well-planned campfire is to use the Campfire Program Planner, No. 3698. With that sheet to guide them, the planners can estimate the time for each element and end the program accordingly.

If your troop has Scouts who have attended several big campfires at camporees, they will have lots of ideas for skits, stunts, and songs. If not, refer the patrol leaders to the ideas for campfires in the *Patrol Leader Handbook*.

COMMUNICATIONS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have one or more computers set up so that Scouts can work with them. Explain how they work and what they can do. Also, have a telegraph key for practice on Morse code.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop using silent signals. Explain what you are doing, and at the next meeting use only silent signals to gather the troop. • Present colors. • Repeat Pledge of Allegiance. • Repeat Scout motto and slogan. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic map and compass skills for orienteering a map and measuring heights and distances. Do Direction-Finding Relay ("Program Specialties" section of this book). • Experienced Scouts work on three computer programming languages or prepare a flow chart to find out attendance and dues paid for the past five troop meetings. • Older Scouts work on the Venture/Varsity program or prepare a drug awareness program for the troop that could be used as part of a troop opening or on the campout. The program should not last more than 5 minutes. 		
Patrol Meetings _____ minutes	Discuss plans for the campout this month and make sure everyone knows what their assignment is and what to bring for the campout. The new-Scout patrol needs to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement. Patrol leaders should also review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Human Obstacle Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Repeat Outdoor Code • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the campout. Begin work on next month's program features.		

COMMUNICATIONS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts review how to pack for a hike and work on telling time without a watch. Play Silver Dollar Hunt ("Program Specialties" section of this book). • Experienced Scouts begin work on a campfire program for the campout, or if you have a court of honor in the near future, work on planning the program. • Older Scouts work on the Venture/Varsity program or construct several heliographs to use on the outing. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Blindfold Compass Walk ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

COMMUNICATIONS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on tying knots: two half-hitches, taut-line, bowline. • Experienced Scouts make semaphore flags and practice sending messages in code. Plan to tour a local TV or radio station to see how they operate, or have local ham radio operators explain how they communicate around the world. • Older Scouts work on the Venture/Varsity program or get a map of the campout area and lay out a nature trail. Plan to go early to mark the trail for the campout. 		
Patrol Meetings _____ minutes	<p>Finalize the menu for the campout and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook, or plan to shoot slides to show at the troop's next family gathering.</p>		
Interpatrol Activity _____ minutes	British Bulldog ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.		

COMMUNICATIONS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on building fires or making firelays (<i>Boy Scout Handbook</i>). Do Split the Match relay ("Program Specialties" section of this book). • Experienced Scouts work on map and compass skills and prepare an orienteering course for the campout. Practice pacing. Do Direction Hunt ("Program Specialties") or continue work with semaphore flags. • Older Scouts work on the Venture/Varsity program or assist in map and compass activities or in layout of orienteering course for campout. 		
Patrol Meetings _____ minutes	<p>Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.</p>		
Interpatrol Activity _____ minutes	<p>Play Hot Isotope Transport ("Program Specialties" section of this book).</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and checks last-minute details for the troop outing. Finalize work on next month's program feature.</p>		

COMMUNICATIONS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Patrol competitions—signaling instruction and games; younger Scouts take nature hike.	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up.	Cooks
1:30 p.m.	Continue competitions—play Capture the Flag.	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Nighttime activity using communications game	
9 p.m.	Campfire program planned by experienced Scouts	SPL
10 p.m.	Cracker barrel	
11 p.m.	Lights out	
Sunday 7 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7:30 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
8 a.m.	Breakfast	
8:30 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
9 a.m.	Church service	
9:30–11 a.m.	Patrol games. Older Scouts run orienteering course planned for this campout. Younger Scouts play four games from "Program Specialties" section of this book.	SPL
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	

COOKING



With the possible exception of "It's time for swimming" no call in camp is as welcome as "Come and get it!" There's something about the outdoors that adds flavor and zest to the simplest meal. Even the lowly hot dog and hamburger tastes better in a camp setting.

This month we will strive to broaden the Scouts' culinary horizons by showing them how to prepare varied camp meals without spending a lot of time around the cooking fire.

Troop meeting demonstrations and practice will concentrate on the cooking skills that younger Scouts need to learn—menu planning, use of woods tools to prepare fire fuel, fire-lays, and cooking. Older Scouts can work on more advanced cooking skills.

The big event will be a patrol feast. Each patrol will be asked to prepare a real feast, well beyond the franks and beans meal, and share it with other patrols. Parents may be invited, too.

The patrol feast could be the climax of a day hike or the centerpiece of a weekend campout. If the patrol leaders' council decides on a campout, younger Scouts will be able to work on some of the Camping merit badge skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An understanding of the importance of a balanced diet for good health.
- The skills and knowledge to cook nutritious meals.
- Greater confidence in their ability to live comfortably in the outdoors.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic cooking requirements through First Class. Depending on the outing or campout, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the Cooking merit badge this month; they should be able to complete most of the requirements. Depending on the activities during the campout/outing, they may also complete requirements in Camping, Backpacking, Pioneering, Wilderness Survival, and other nature-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council may involve parents in the program features this month by:

- Asking qualified parents to assist with instruction in cooking, fire preparation, and making meals.
- Inviting them to the patrol feast.
- Asking them to provide transportation to the feast.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.



- Decide whether the patrol feast will be a 1-day activity or the highlight of a campout.
- Decide on a site and assign someone to secure permissions, if needed.
- Inventory the troop camping equipment, if you have not done this recently.
- Plan details of troop meetings for the month.
- Hold a junior leader training session on representing the group (*Scoutmaster Handbook*).

FEATURE EVENT

Patrol Feast

The patrol feast ought to be just that—a full, tasty meal, including soup or salad, a main course with meat, vegetables, potatoes or other starch, a bread, a dessert, and one or two beverages. Ask the patrols to use raw, dried, or freeze-dried ingredients whenever possible, not canned goods or prepared foods. (Mixes may be used for bread, if desired.)

The aim is to test the Scouts' cooking skills. Urge the patrols to try new recipes and make their meals as succulent as possible. Many good recipes are found in the *Boy Scout Handbook* and in the *Camping merit badge pamphlet*. Others are found on these pages.

Invite the Scouts' families to join in the feast. Each patrol might plan to feed only its Scouts and their families, or the patrol leaders' council might decide to have all patrol dishes placed on a table and served buffet-style to all corners.

If wood fires are permitted at your site, use wood. Wood should be used, if possible, for basic cooking requirements. The second choice is charcoal. If the troop must cook with charcoal, follow the tips in the *Boy Scout Handbook* and *Camping merit badge pamphlet*.

Campout Activities

If the patrol feast is the highlight of a weekend campout, the patrol leaders' council will need to plan other activities. One of them could be fishing, if there is a stream or lake nearby; successful fishermen could practice cooking fish for one of the big meals of the campout.

The PLC might also schedule activities and contests involving various Scoutcraft skills, especially those in which the troop is weak.

MAIN COURSES

One-Potters

Make the following base and you can vary it by adding ingredients to make eight different dishes. Each recipe makes eight servings.

The Base—Brown 3 pounds of hamburger. Add two to four chopped onions, one or two chopped green peppers, two cans of tomato soup, and salt and pepper to taste. To this base, add the following:

for Yum-Yums

1/2 to 1 teaspoon of chili powder. Serve the mixture on hamburger buns.

for Camper's Spaghetti

Four No. 2 cans of spaghetti

for Spanish Rice

Two small packages of precooked rice

for Macaroni Beef

One pound of macaroni, cooked separately

for Hunter's Stew

Four cans of vegetable soup

for Chili

Four No. 2 cans of red beans and 1/2 to 1 teaspoon of chili powder

for Squaw Corn

Two cans of corn and 1/2 pound of diced cheese.

for Hungarian Hot Pot

Four cans of baked beans.

Shish-Kebab in Foil

Have a clean, thin stick of sweet wood (taste it) for each diner. On each stick, skewer 1-inch cubes of beef or lamb, onion slices, and slices of tomato, green pepper, bacon, and cucumber. Wrap kebabs in heavy-duty foil and cook on coals for about 14 minutes, turning once.



Pig in a Blanket (in Foil)

For each diner, wrap slices of bacon around a frankfurter and place in a frankfurter roll. Seal in heavy-duty foil, twisting the ends. Bake in coals for about 15 minutes.

Meat Loaf in Cabbage Leaves (in Foil)

For 8 servings, mix 2 pounds of hamburger, 2 eggs, 1 teaspoon salt, dash of pepper, an onion chopped fine, and about 1 cup of bread crumbs. Mix thoroughly and mold into 8 portions.

Cut four 1-foot squares of heavy-duty foil. On each square, place a large cabbage leaf. On top of the leaf, put one meat loaf portion, then a slice of American or cheddar cheese. Sprinkle a little onion soup mixture on the cheese, then top it with a second meat portion. Close the cabbage leaf over the meat and wrap and seal in the foil. Cook in coals for 15 to 20 minutes.

Stir-Fry Vegetables with Meat

Here is a Chinese recipe for advanced camp cooks. It requires a very hot fire and careful timing.

- 4 tablespoons peanut oil
- 2 tablespoons cornstarch mixed with 2 tablespoons water
- 1 cup chicken broth
- 1 teaspoon sugar
- 2 tablespoons soy sauce
- 2 cups chopped, cooked meat (chicken, beef, or ham)
- 8 cups of cut-up vegetables from either or both of the groups below:

Group A: Thin-sliced onions, diced green peppers, celery sliced diagonally in $\frac{1}{2}$ -inch slices.

Group B: Bean sprouts, shredded Chinese cabbage, sliced mushrooms, sliced bamboo shoots, sliced water chestnuts.

All ingredients must be ready before cooking starts because there is no time to stop once cooking begins.

Place a frying pan over high heat until a drop of water sizzles on it. Add the peanut oil and let it bubble.

Then add vegetables from Group A and stir-fry for 1 minute; make sure vegetables are thoroughly mixed and coated with oil. Then add vegetables from Group B and stir-fry 1 more minute. Add the meat and stir-fry 1 minute.

Add the soy sauce, sugar, and chicken broth, mixing it well. Now stir in the cornstarch paste and continue to cook until the sauce thickens—about 2 minutes.

It may be served over noodles or rice. (The rice is prepared separately.)

SALADS

Cheese Please Salad

- 1 large head iceberg lettuce
- 7 hard-boiled eggs
- $\frac{3}{4}$ -pound Swiss cheese, shredded or sliced into thin strips
- 1 cup sour cream or plain yogurt
- 2 $\frac{1}{2}$ teaspoons dry mustard
- 1 $\frac{1}{4}$ teaspoons lemon juice
- 1 $\frac{1}{4}$ teaspoons of poppy, caraway, or dill seeds
- 1 $\frac{1}{4}$ teaspoons salt
- $\frac{1}{4}$ teaspoon pepper

Slice eggs into quarters, then cut each quarter in half. Mix sour cream, mustard, lemon juice, seeds, salt, and pepper. Add the eggs.

Line a salad bowl with lettuce leaves. Mound the salad in the middle. Sprinkle Swiss cheese on top. If desired, serve with crisp crackers or toast.

Potato Salad

- 6 medium potatoes
- 3 tablespoons chopped parsley
- 1 finely chopped onion
- 1 tablespoon lemon juice
- $\frac{3}{4}$ cup mayonnaise
- 1 tablespoon celery seed
- Salt and pepper to taste
- Paprika

Peel the potatoes and cut into small slices. Boil until slightly soft but not mushy. Let potatoes cool.

Add parsley and onion. Mix the lemon juice and mayonnaise together and combine with the potato mixture. Add celery seed, salt, and pepper. Spoon the salad on top of lettuce or spinach leaves. Sprinkle with paprika.

DESSERTS

Dump Cake

This recipe requires a Dutch oven.

$\frac{1}{4}$ pound butter

18-ounce yellow, spice, or apple cake mix

1 can of apricot, mincemeat, cherry, or apple pie filling.

Use butter to lightly grease the bottom of the Dutch oven. Pour in fruit. Spread the cake mix on top and smooth out. Melt the butter and pour evenly over batter. Add sugar topping if desired.

Put a lid on the Dutch oven and place on coals; also put coals on top. Bake about 10 minutes, then check to see whether fruit is bubbling up through the cake mix. When it is, remove the oven from the fire, but leave coals on top until batter has browned. Slice and serve like brownies.

Peach Cobbler

This also requires a Dutch oven.

2-No. 2 $\frac{1}{2}$ cans sliced peaches

2 cups biscuit mix

$\frac{1}{2}$ cup sugar

Put Dutch oven on hot coals to preheat it slightly. Pour in peaches, saving some of the juice so the cobbler won't be mushy. Mix the biscuit mix with water and roll dough about $\frac{1}{4}$ inch thick to fit in oven. Place dough over the peaches and sprinkle lightly with sugar.

Put lid on, place coals on top, and bake until crust is golden brown.

COOKING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet outdoors. Have several types of firelays made and possibly some items cooking in a Dutch oven, or demonstrate cooking without utensils (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on woods tools care and maintenance (<i>Boy Scout Handbook</i>). Do Split the Match ("Program Specialties" section of this book). • Experienced Scouts work on Dutch oven cooking. • Older Scouts work on Ventures/Varsity program or work with younger Scouts on woods tools instruction. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what they will need to bring and what their assignments are for the feast. The new-Scout patrol needs to know what support they will provide for the outing. All other patrols plan activities to work on advancement. Plan the menu for the patrol feast.		
Interpatrol Activity _____ minutes	Tug of War ("Program Specialties" section of this book)		
Closing _____ minutes Total 60 minutes of meeting	<ul style="list-style-type: none"> • Form troop into patrols, call patrol leaders forward to give patrol yells • Repeat Scout Law • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Begin work on next month's program features.		

COOKING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn which woods make the best fires and how to lay a fire using two different methods (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). • Experienced Scouts work on cooking with Peak stoves, if you have access to them. If not, work on procedures to dehydrate food. • Older Scouts work on the Venture/Varsity program or serve as instructors for the other sessions, or prepare necessary items for merit badge work that could be done on the outing. 		
Patrol Meetings _____ minutes	Review assignments for the feast. The new Scouts continue learning the basics of cooking. Finalize the menu and set a time to practice making the meal that you will prepare for the feast.		
Interpatrol Activity _____ minutes	Fuzz Stick Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Work on next month's program feature. Plan a court of honor if one is needed.		

COOKING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on preparing a simple dish. This should be done with either a personal cook kit or patrol/troop cooking equipment. • Experienced Scouts work on identifying wild edible plants and how to prepare them. • Older Scouts work on Venture/Varsity projects or utensil-less cooking techniques, or plan games and competitions. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing this month and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Announce the route for parents who will come and join the feast.		
Interpatrol Activity _____ minutes	British Bulldog ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Work on next month's program feature. Have you planned any family activities lately?		

COOKING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on cooking techniques and camp sanitation procedures (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize the details for the games and competitions for the outing and make sure that any equipment needed for them is gathered. • Older Scouts work on the Venture/Varsity program or assist in the game preparation. 		
Patrol Meetings _____ minutes	Review plans and assignments for the feast. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Swat 'Em ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for troop campout or outing. Finalize work on next month's program feature.		

COOKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Arrive at campsite. Unload equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (These Scouts should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–10:30 a.m.	Patrol games—use four games from "Program Specialties" section of this book.	SPL
10:30 a.m.	Special patrol activities; could include fishing, if available, Work on advancement such as lashings, map and compass, physical fitness.	
11:30 a.m.	Cooks and assistant cooks return to site to prepare lunch.	Cooks, and assistants
Noon	Lunch	
12:30 p.m.	Clean up meal.	
1 p.m.	Begin preparation for special patrol feast: <ul style="list-style-type: none"> • Tenderfoot—prepare firelays • Second Class—assist in food preparation, clean up • First Class—prepare meals, supervise cleanup 	
4 p.m.	Prepare campfire for evening; gather tables in central location and set up.	
4:30 p.m.	Parents and guests begin to arrive; have entertainment prepared for parents.	Cooks
4:45 p.m.	Bring food to central location, set up buffet.	
5 p.m.	Feast	SPL
6:30 p.m.	Clean up meal; songfest with parents.	Cooks
7:30 p.m.	Campfire	
8:30 p.m.	Parents return home.	
9:30 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (These Scouts should be working on First and Second Class rank.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	

Time	Activity	Run by
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from “Program Specialties” section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Dutch ovens, dining flies, charcoal starters, troop camping equipment, eating utensils for parents.	

EMERGENCY PREPAREDNESS



Our Scout motto, "Be Prepared," is never more important than in dealing with emergency situations. The ability to make correct decisions under pressure really tests a Scout. As Scouts progress through the program, they perfect their skills in leadership, the outdoors, and working with people. Emergency preparedness means being prepared in all of these areas.

Your troop meeting activities this month should focus on emergency preparedness procedures. Younger Scouts will work on first aid requirements for Tenderfoot through First Class. Experienced Scouts will concentrate on advanced skills and the First Aid and Emergency Preparedness merit badges.

The big event will be "The Real Thing" weekend. Patrols will face some realistic emergency situations requiring first aid, decision-making, and teamwork.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An understanding of basic first aid techniques.
- A good grasp of the fundamentals for dealing with life-threatening situations.
- Growing self-confidence in making decisions.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic first aid requirements through First Class. Depending on the length of your outing, they may also complete all or part of the following rank requirements:

Tenderfoot

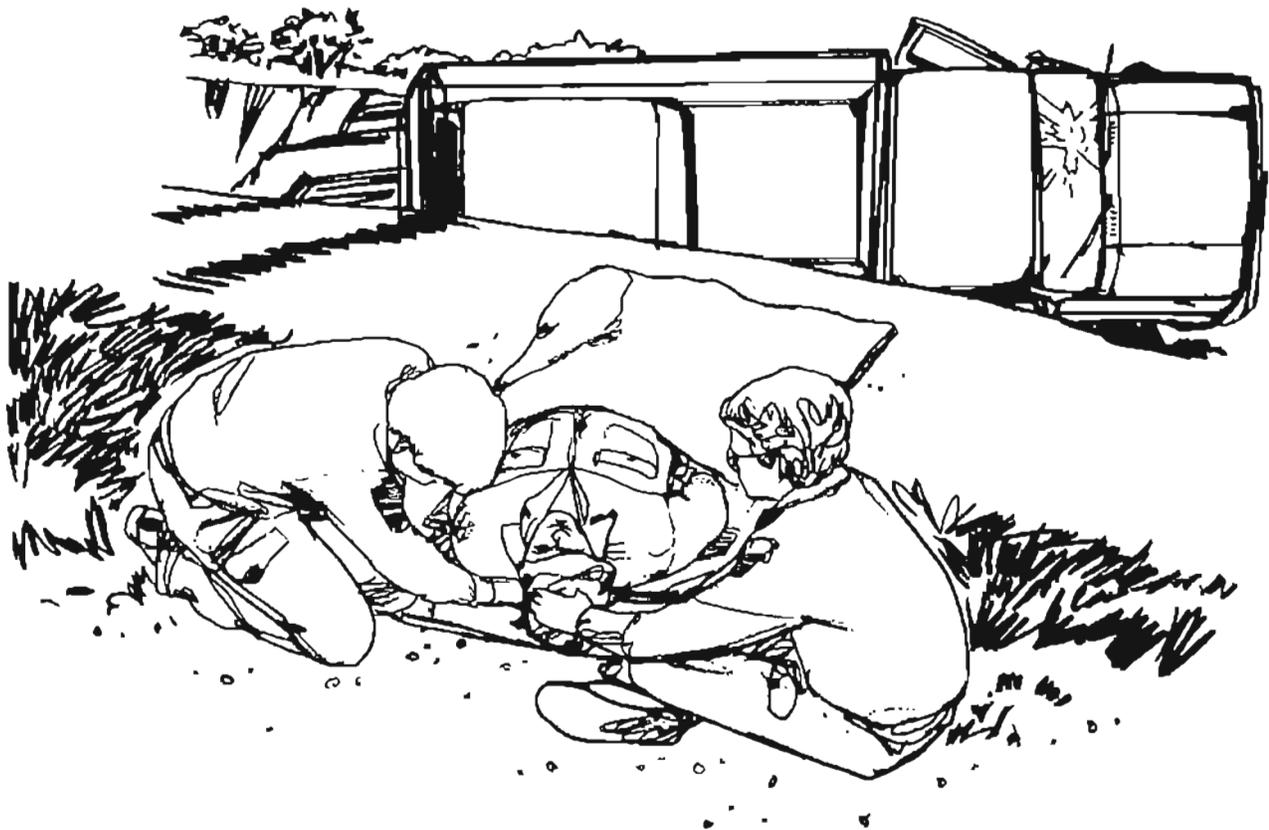
- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation
- Personal development—Scout Oath and Law



Merit Badges. Older Scouts can concentrate on the First Aid and Emergency Preparedness merit badges this month. Depending on activities during the outing, they may also complete requirements in Cooking, Hiking, Camping, Lifesaving, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with first aid instruction.
- Inviting parents to the *The Real Thing* event.
- Asking parents to provide transportation to the site of the outing.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide whether "*The Real Thing*" will be a single day or a weekend campout.
- Choose the site and secure permission, if needed.
- Ask the patrol leaders to inventory their patrol's first aid supplies and report deficiencies. Fill needs. Ask for help from the troop committee.

- Either plan the "emergency" situations the patrols will face during *The Real Thing*, or, if you want complete surprise, assign an adult leader to plan them. See sample emergencies later in this section.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for *The Real Thing*.
- Arrange to invite First Aid and Emergency Preparedness merit badge counselors to help with troop meeting instruction and to serve as judges for patrol performances on *The Real Thing*.
- Hold a junior leader training session on communication (*Scoutmaster Handbook*).

FEATURE EVENT

The Real Thing

The big event will be a practice exercise to test your patrols' reactions to emergencies. Set up emergency situations that will be within the skill levels of the Scouts. At least some of the situations should require making decisions in "life-threatening" emergencies.

Some of the emergencies take place in wilderness situations; others are in urban areas. The Scouts' family members or friends may play the parts of victims.



Have First Aid or Emergency Preparedness merit badge counselors or other experts on hand to judge patrol performances.

The following are some sample problems. Make up additional problems that will involve Scouts of various skill levels.

PROBLEM 1. A Scout patrol is on a campout in a heavily wooded area of a national forest. A severe thunderstorm and flash flood hits their campsite. Both adult leaders are immobilized with broken legs; one is unconscious. Several Scouts have severe cuts. The nearest ranger station is 5 miles from their campsite. The patrol has managed to radio you on its two-way radio to request help. You are half a mile away in the base campsite. What do you do?

(Possible action: Instruct the patrol by radio to treat their most seriously injured persons first and get all patrol members to a safe place above the flood. You send for help at the ranger station, or try to reach the station by radio. Then assemble needed gear and set out to help the patrol.)

PROBLEM 2. Your patrol is hiking on a country road. A passing farm truck goes out of control and hits two patrol members. The truck then veers off the road and turns over in a

ditch; the driver is knocked unconscious. You notice what appear to be toxic chemicals leaking from a container in the truck into the ditch. The nearest farmhouse is $1\frac{1}{2}$ miles away. What do you do?

(Possible action: Send two Scouts running to the farmhouse to call for medical help and to inform the police about the accident; tell the police about the spilled material. Treat the most seriously injured victims first. The driver may have suffered serious neck or spinal injuries; to avoid aggravating them, do not move him unless necessary—(as in the case of a fire.)

PROBLEM 3. Your patrol is passing a playground when one of the pieces of playground equipment collapses. Several of the children suffer broken bones and severe cuts. Many of the other children panic and begin running out in the street. What do you do?

PROBLEM 4. Your patrol is in a shopping mall. A tornado passes by, hitting one end of the mall and knocking out power. Several people are injured by flying debris, the phone system is out, and you are half a mile from a fire station. How do you react?

EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have Scouts demonstrate techniques necessary in getting out of a building that is on fire. Practice hurry cases for first aid (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into a "square U." • Hold uniform inspection. • Present colors. • Recite the words to the national anthem. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid for minor burns or scalds, blisters, poisonous snakebite, transporting an injured person. • Experienced Scouts work on troop mobilization techniques and moving people in emergency situations. • Older Scouts work on the Venture/Varsity program or help the troop guide teach basic first aid to new Scouts. 		
Patrol Meetings _____ minutes	Discuss plans for The Real Thing drill this month and make sure everyone knows their assignments. Each patrol should start practicing the problems they will be facing during the drill. Plan to work on skills for related merit badges. Have new Scouts also work on requirements for flag ceremonies and service projects.		
Interpatrol Activity _____ minutes	<p>Scouts to the Rescue Equipment: First aid equipment for each patrol. Method: Two members of each patrol go to one side of the room. The rest of the patrol forms on the opposite side. The two Scouts have a signal flag and the others have a supply of first aid equipment. Each pair has a message describing symptoms of an accident victim. The sender relays the message to the others in his patrol. On receipt of the message, they assemble the first aid equipment they will need. They carry only this material over to the senders. One member of the sending team is the "victim" and is treated by the rescuers. No talking is permitted between the senders and rescuers. Scoring: Score on speed and excellence of treatment. Deduct for first aid supplies carried across but not used. Deduct for any first aid equipment that was needed but left behind.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Have a Scout define what "helpful" means • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and troop outing. Begin work on next month's program feature.		

EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice first aid for rabid animal bite, puncture wounds, serious burns, heat exhaustion. Do Arm Sling Relay ("Program Specialties" section of this book). • Experienced Scouts work on lost person techniques (Emergency Preparedness merit badge pamphlet). • Older Scouts work on the Venture/Varsity program or work with younger Scouts on first aid basics. 		
Patrol Meetings _____ minutes	Review assignments for The Real Thing drill. Practice interpatrol activities. Have you taken a patrol hike lately?		
Interpatrol Activity _____ minutes	Do Stretcher Relay ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and The Real Thing drill. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic first aid bandages for head injuries, upper arm/collarbone, sprained ankle (<i>Boy Scout Handbook</i>). • Experienced Scouts work on boating accident survival techniques. • Older Scouts work on the Venture/Varsity program or work on first aid with the younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the plans for the drill. Make sure everyone knows the time and location for the event. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Steal-the-Bacon ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and The Real Thing drill. Continue work on next month's program feature. Have you planned a family outing lately?		

EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts test their skills using the first aid problems in the "Program Specialties" section of this book. Learn the five common signs of a heart attack. • Experienced Scouts work on ice rescue methods and signaling aircraft with body signals and ground-to-air visuals. • Older Scouts work on the Venture/Varsity program or practice a realistic first aid makeup for the drill. 		
Patrol Meetings _____ minutes	Make sure everyone has the plans for the drill. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Ice Accident ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and any last-minute details for The Real Thing. Finalize work on next month's program feature.		

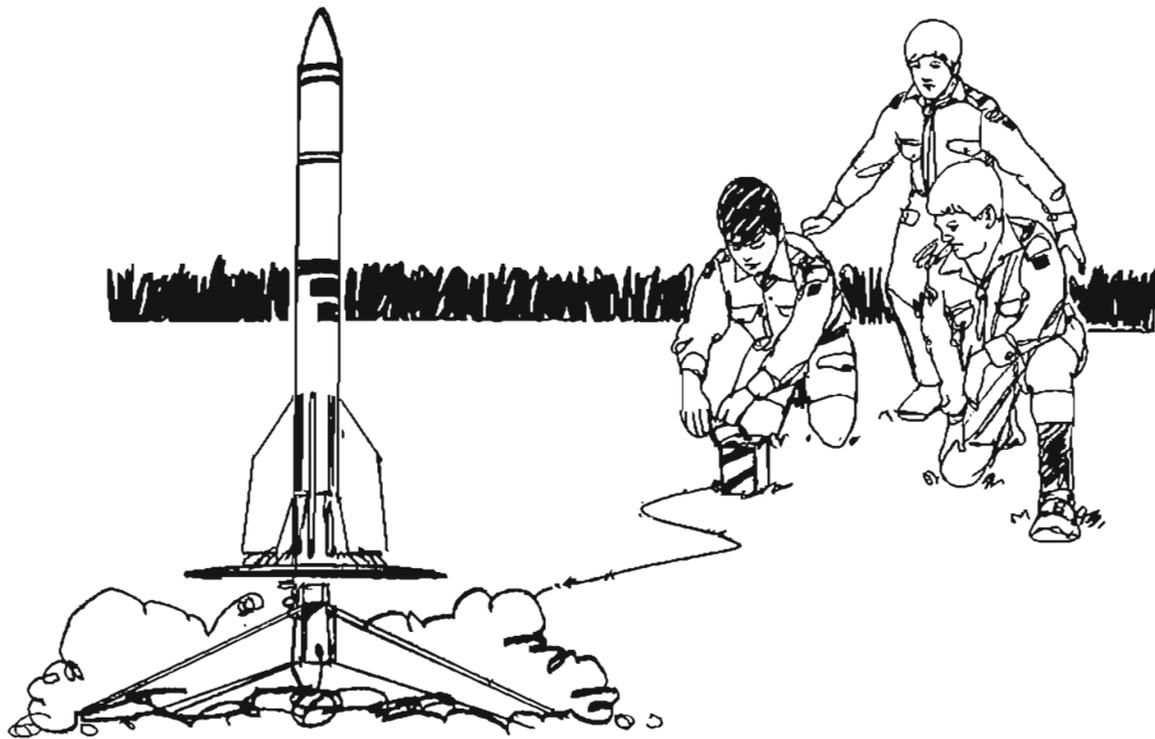
EMERGENCY PREPAREDNESS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Saturday 9 a.m.	Older Scouts arrive at location for The Real Thing drill and set up necessary materials.	SPL
9:30 a.m.	Rest of troop arrives.	
10 a.m.	Begin problem-solving.	SPL
11:30 a.m.	Sack lunch	
12:30 p.m.	Continue problem-solving.	SPL
4:30 p.m.	Present awards, leave for home.	SM
Special equipment needed	First aid supplies for the drill, awards	

ENGINEERING



Engineering covers a variety of fields as broad as all outdoors—or indoors, for that matter. Virtually everything we use in the course of a normal day has an engineer's stamp on it.

In Scouting, we specialize in "wilderness engineering"—the art of building useful things with rope and timber. Your Scouts will probably want to try their hand at it this month.

For Scouts who enjoy making things, recommend that they try to earn the Engineering merit badge. It will expose them to various facets of engineering, and it may lead them to work on such other merit badges as Computers, Drafting, Electricity, Electronics, Machinery, and Metals Engineering.

The big event will be a campout during which the patrols can do some wilderness engineering and enjoy interpatrol competitions.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Enhanced outdoor skills, especially in knot-tying, lashings, and engineering.
- A greater understanding of the importance of conservation.
- An understanding of some of the principles of engineering as they build temporary structures and camp equipment.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic pioneering and camping requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

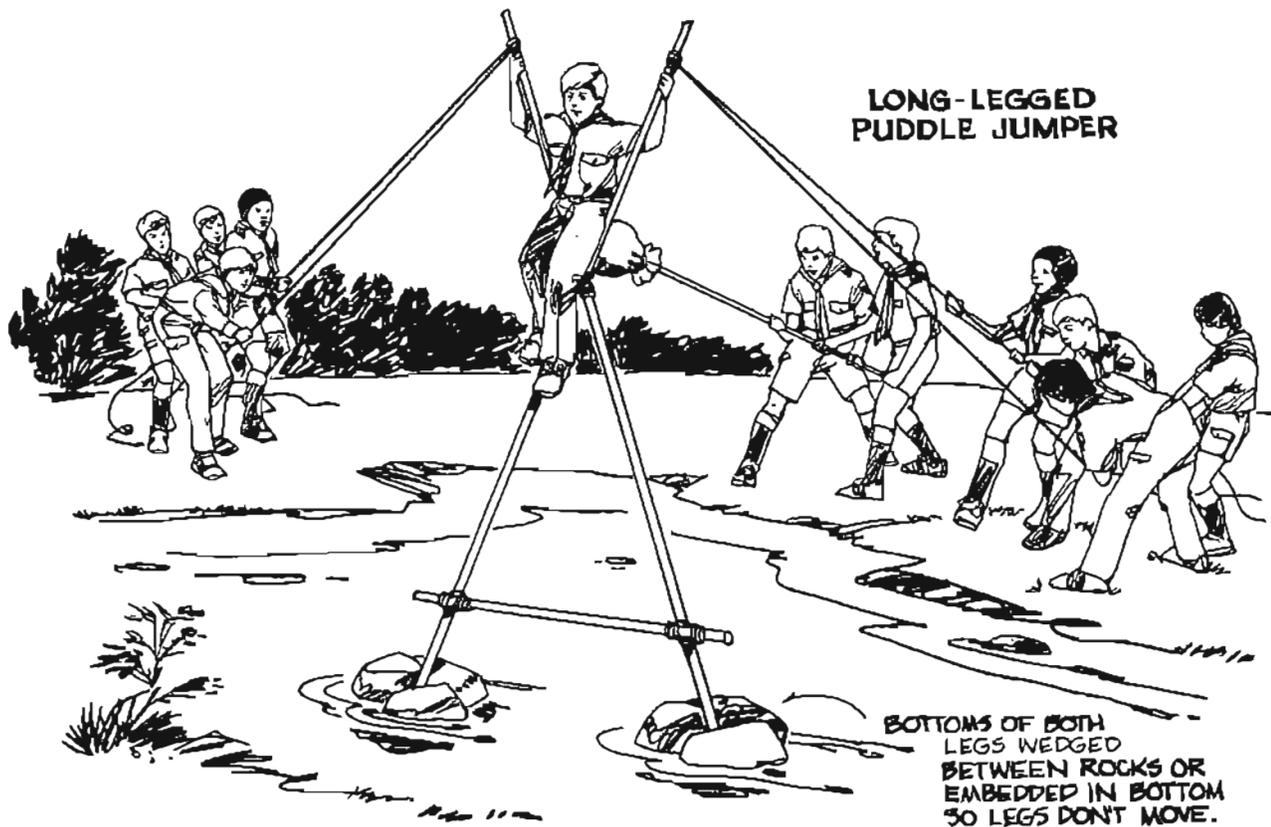
- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Pioneering and Camping merit badges this month; they should be able to complete most of the requirements. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Pioneering, Wilderness Survival, and other nature-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by:

- Asking those qualified to help with instruction for camping, pioneering, and engineering skills.
- Inviting them on the campout.
- Asking them to provide transportation to the campsites.



PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the site for the campout. Remember that you will need a supply of poles and small limbs for pioneering projects. Such materials are cut to size and available at some Scout camps. If your council's camp does not have them, make sure you can get permission to obtain suitable materials elsewhere. Do not cut trees at any site without the owner's permission.
- Plan the special activities for the campout. See the ideas on these pages. If special gear will be needed, assign someone to obtain it; seek help from the troop committee if necessary.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Practice knots and lashing, if equipment is available.
- Hold a junior leader training session on counseling (*Scoutmaster Handbook*).

FEATURE EVENT

Engineering Outing

During this campout, the troop can build pioneering projects engineered by the experienced Scouts or demonstrate various "engineering" projects. Examples: A scaled-down ver-

sion of a wind generator and how it stores energy in batteries, or a solar energy battery charger. Model rockets or cars or homes could be designed, made, and demonstrated during the campout.

CAMPOUT GAMES

Log Hitching Race

Equipment: A log, 6 inches in diameter, 5 feet long; 20 to 30 feet of $\frac{1}{4}$ -inch rope; a timepiece to time the race.

Method: In turn, each patrol ties a timber hitch and a half-hitch on the log and drags it around a turning point 50 feet away and back to the start. A judge times each performance.

Scoring: The patrol with the fastest time wins.

Lashing Relay

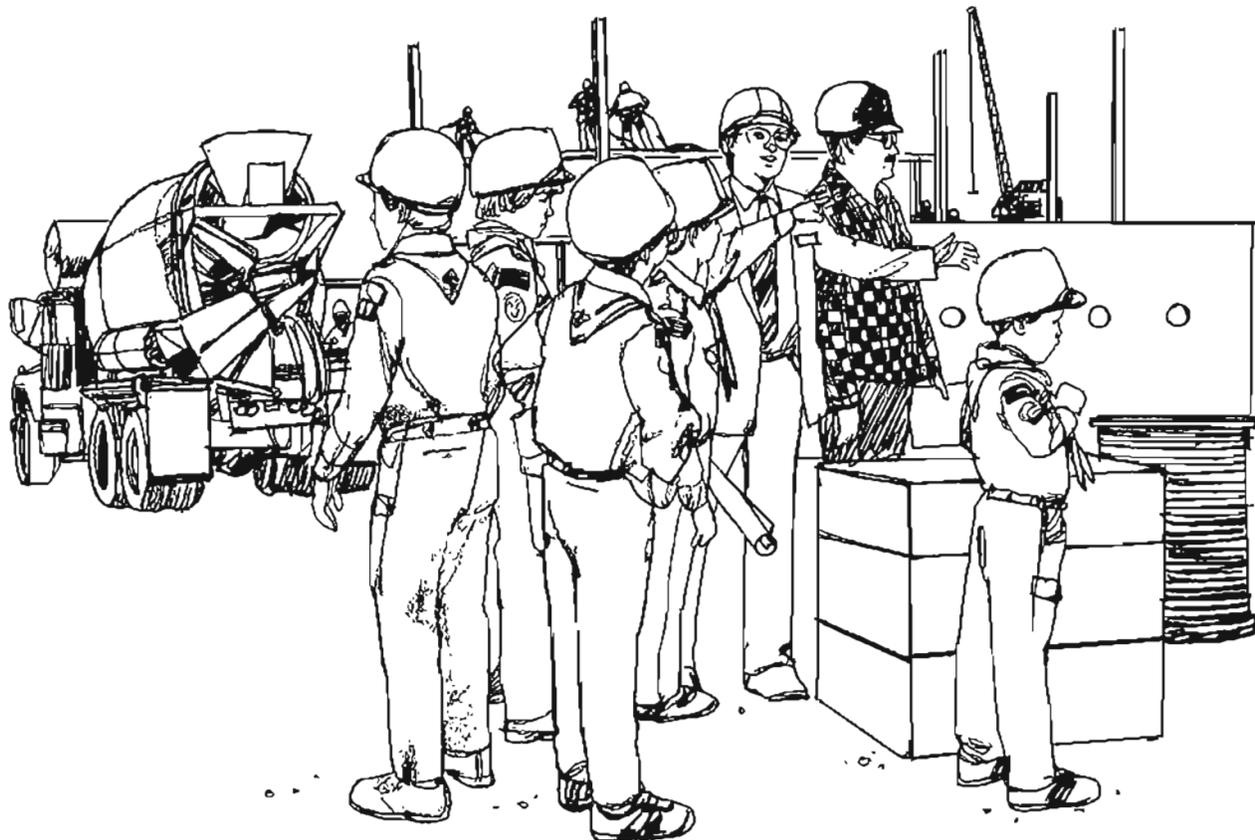
Equipment: For each patrol, lashing rope and tree spars, each about 2 to 3 inches in diameter, 8 to 10 feet long.

Method: Patrols line up, relay fashion, facing their spars and rope. A judge stands near their equipment. On signal, the first Scout in each patrol runs to the judge and is told to tie one lashing—square, diagonal, or shear. When he has completed the lashing to the judge's satisfaction, he unties the lashing and runs back to touch off the next patrol member. The relay continues until all have run.

Scoring: The first patrol finished wins.

High Hot Chocolate

Equipment: For each patrol, poles and lashing ropes for a four-legged tower that is 8 feet high with a 4' x 4' square platform



at the top; water, small pot, cup, spoon, instant chocolate mix, 2' x 2' square of plywood, sand for fire bed.

Method: Patrol assembles its tower. One member then climbs up and makes a fireplace of sand on the plywood square. He then builds a small fire on the sand, boils a cup of water, and makes hot chocolate.

Scoring: The first patrol to give the Scoutmaster a cup of hot chocolate wins.

Creativity

Equipment: Assorted spars, ropes, lashing cord, tin can (must be the same for each patrol).

Method: Using materials supplied, all patrols construct a device of their choosing to do the same job—catapult a 10-pound weight 20 feet; weigh some object; or reach across a “chasm” and retrieve an object; etc. (Leader decides on the job to be done.)

Scoring: The first patrol to do the job wins.

Variation: Patrols can make any useful device they wish. (This may be more difficult to judge.)

Takes the Mat

Equipment: None

Method: Mark a 2-foot square on the ground. Line up two patrol teams on opposite sides of the square. All players on one team should be distinguishable in some way, such as all wear shirts or all wear neckerchiefs. On signal, all players rush

toward the square and try to get as many team members as possible onto the “mat” or square and keep off opponents. Do not permit punching or kicking.

At the end of 1 minute, the team with the most members on the mat wins that round.

Scoring: One point for the winner of each round. Play about five rounds to determine the winning team.

Miniature Monkey Bridge

A properly constructed monkey bridge can span up to 100 feet. But if your Scouts are new to pioneering, start small. Have them build a monkey bridge that spans only about 10 feet.

Monkey bridge construction is explained in the *Pioneering merit badge pamphlet*.

For a bridge spanning 10 feet you will need:

- 1-inch rope, 40 feet long, for foot rope
- Two ³/₈-inch polypropylene ropes, 40 feet long, for hand ropes
- Three ¹/₄-inch polypropylene ropes, 8 feet long, for stringers
- Two ³/₈-inch ropes, 5 feet long, for holdfasts
- Four 3-foot stakes for holdfasts
- Lashing ropes
- Four 10-foot poles with 4-inch butts
- Two 4-foot poles for crosspieces
- Two burlap pads to be placed in crotches of shear legs to reduce chafing of ropes.

ENGINEERING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have some professional engineers in different fields bring in the "tools" of their trade to show what they do. These may be blueprints that show what kind of designing they do.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat the American's Creed (<i>Boy Scout Handbook</i>). 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tying clove hitch, square knot, and bowline. Do Rescue Racers ("Program Specialties" section of this book). • Experienced Scouts arrange to visit an engineering firm or engineering department in industry. Or, design several pioneering projects that could be built with Scout staves. • Older Scouts work on the Venture/Varsity program or study ropes and knots needed for rappelling (<i>Fieldbook</i>). 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If the outing will be an overnight, begin meal planning and patrol duties roster, and plan for equipment distribution and tentage needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities towards the next rank advancement.		
Interpatrol Activity _____ minutes	Reactor Transporter ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Sing "Scout Vespers" • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program features.		

ENGINEERING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts review knots practiced last week and begin learning lashings. Do Knot-Tying Relay ("Program Specialties" section of this book). • Experienced Scouts continue work on pioneering projects or visit an engineering firm. • Older Scouts work on the Venture/Varsity program or plan to catch and cook fish for a meal on the troop's outing. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on hiking and camping techniques. All other patrols continue to work on advancement activities for the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Crossing the Alligator Pit ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Sing "Scout Vespers" • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

ENGINEERING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice use and care of woods tools, and learn how to make firelays. Continue work on lashings. • Experienced Scouts make assignments to get necessary staves, spars, and ropes for pioneering projects on the campout. Or, visit an engineering firm. • Older Scouts work on the Ventures/Varsity program or assist with instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Log-Rolling Relay <i>Equipment:</i> For each patrol, one log 3 feet long and 12 inches in diameter; eight stakes set in the ground to make a course about 4 feet wide and 50 feet long. <i>Action:</i> Patrols line up, relay fashion, facing their course. On signal, the first two Scouts in each patrol roll their log through the course, using hands and feet. When they get to the turning point, they turn the log and roll it back down the course. The next pair of Scouts repeats the action, and so on until the log has been rolled up and back four times. <i>Scoring:</i> The first patrol finished wins.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.		

ENGINEERING

TROOP MEETING PLAN

Date _____ Week 4

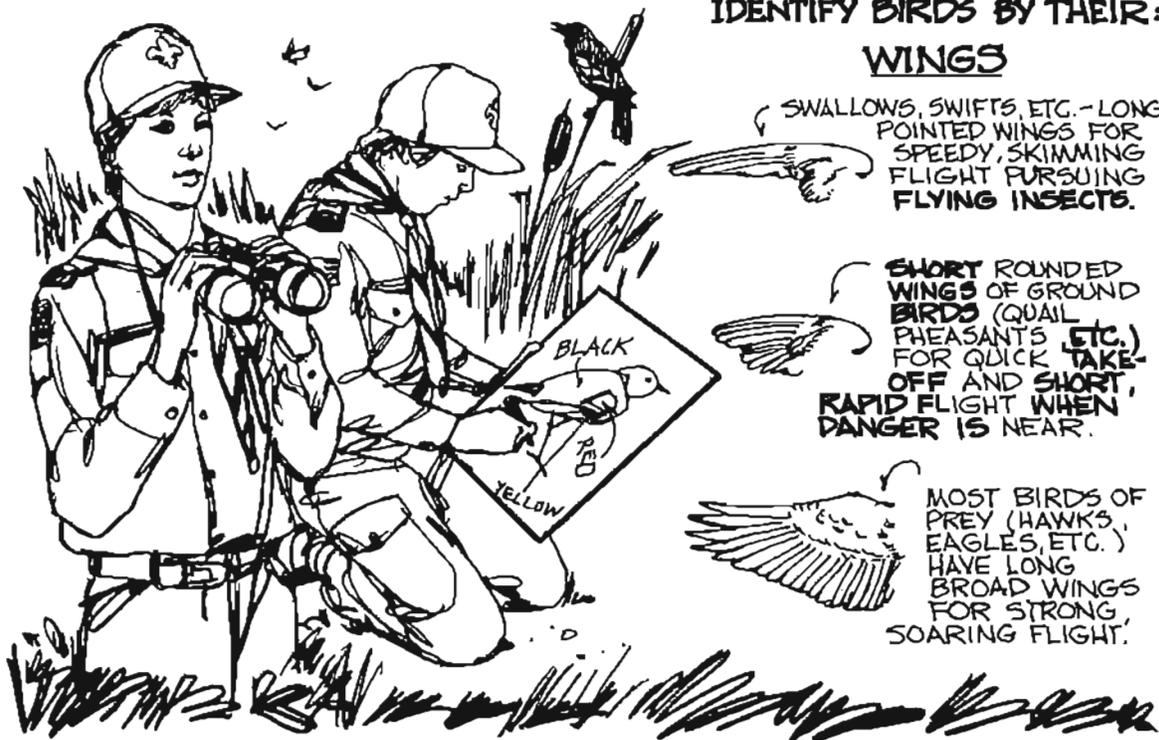
Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn the basics of tent-pitching and assisting in meal preparation. Review lashings. • Experienced Scouts finalize plans for pioneering projects and any demonstrations of engineering projects planned for the outing. • Older Scouts work on the Venture/Variety program or plan an orienteering course that could be run at the campout. 		
Patrol Meetings _____ minutes	Review plans and assignments for the hike/campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Long-Legged Puddle Jumper No time to build a bridge but you don't want to get your feet wet? All it takes are three stout spars, three lengths of lashing line, and three ropes for guy lines.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

ENGINEERING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, off-load equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30—11:30 a.m.	Engineering demonstration, pioneering projects	
12:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up	Cooks
1 p.m.	Pioneering projects, fishing derby	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9—11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Scout staves, rope, spars, troop camping equipment.	



**IDENTIFY BIRDS BY THEIR:
WINGS**

SWALLOWS, SWIFTS, ETC.—LONG POINTED WINGS FOR SPEEDY, SKIMMING FLIGHT PURSUING FLYING INSECTS.

SHORT ROUNDED WINGS OF GROUND BIRDS (QUAIL, PHEASANTS, ETC.) FOR QUICK TAKE-OFF AND SHORT, RAPID FLIGHT WHEN DANGER IS NEAR.

MOST BIRDS OF PREY (HAWKS, EAGLES, ETC.) HAVE LONG BROAD WINGS FOR STRONG, SOARING FLIGHT.

Your Scouts are growing up at a time when environmental issues are high on the list of the nation's priorities. Over the past couple of decades, there has been a growing understanding of the interdependence of all living things and how both natural and man-made pollution affect life.

In this program feature we will aim to explain the "web of life" and show Scouts how they can do their part to preserve it. Troop meeting activities will cover some of the strands of the web of life. In the process, Scouts will learn more about wildlife, trees, plants, rocks, and soil. Patrols can do some ecology projects that will enhance their understanding of the web.

The big event will be an exploration trek for some field study. The purpose will not be identification of wildlife and plants—although there is bound to be some of that—but rather to learn about food chains, how oxygen and water are cycled through the ecosystem, and how pollution affects them.

The destination for the exploration trek might be almost anywhere—a wooded area, grassland, lake or seashore, desert, or even a city park. Your council's Scout camp may be a good choice, especially if it has a good nature trail that shows some of the relationships between animals, plants, and soils.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A sense of communion with nature and God.
- Greater understanding of ecology and man's place in the natural world.
- Growing self-confidence.
- The determination to leave as few traces as possible of their outdoor adventures.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic nature/environment requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, Good Turn, first aid
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn, first aid
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping and Environmental Science merit badges this month; they should be able to complete all but the last two requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Backpacking, Wilderness Survival, Botany, Insect Life, Reptile Study, Soil and Water Conservation, Mammals, and other nature-related merit badges.

BILLS AND FEET



SEED-EATERS: (SPARROWS, CARDINALS, ETC.) SHORT THICK BILLS FOR CRACKING SEEDS.



INSECT-EATERS: SWALLOWS, FLY-CATCHERS, ETC. THAT CATCH INSECTS ON THE WING; SMALL BILLS, WIDE MOUTHS.



OTHER INSECT EATERS: WARBLERS, VIREOS, KINGLETS, ETC.; SLENDER, POINTED BILLS.



WOODPECKERS BORE INTO TREES FOR GRUBS; HAVE LONG, SHARP CHISEL-LIKE BILLS.



NECTAR-EATING HUMMINGBIRDS USE LONG, SLENDER, TAPERING BILLS FOR PROBING INTO FLOWERS.



MUD-FEEDERS LIKE DUCKS AND GEESE; BROAD, FLATTENED BILLS FOR PUSHING INTO MUD AND STRAINING OUT FOOD.



LONG, SHARP BILLS OF HERONS, KINGFISHERS, ETC., FOR CATCHING FISH.



BIRDS OF PREY: (HAWKS, EAGLES, OWLS, ETC.) SHARP, HOOKED BILLS FOR TEARING ANIMAL FOOD.



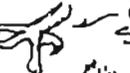
WADING BIRDS (HERONS, ETC.), LONG LEGS AND LONG SLENDER TOES.



PERCHING BIRDS (ROBINS, SPARROWS, WARBLERS, ETC.) HAVE TENDONS THAT AUTOMATICALLY LOCK THE BIRD TO ITS PERCH WHILE SLEEPING.



SWIMMING BIRDS (DUCKS, GEESE, SWANS, ETC.) LARGE WEBBED FEET.



CLIMBERS (WOODPECKERS ETC.), SPREADING TOES, STRONG, CURVED CLAWS.



BIRDS OF PREY (HAWKS, OWLS, EAGLES, ETC.), POWERFUL LEGS, STRONG FEET WITH SHARP, HOOKED TALONS FOR GRASPING PREY.



GROUND FEEDERS (QUAIL, CHICKENS, ETC.) SCRATCH FOR FOOD WITH THEIR THREE FORWARD-POINTING TOES, SMALL HIND TOE RAISED ABOVE THE LEVEL OF THE FRONT TOES.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to help with troop meeting instruction.
- Inviting parents to come along on the exploration trek.
- Asking parents to provide transportation, if necessary, for the trek.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the site for the exploration trek. Any large natural environment will do, but if you have a choice, select an area of at least 10 acres so that a Scout working on requirements 2 and 3 of the Environmental Science merit badge will have room to explore. If the area has several types of ecosystems (woods, grasslands, pond, etc.), so much the better.
- Arrange to secure permissions, if necessary.
- Decide whether the trek will be a 1-day event or a campout.
- Plan activities for the trek. Allow at least 3 hours of free time so that Scouts working on nature skills and other merit badges can make explorations. See the other ideas on these pages.
- Consider inviting an Environmental Science merit badge counselor or counselors for other nature-related badges to help with instruction at troop meetings and on the trek.
- Plan details of troop meeting activities. Review the principles of low-impact camping on these pages.
- Hold a junior leader training session on effective teaching (Scoutmaster Handbook).

FEATURE EVENT

Exploration Trek

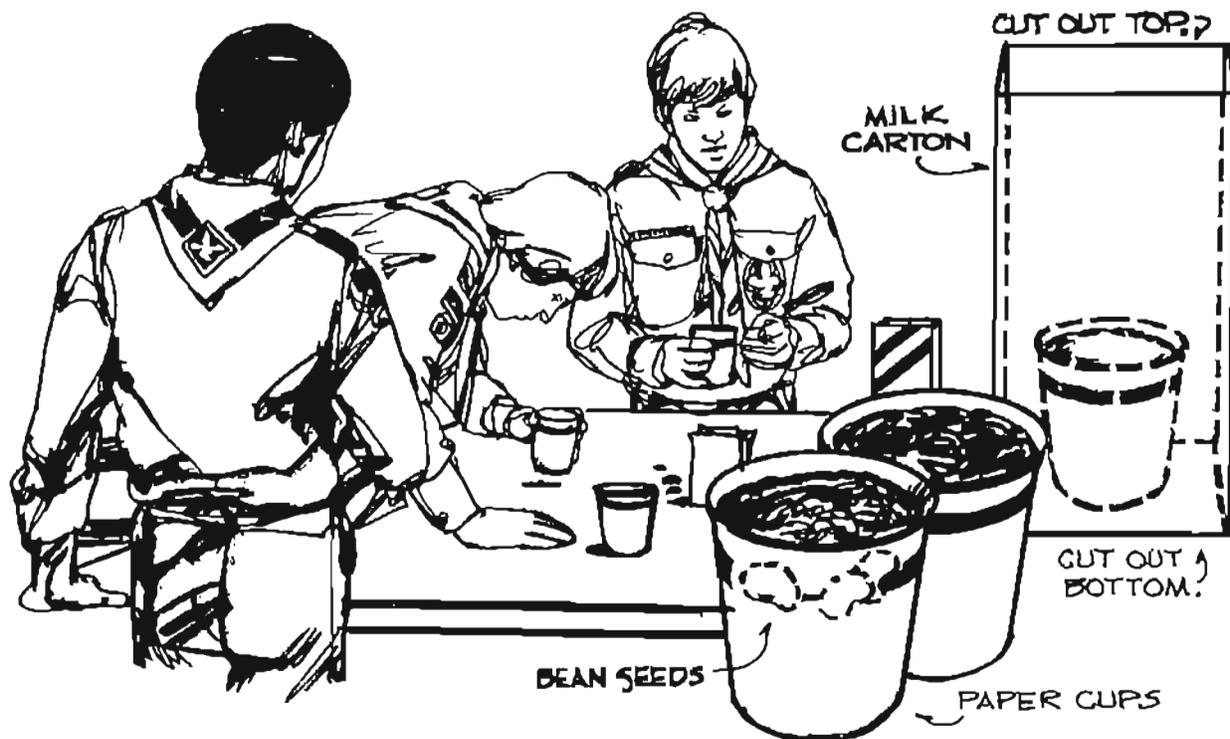
The purpose of the exploration trek is to put your "nature detectives" on the trail of the natural environment. Ask them to try to find out as much as they can about how the climate, geology, and soils in your area influence plant and animal life, and how the flora and fauna are interdependent.

This is the perfect opportunity for Scouts working on the Environmental Science merit badge to do some required field work. Their aim should be not only to identify what kind of plants and animals are in the area, but why they are there.

What they find will depend not only on the terrain but also on the time of year. Allow at least 3 hours for this exploration during your outing.

The following are a few of the kinds of questions your nature detectives may try to answer.

- Is the soil here sandy, clay, or a rich loam? What kinds of plants are growing? What does that tell you about the nutrient needs of trees and shrubs?
- A patch of bark on this tree looks a bit shredded, and some twigs appear to have been nipped off. What does that tell you about the animals in the area? (It may mean that deer or porcupines have been feeding; the height of the chewed areas may be a clue as to which animal. If it's an evergreen tree in northern states, it might have been a bear.)
- Check under a rotting log. What do you find? (Probably beetles and perhaps salamanders or other small animals.) What are the animals doing there? What will the log look like a year from now? Why?
- Why is this patch of ground eroding? Water runoff? Wind? Overgrazing by animals? What could be done to stop the erosion?
- You are on a sandy lake beach. Are you likely to spot squirrels, chipmunks, or woodchucks here? Why or why not? If



- not, what types of animals will you find?
- Under a big rock you find an ant colony. What are the ants doing? (Most are probably carrying aphids or other insects for food.) What does it tell you about ants' needs for food and shelter?
 - If you sit quietly for a long time in a field and watch for wildlife, you are likely to see quite a few birds and small mammals such as woodchucks and rabbits. Why don't you also see a lot of large birds and mammals like foxes or coyotes? What does this tell you about the relative numbers of small creatures and larger predators?
 - Here is a boulder with a crack in it. Lichens are growing in the crack. What will the boulder look like in 50 years? Why? What may have happened?
 - Here is a small hole in the ground. What is it? (Probably a burrow.) What kind of animal lives there? (If the hole is small and there is another hole nearby with a mound of dirt alongside, it's probably a woodchuck. If the hole is larger, it may be a red fox's home. If you're on the Great Plains and the burrow looks like a miniature volcano, it's probably a prairie dog.)

The exploration trek will also give older Scouts who have already earned the Environmental Science merit badge a chance to work on nature-related projects for other merit badges. Find out their interests in advance so that you can bring a supply of binoculars, insect-collecting nets, geologist's tools, etc., as needed.

The patrol leaders' council will want to plan other activities in addition to the exploration. For some ideas, see the Nature program feature.

Ecology Projects

Patrols may want to conduct their own experiments in ecology. Here are some ideas.

HOW DO PLANTS APPEAR ON BARE SOIL? Fill a box or wide-mouthed jar with potting soil from a discount store or nursery. Put it outdoors on a roof, fire escape, or window sill. Keep the soil moist. Within a few weeks, small plants will be growing in the soil (which originally contained no seeds). Where did the seeds come from?

Many plant seeds are airborne and are carried for miles by the wind.

TESTING AIR POLLUTION. If you live in a city, set out a simple pollution testing device. Use the adhesive side of a bumper sticker or coat a piece of paper with petroleum jelly. Place it on a tree, rooftop, or fire escape, sticky side up. Over the next two or three weeks, check the tester with a magnifying glass to see how many pollutant particles there are.

TESTING WATER POLLUTION. If you live in a rural area and there is a lake or stream nearby, take a small sample of the water in a large jar and let it stand for a couple of weeks. As the water evaporates, silt and other solid matter will settle to the bottom, showing whether or not the body of water is gradually silting.

WHAT DO PLANTS NEED? Fill three paper cups with potting soil. Plant three or four bean seeds about a 1/4-inch deep in each pot. Moisten the soil.

Place one cup where it will get direct sunlight each day and keep the soil moist but not soggy. Place the second cup in direct sunlight, but give it no further water. Cut the top and bottom from a milk carton and put it over the third cup. Keep the soil moist.

After 2 or 3 weeks, examine the three plants. Which one is growing best? Which one is worst? Why?

Low-Impact Camping

In recent years, outdoorsmen have begun to realize that if our wilderness is to remain unspoiled and beautiful for the next generation, they must learn to leave as little impact as possible on it. So, many backcountry hikers now take pride in their ability to pass through an area leaving very little effect on the environment. It's called low-impact, minimum-impact, or no-trace camping.

Most Scout hiking and camping is done in council camps, state parks, and other heavily-used sites that are not true wilderness areas. However, it's a good idea to teach the Scouts, particularly the older Scouts, the purpose and principles of low-impact camping. For one thing, it will reinforce the idea of good conservation. For another, they will be prepared to hike and camp in true wilderness areas.

As a practical matter, a whole troop cannot do this kind of trekking. It should only be done by small groups of experienced outdoorsmen. The types of activities that are suitable for normal Scout camping are not suitable in wilderness areas because they destroy much vegetation and often create a lot of noise.

Essentially, the idea of low-impact camping is to blend in with the environment so that hikers passing your camp would scarcely realize you are there. Here are some tips for low-impact camping.

- Have no more than 12 in the party.
- Use tents made of material that blends with the environment. Do not ditch tents.
- Pack food in burnable or pack-out containers; take and use trash bags.
- While hiking, stay on trails and do not cut across switchbacks. Select hard ground for cross-country travel; do not use muddy trails if you have a choice.
- Select campsites away from delicate plants, and camp no more than 4 days in one spot. Camp out of sight of trails, streams, and lakes.
- For fires, use lightweight backpacking stoves. However, in a heavily-used area, you can use an old fire circle, burning only small downed wood. Or dig a low-impact fire pit, as shown in the *Fieldbook*.
- Wash yourself, clothes, and cooking gear some distance from streams and lakes. Pour dishwater and wash water into a hole. Save the turf and recover the hole.
- Dig latrines 6 to 8 inches deep, at least 200 feet from camp and water. Save turf and recover the hole.
- Pack out all nonburnable trash.
- Avoid noisy games and activities.
- Avoid trampling vegetation.

ENVIRONMENT

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Ask arriving Scouts to make bird calls (<i>Boy Scout Handbook</i>). When they are acceptable, have them join in Jump the Shot ("Program Specialties" section of this book).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Each patrol gives patrol yell. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on identifying basic plants and mammals in your area (<i>Boy Scout Handbook</i>). • Experienced Scouts work on planning an environmental project for your community. This project should have a long-term impact. It could be something like tree planting or city park renovation. • Older Scouts work on the Venture/Varsity program or plan this month's troop campout to be done as a totally low-impact camp. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring for the outing. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs. Brush up on identification of plants, animals, and reptiles.		
Interpatrol Activity _____ minutes	Play Leaf Matching game ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols, repeat Outdoor Code • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

ENVIRONMENT

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn map and compass techniques (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Direction Finding Relay ("Program Specialties" section of this book). • Experienced Scouts continue work on plans for an environmental project. Who do you contact, what supplies will you need? How long will it take to complete? Can we involve any other group to help with the project? • Older Scouts work on the Venture/Varsity program or continue plans for low-impact outing. Plan a conservation project that you can do on the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue planning to work on activities on advancement for the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play What Do I Smell ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

ENVIRONMENT

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on setting up a weather station so they can monitor the weather in your area, or visit a weather-predicting facility in the community. It could be a TV station, U.S. weather service bureau, or an airport that has those facilities. • Experienced Scouts work on map and compass skills to estimate heights and widths. On your campout, use these skills to estimate heights of trees and widths of streams or gullies. Play Hunter, Gun, or Rabbit ("Program Specialties" section of this book). • Older Scouts work on the Venture/Varsity program or plan interpatrol activities for the campout. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. If it is winter, remember that normal activities in camp will take longer.		
Interpatrol Activity _____ minutes	Granny's Footsteps ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Continue work on next month's program features.		

ENVIRONMENT

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts get instruction and hints on low-impact camping techniques (<i>Fieldbook</i>). • Experienced Scouts finalize their environmental project. • Older Scouts work on the Venture/Varsity program or give instruction to the younger Scouts on low-impact camping techniques. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Nature Memory Hunt ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the troop campout. Finalize work on next month's program feature.		

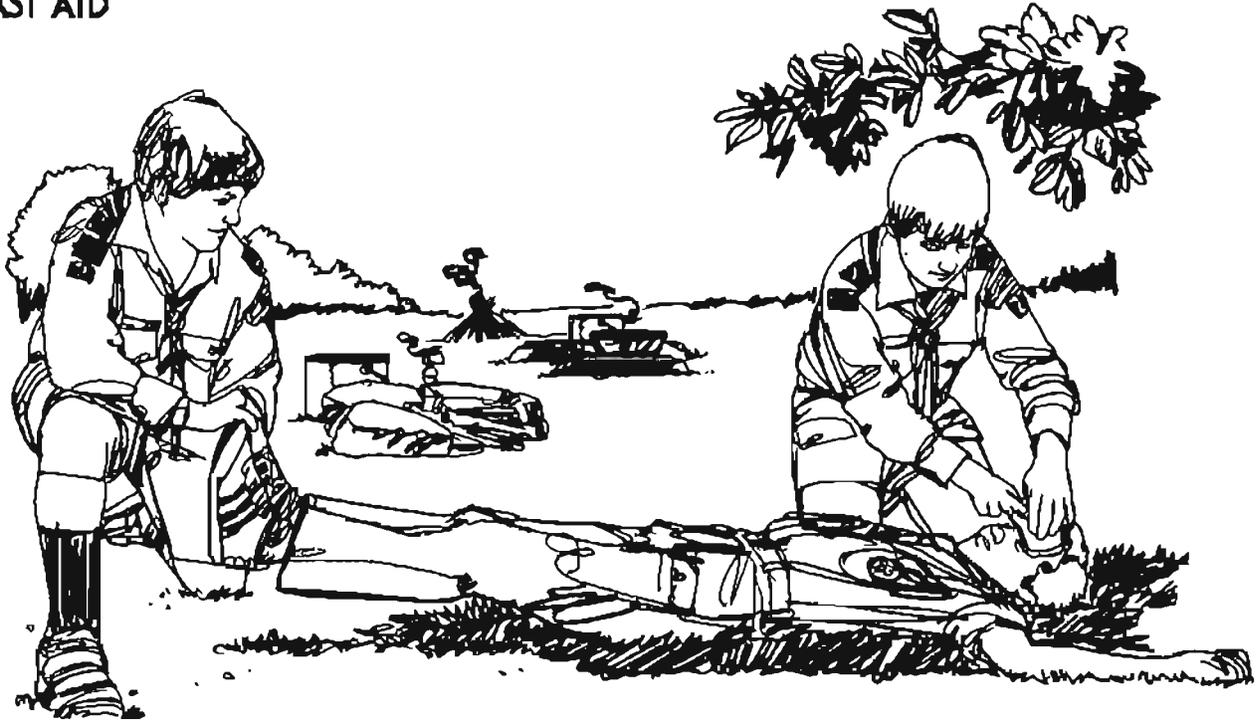
ENVIRONMENT

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for campsite. Plan only a light meal en route to the site.	SPL
	Upon arrival at campsite, unload equipment and set up patrol sites. Concentrate on getting gear stored and site set up. Gather firewood for breakfast.	
Saturday 6:30 a.m.	Cooks and assistants up, prepare breakfast. (These Scouts should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	SPL
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Stake out an area in the woods or field and observe what is taking place there.	
10 a.m.	Locate tracks of wild animals and follow the tracks to see if you can locate and observe their habitat.	
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up—free time	Cooks
1 p.m.	Patrol competitions—six games from "Program Specialties" section of this book.	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up—free time	
8 p.m.	Troop campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30 a.m.	Church service	
9 a.m.	Patrol games from "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, compass, clipboards.	

FIRST AID



In accepting the Scout Oath, the Scout pledges to help other people at all times. Sometimes all that is required to do that is an observant eye to spot a person who could use some assistance, and the willingness to give it.

But sometimes, especially when a person is ill or injured, it takes skill and knowledge, too. That's why Boy Scouts have been learning first aid since the earliest days of the Scouting movement.

That's also why this program feature is so important. It will give the Scout the know-how that could be vital in an emergency, and it will also give him the confidence that comes from knowing that he is prepared for trouble.

Troop meeting activities should focus on first aid skills. Younger Scouts will work on first aid requirements for Tenderfoot through First Class. Experienced Scouts will concentrate on the more advanced skills required for the First Aid and Emergency Preparedness merit badges.

The big event will be disaster day. Patrols will face some realistic emergency situations requiring first aid skill, decision-making, and teamwork. The disaster day might be the highlight activity of a weekend campout, or it might be a public display of first aid in a local park or shopping center.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An understanding that the pledge "to help other people at all times" requires skill as well as goodwill toward others.
- A good grasp of the fundamentals of first aid for life-threatening injuries and for many other less serious injuries.
- Confidence that they will be able to act rationally in an emergency.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic first aid requirements through First

Class. Depending on whether the disaster day is part of campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn, first aid
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn, first aid
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law
- Physical fitness—Drug awareness

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn, first aid
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the First Aid and Emergency Preparedness merit badges this month; they should be able to complete all but the last two requirements. Depending on activities during the disaster day, and whether it is a campout, they may also complete requirements in Cooking, Hiking, Camping, and Lifesaving.

PARENT PARTICIPATION

The patrol leaders' council may involve parents in the program features this month by:

- Asking qualified parents to help with first aid instruction.
- Inviting parents to the disaster day event.
- Asking parents to provide transportation, if necessary, for disaster day.



PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at the PLC meeting after each troop meeting.

- Decide whether the disaster day will be a single event or the highlight of a campout. Choose a site and assign someone to secure permissions, if needed.
- Either plan the "emergency" situations the patrols will face on disaster day, or, if you want complete surprise, assign an adult leader to plan them. See these pages for sample emergencies.
- Ask the patrol leaders to inventory their patrol's first aid supplies and report deficiencies. Ask for help from the troop committee if equipment is needed.
- Urge patrol leaders to have their Scouts practice first aid for shock and "burry cases" before the first troop meeting.
- Invite First Aid and Emergency Preparedness merit badge counselors to help with troop meeting instruction and to serve as judges of patrol performance on disaster day.
- Plan details of troop meetings for the month. Assign patrol demonstrations covering skills needed for disaster day.
- Hold a junior leader training session on communicating (*Scoutmaster Handbook*).

FEATURE EVENT

Disaster Day

This big event could take several forms. It might be:

- The highlight of a campout, during which the patrols are confronted with several unexpected emergencies requiring a search for victims as well as first aid and a decision on whether to transport them.
- A fairly simple afternoon exercise of first aid tests, either in the woods or in town.
- A public demonstration of first aid in a local park, shopping center, or vacant lot.

- A "surprise" call at an unannounced hour for the troop to mobilize and be prepared to handle first aid for the "victims" of a disaster.

The patrol leaders' council should decide how to set up the disaster day. Whatever is chosen (except for the public demonstration), the patrols would be presented with a series of first aid problems that are as realistic as possible. Use realistic makeup on your "victims" to stimulate real injuries. The "victims" might be troop committee members or Webelos Scouts from your partner Cub Scout pack.

Make the emergencies as realistic as possible, too. If, for example, disaster day is held in the woods and one of the "victims" is supposed to have fallen down a steep embankment and been knocked out by hitting his head on a rock, that's where he should be found. You might want to have one of the "victims" lost as well as injured so that the patrol must organize a lost-person search as explained on pages 18-20 of the *Emergency Preparedness merit badge pamphlet*.

The following are sample emergencies.

PROBLEM 1. A Scout who has been working on a signal tower on a hot, humid afternoon leaves to help with supper. Near the cooking fire, he suddenly becomes dizzy and nauseous and falls. As he falls, his right hand goes into a pan of hot grease. His face is moist and he is barely conscious.

[Correct response: (1) Move him from the fire to a cool spot. (2) Treat for heat exhaustion; raise feet, loosen clothing, apply wet, cool cloths to his head, fan him. (3) Apply sterile dressing and bandage to the burned hand and wrist; or, if there are no broken blisters, immerse hand and wrist in cold water. (4) Transport victim to medical care.]

PROBLEM 2. A hiker has tumbled down a steep ridge. You find him unconscious with a large bump growing above his left temple. His right leg is bent under him and the ankle seems deformed. A cut on his left wrist is spurting blood.

[Correct response: (1) Send for ambulance. (2) Check for stoppage of breathing. (3) Control bleeding on wrist by hand



pressure over a sterile compress. (4) Check for broken neck or back; avoid moving him if there is doubt. (5) Treat for shock. (6) Immobilize right leg by applying splint. (7) When bleeding at wrist is controlled, apply a sterile dressing and bandage.]

PROBLEM 3. Victim is found along the shore of a stream. He has apparently fallen and struck his head on a rock. There is a 3-inch gash across the top of his head, and his breathing is shallow and irregular.

[Correct response: (1) Send for ambulance. (2) Give rescue breathing, but don't tip head back because of the possibility of a neck fracture. (3) Treat for shock. (4) Control bleeding from head wound with a sterile compress. (5) Avoid moving him until paramedics arrive.]

PROBLEM 4. A boy is found unconscious near a large fallen tree branch. His right leg between the knee and hip is bleeding and is turned at an unusual angle. There is blood on his chest and face.

[Correct response: (1) Send for an ambulance. (2) Apply direct pressure to stop bleeding. (3) Immobilize leg with a splint. (4) Treat for shock by keeping victim warm and elevating uninjured leg. (5) Cover lacerations and abrasions on chest with sterile dressings.]

PROBLEM 5. The victim is found seated at the foot of a tree. One 'pants' leg is pulled up and he is looking at his bare calf. He says, "I've been bitten by a snake!" You notice blood oozing from two dotlike punctures about 3/4-inch apart.

[Correct response: (1) Apply constriction band above wound. Urge victim to stay calm and move as little as possible. (2) Improvise a stretcher or use a two-man carry to

get him to a vehicle for transportation to a hospital. If the snake is seen nearby, kill it and bring the body along so that hospital attendants can identify the species.]

PROBLEM 6. A young boy is found wandering near a stream, mumbling to himself. His clothes are wet, and he is shivering uncontrollably. Blood is oozing from a wound on his head. [Correct response: (1) Treat for hypothermia by stripping off his wet clothes and getting him into a dry sleeping bag or blankets. (2) Treat for shock. (3) Stop bleeding with a sterile compress directly on the wound. Keep wound covered. (4) Transport him to medical care.]

For each problem, there should be a knowledgeable judge on hand to assess the patrols' performance. Patrols may be scored on a scale of 0 to 5 for each of these questions:

- | | |
|---------------------------------------------------------------------------------------------------------------|--------------|
| | Patrol score |
| 1. Did the patrol act positively? | _____ |
| 2. Did the patrol leader supervise adequately? | _____ |
| 3. Did the patrol correctly identify the injuries? | _____ |
| 4. Did each Scout do a specific job? | _____ |
| 5. Was the patrol's first aid correct? | _____ |
| 6. Was the victim treated for shock? | _____ |
| 7. Was the patrol correct in deciding whether to move the victim? If victim was moved, was it done correctly? | _____ |
| 8. Was the call for help done properly? | _____ |

Total _____

EMERGENCY

This is a troop meeting exercise to test the patrols' ability to use good judgment, work together, and take emergency action. As Scouts arrive at the meeting place they join their patrols. The patrol leader is then given a problem, either verbally or in written form. Under the leadership of the patrol leader, the Scouts gather appropriate equipment and take action. Here are some sample emergencies:

Patrol No. 1. "Scoutmaster Smith has fallen into the river somewhere between 4th and 18th Streets and hurt his leg. The caller who told us about it said it happened near a dock where there is a cabin cruiser. Find him and help him."

Patrol No. 2. "Troop Committee Chairman Jones is directing traffic at an auto accident he saw while on his way to the troop meeting. He wants your patrol to help. The kid he sent to tell us about it doesn't know exactly where the accident is, but he said there is a gift shop nearby and a traffic light at the corner."

Patrol No. 3. "We've just had a phone call that Assistant Scoutmaster Johnson fell into a narrow, 8-foot-deep excavation for a water line. He can't get out and may be injured. The caller hung up before telling us where the ditch is. Find Mr. Johnson and help him."

Patrol No. 4. "Assistant Scoutmaster Goldberg has been bitten by a snake at a municipal park. The person who told us said he is somewhere near a Little League diamond. Go help him."

For each case, the assigned patrol should gather the necessary equipment before leaving. When they find their assigned person, they should give first aid as necessary, or assist in other ways. (Victims, of course, do not have to fall in excavations or rivers. They may be merely standing by.) When all patrols have returned, gather and conduct a critique of their response by leaders and the Scouts themselves.

FIRST AID

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have Scouts demonstrate first aid for shock or one of the "hurry cases" (<i>Boy Scout Handbook</i>). Then join in a game of Poison (<i>Scoutmaster Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into single-rank formation. • Hold uniform inspections. • Repeat Scout Oath and Law. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic first aid and Heimlich maneuver. • Experienced Scouts practice bandages and begin CPR instruction. • Older Scouts work on the Venture/Varsity program or instruct the younger Scouts in basic first aid techniques. 		
Patrol Meetings _____ minutes	Discuss plans for the disaster drill this month and make sure everyone knows their assignments. Each patrol needs to start practicing the first aid problems they will be facing during the drill. Plan activities to work on advancement. Make sure that those Scouts who have not completed their requirements for flag ceremonies and community service projects have help in working on these requirements.		
Interpatrol Activity _____ minutes	First Aid Baseball ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Repeat Scout benediction • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the disaster day. Begin work on next month's program feature.		

FIRST AID

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice bandaging. Do Arm Sling Relay ("Program Specialties" section of this book). • Experienced Scouts continue to work on CPR. • Older Scouts work on the Ventura/Varsity program or work with younger Scouts on first aid basics. 		
Patrol Meetings _____ minutes	Review assignments for the disaster drill. Practice interpatrol activities. Have you taken a patrol hike lately?		
Interpatrol Activity _____ minutes	Do Stretcher Relay ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop disaster day. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

FIRST AID

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic first aid for punctures and sprains (<i>Boy Scout Handbook</i>). • Experienced Scouts continue work on CPR. • Older Scouts work on Venture/Varsity program or work on first aid with younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the plans for the disaster drill. Make sure everyone knows the time and location for the event. Practice inter-patrol activities.		
Interpatrol Activity _____ minutes	Steal the Bacon ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minuta • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and disaster drill. Continue work on next month's program feature. Have you planned a family outing lately?		

FIRST AID

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts use the first aid problems to test their skills. ("Program Specialties" section of this book). • Experienced Scouts continue work on CPR. • Older Scouts work on the Venture/Varsity program or practice a realistic first aid maksup for the disaster drill. 		
Patrol Meetings _____ minutes	Make sure everyone has the plans for the disaster drill. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Ice Accident ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute ▪ Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for disaster drill. Finalize work on next month's program feature.		

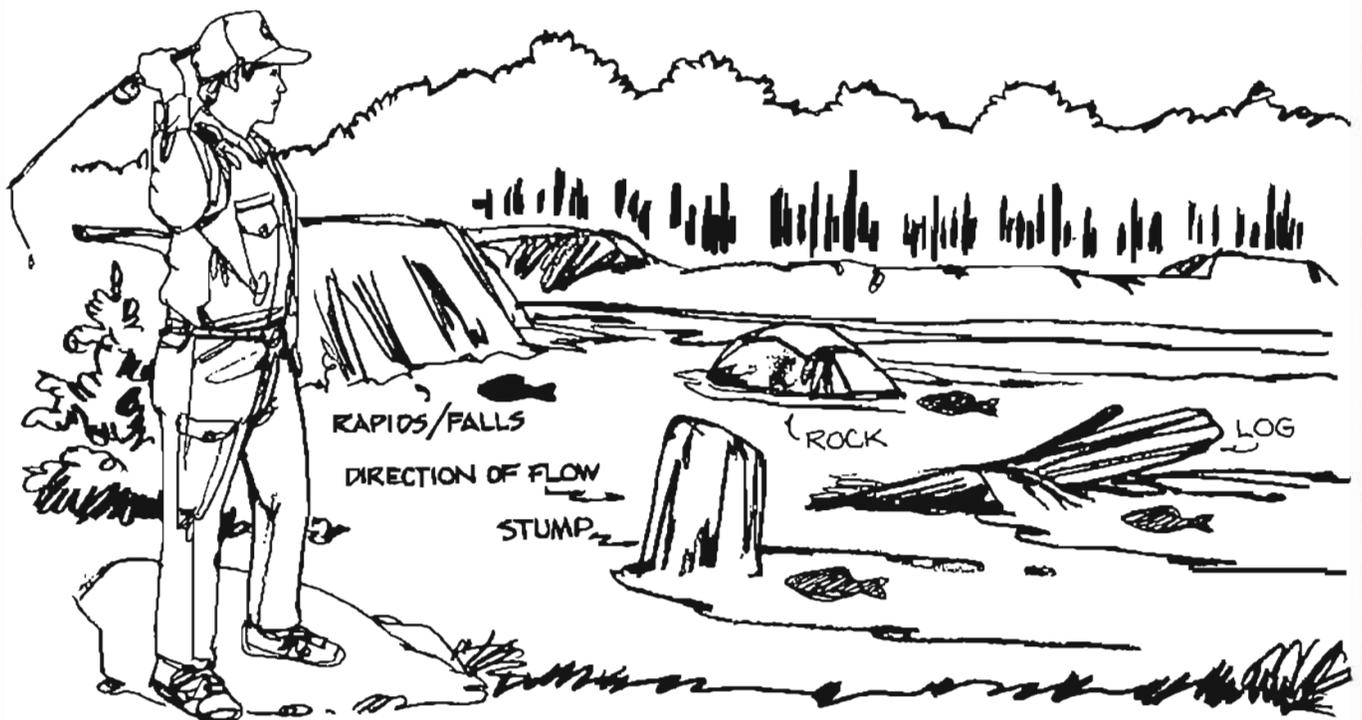
FIRST AID

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
9 a.m.	Arrive at location for disaster drill. Set up necessary materials.	PLC/SPL
9:30 a.m.	Troop arrives.	
10 a.m.	Begin problem solving.	
11:30 a.m.	Sack lunch	
12:30 p.m.	Continue problem solving.	
4:30 p.m.	Present awards, return home.	
Special equipment needed	First aid supplies	

FISHING



WHERE TO FIND FISH IN A STREAM

Give a boy some line and a hook and let him go fishing and he can have endless fun. The sport of fishing can be done with a simple cane pole or a fancy graphite pole and special reel.

What a great way to have a weekend outing! You can catch your supper and prepare it (but take along some hot dogs, just in case). You can have fun, learn about nature, and have the thrill of preparing something you caught.

This program is an excellent way to have a family weekend outing. Everyone can participate, or it might be a chance for a Scout and one parent to get to know each other better. Your Fishing Frolic weekend can be a super event, regardless of how you plan it.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- The knowledge and skills to be comfortable in camp.
- A sense of communion with nature and God.
- Greater respect for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping requirements through First Class. Depending on whether the outing includes a campout, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping and Fishing merit badges this month; they should be able to complete many of the requirements. Depending on activities during the outing, they may also cover requirements in Cooking, Hiking, Pioneering, Wilderness Survival, and other nature-related merit badges.

PARENT PARTICIPATION

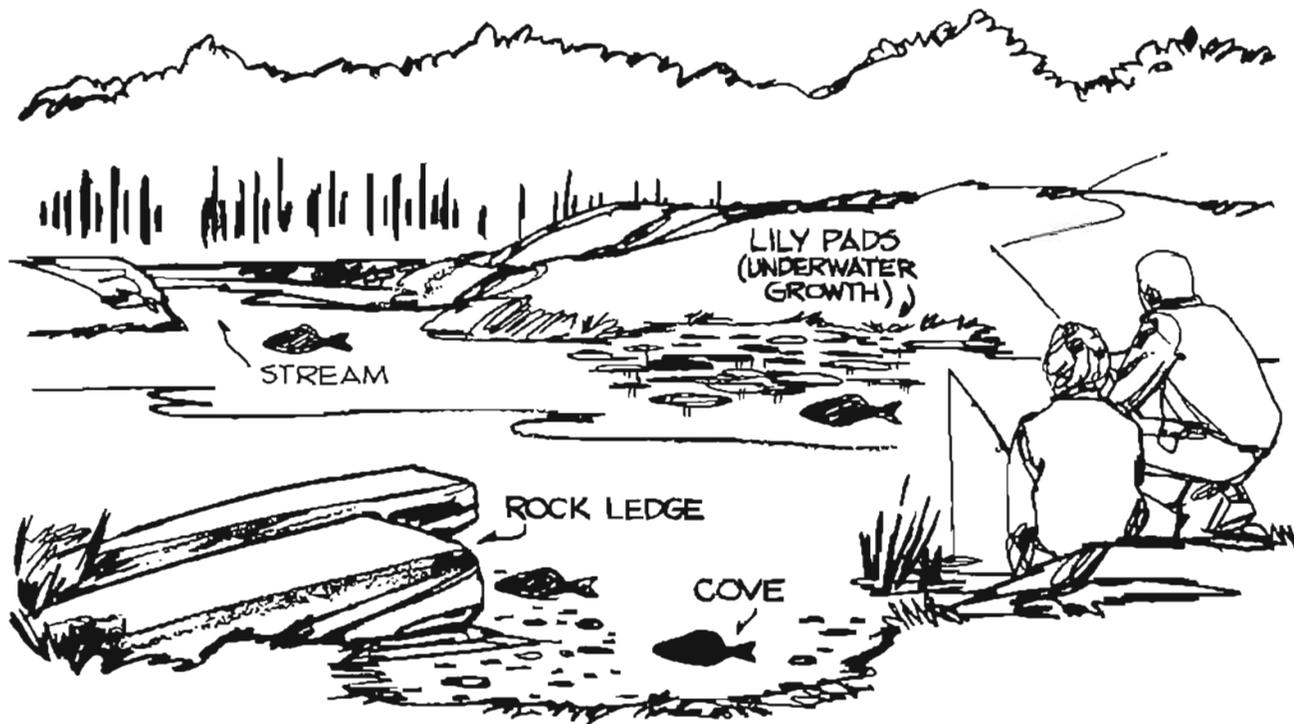
The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for fishing skills.
- Inviting parents and family members on the outing.
- Asking parents to provide transportation to the starting point for the backpacking trek into camp, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the site for the Fishing Frolic. If permission will be needed, assign someone to secure it.



WHERE TO FIND FISH IN A LAKE

- Plan the special activities. See the ideas on these pages. If gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the Fishing Frolic. For example, assignments might be:
 - Patrol A—Fly fishing
 - Patrol B—Casting
 - Patrol C—Lures
 - Patrol D—Cleaning your fish
- Hold a junior leader training session on understanding the needs of the group.

FEATURE EVENT

Fishing Frolic

The first thing to remember in planning the highlight event is that the fun of fishing is a relative thing. For the 11-year-old who has never caught a fish, a 5-inch sunny, a perch, or even a small flounder or snapper can be a thrill. For the old-timer, a veteran of battles with 3-pound trout, 5-pound smallmouths, and 8-pound blues or stripers, a 7-inch bluegill can still be fun on a light fly rod with a hair-fine leader and mosquito-sized dry fly. The thrill will be even greater if he is with his parent.

Planning Fishing Activities

You don't have to catch big fish to have fun fishing. You don't even have to catch fish at all to work up a good month's program. In fact, you don't have to get out of the school gym or church basement to teach boys some of the elements of how to catch fish. But, naturally, you will want to go outside if it is at all possible to do so.

The purpose of this program feature is threefold. First, the purpose is to introduce fishing to the Scout so they will learn enough fundamentals to have fun and perhaps develop a hobby that can last the rest of their lives. Fishing is one of the most relaxing sports there is, and in this day of high-pressure living, when we run to catch an elevator even though another will be going up in 1 minute, more fishermen would probably mean fewer ulcers and coronaries.

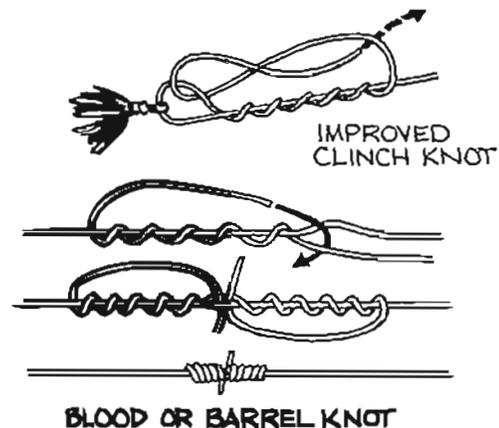
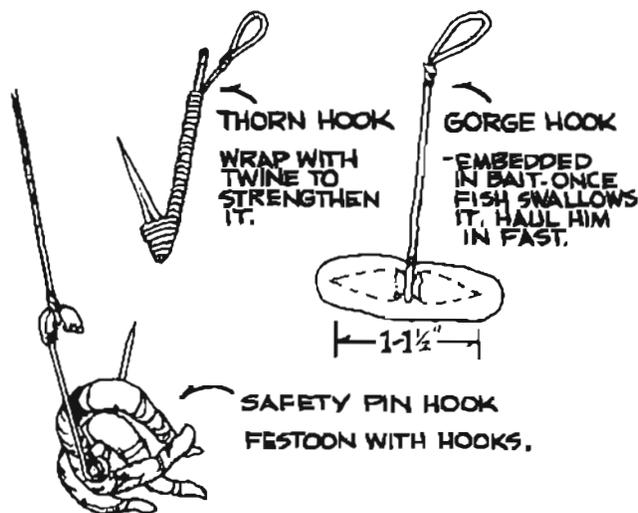
Another purpose is to emphasize the idea that fishing is a sport and not necessarily a source of meat in the pot. The fisherman who goes out to catch the limit or stock his freezer rarely has fun. But, if his objective is to have fun in the outdoors on stream, lake, or bay, enjoying the world of nature to the fullest, catching fish is an extra dividend to a healthful day.

The third purpose is to teach good sportsmanship and outdoor manners. The use of the American outdoors is increasing at a tremendous rate. Millions upon millions flock each year to America's waterways to fish, swim, water ski, or go boating. Good sportsmanship and outdoor manners are essential if all of these waterways are to remain open for public use and support such a variety of recreation.

Projects for Patrols

The following projects are designed to be used at patrol meetings and for demonstration by patrols at troop meetings.

FISH IDENTIFICATION. The best way to learn to tell one fish from another is to use some real, honest-to-goodness, recently caught fish. The second best way is to use good color pictures such as those found in fishing tackle catalogues and in state conservation department pamphlets. Catalogues may be obtained at fishing tackle shops or by writing to manufacturers. You may find help from your local conservation agent or game protector, or by writing to your state conservation department.



After the Scouts learn to identify most local fish, organize an identification contest.

FISHERMAN'S KNOTS. Usually, the weakest link between fish and fishermen is the knot used to tie leader to hook, leader to line, or to connect two pieces of leader. Some knots won't slip, but they break faster than others. The blood knot for tying two pieces of monofilament or nylon leader to a hook or snapswivel; the perfection loop; and the line-to-leader knot are easy to tie and have been developed for present-day synthetic lines. (See the Fishing merit badge pamphlet for how to tie these knots.) In learning to tie them, while practicing and during games, use the real thing—monofilament line or leader, not string or rope.

LIVE AND ARTIFICIAL BAITS. Live bait can be a couple kinds of worms, grasshoppers, crickets, grubs, hellgrammites, crayfish, minnows, clams, crabs, or other animals. Artificial baits run from dry or wet flies, streamers, bucktails, and nymphs aimed more at attracting fishermen than fish. Each has its use and place. In this project, make up an exhibit of different kinds of live and artificial baits with notes on how to use them and the fish they are intended for. Get the help of a fishing tackle dealer or accomplished fisherman.

FISHING REGULATIONS. While the trend is toward fewer regulations—open seasons, size limits, creel limits, time of day—there are still regulations everyone must know. Write to your state conservation department or ask a fishing tackle dealer, license issuing agent, or game protector for a folder about regulations. Learn the regulations and then explain them to the troop.

HOW FISH LIVE. Get help from a fishing expert or conservation agent, or refer to the Fishing merit badge pamphlet. Make a chart of a local lake, river, stream, or bay showing where fish are likely to be found in spring or summer; morning, afternoon, or evening; and on hot or cool days. Different fish have different preferences, and unless you fish in the right place at the right time, you'll quickly find out why 10 percent of the fishermen catch 90 percent of the fish.

CARE OF TACKLE. Refer to the Fishing merit badge pamphlet and get help from your tackle dealer in order to demonstrate oiling and cleaning a reel, sharpening hooks, rejuvenating feather lures with steam, repairing or replacing windings on a rod, varnishing a rod, tightening ferrules, replacing guides, checking line for weak spots, and replacing hooks on lures.

SURVIVAL SKILLS IN FISHING. Use milkweed fibers, the inner bark of elm, hickory, and basswood, or other natural fibers (or even an unraveled handkerchief, neckerchief, or shirttail) to twist 10 feet or more of line. Make a gorge hook, safety-pin hook, or thorn hook and tie it to the line.

TROOP DEMONSTRATIONS. For each demonstration, try to have enough tackle on hand for each Scout to have a chance to practice. You will also need enough tackle for contests and games.

During each demonstration, have the expert explain the tackle and how it works, show how to rig it up, and discuss the advantages and disadvantages of the type of casting being shown. Have him emphasize the importance of safety when casting overhand from a boat or pier.

GAMES AND CONTESTS. This fishing program feature lends itself to numerous games and contests. Here are some ideas:

1. Cast at bike tire, trash can top, hoop, or other target. Bull's-eye counts ten. Subtract one point for each foot the lure lands away from the target. Each patrol member casts once. The patrol with the highest score wins.
2. Mount specimens of live and artificial baits, with each one numbered. The purpose is to identify the baits and name the fish for which they are intended.
3. Mount pictures of fish found locally. The purpose of the game is to identify each fish, tell what bait to use, and where you expect to find the fish.
4. Provide each patrol with spool of thread. The first patrol to make 10 feet of four-strand twisted line wins the game.
5. Provide each patrol with four hooks, four pieces of monofilament line, and four pieces of bait-casting line. The first patrol to connect four sets of line to leader to hook with correct knots wins the game.

FISHING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Invite an expert fisherman to demonstrate fly-casting methods. Let Scouts practice.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Assemble troop. • Have a Scout tell in his own words what trustworthy means. • Present colors. • Recite Pledge of Allegiance. • Repeat Outdoor Code. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic first aid and basic fishing techniques. • Experienced Scouts become familiar with various kinds of poles, rods, and reels for fishing. • Older Scouts work on the Venture/Varsity program or plan a 50-mile canoe trip that could begin or end where the troop plans its outing this month. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what to bring and their assignments for the campout. The new Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on.		
Interpatrol Activity _____ minutes	<p>The Tangle Knot Two patrols try this together so that you have a group of 10 to 18 Scouts. Tell them to form a tight circle. Have everyone close his eyes and extend both hands into the center of the circle. Ask each Scout to grasp the hand of another person in each of his hands. When each hand is grasping another hand, tell the Scouts to open their eyes and listen to the explanation of the objective.</p> <p>Object: Without letting go of hands, the group is to unwind, freeing themselves from the seemingly impossible knot and forming a circle.</p> <p>Rules:</p> <ol style="list-style-type: none"> 1. Hand-to-hand contact may not be broken in unwinding the knot. Grips may change and palms may pivot on one another, but contact must be maintained. 2. When the group is finally arranged in a circle, some individuals' arms may be crossed. This is part of an acceptable solution. 3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle. 		

Activity	Description	Run by	Time
<p>Closing</p> <p>_____ minutes</p> <p>Total 90 minutes of meeting</p>	<ul style="list-style-type: none"> • Assemble troop • Recite Scout benediction ▪ Scoutmaster's Minute • Retire colors 	<p>SM</p>	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the Fishing Frolic. Begin work on next month's program feature.</p>		

FISHING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tent pitching and making a ground bed (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Tent Pitching Contest ("Program Specialties" section of this book). • Experienced Scouts become familiar with types of lures and baits you will be using on the outing. Also learn how to clean fish. • Older Scouts work on the Venture/Varsity program or assist as instructors for younger Scouts, or continue work on canoe trip planning. 		
Patrol Meetings _____ minutes	<p>Review assignments for outing. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.</p>		
Interpatrol Activity _____ minutes	<p>Play Sloppy Camp ("Program Specialties" section of this book)</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.</p>		

FISHING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts work on clothing and equipment needed for a troop campout and become familiar with troop camping gear. If possible, set up a dining fly and pitch a troop tent outside your meeting area. Also learn what to do if you get lost (<i>Boy Scout Handbook</i>). • Experienced Scouts make arrangements for boats and bait. • Older Scouts work on the Venture/Varsity program or assist in planning for the outing. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts might plan to take pictures at the campout to add to your troop's scrapbook, or plan to shoot slides to show at your next family gathering.		
Interpatrol Activity _____ minutes	Do one or more of the games in the "Program Specialties" section of this book.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features.		

FISHING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on fire-building techniques and learn the basic fishing knots used in tying lures. • Experienced Scouts get maps of waters you will be fishing on. Determine the best locations for the type of fish you are going out for. Check to make sure no one needs a fishing license. Check on proper safety equipment for the boats. • Older Scouts work on the Venture/Varsity program or assist new Scouts and troop guide with fire-building practice. 		
Patrol Meetings _____ minutes	Review plans and assignments for the outing. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Remote Clove Hitch Tying ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

FISHING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Leave for fishing area	SPL
Noon	Sack lunch	
1:30 p.m.	Continue fishing	
5:30 p.m.	Start supper preparation—clean fish	Cooks
8:30 p.m.	Supper	SPL
7 p.m.	Clean up meal.	Cooks
8:30 p.m.	Campfire	
9:30 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—Older Scouts do orienteering course planned for this campout; younger Scouts play four games from the "Program Specialties" section of this book, or go fishing.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, fishing equipment, troop camping equipment.	

FORESTRY

DIAMETER TAPE AND CRUISING STICK

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential to figure the amount of wood in a tree. To measure tree diameter:

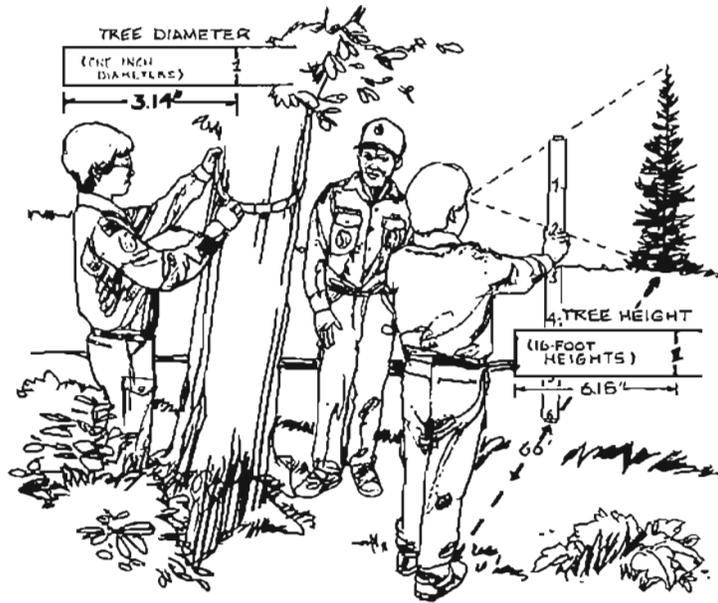
1. Cut a strip of flexible paper about $\frac{1}{2}$ -inch wide and 45 inches long.
2. Begin at one end of the paper strip and make ink marks $3\frac{1}{4}$ inches apart. Number these marks consecutively starting with No. 1 on left end of tape. (Three and one-quarter inches on your tape is equal to one inch of tree diameter.)
3. To measure tree diameter, wrap tape around tree at chest height, $4\frac{1}{2}$ feet above the ground. Diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

To measure tree height:

1. Glue a strip of hard paper or cardboard on one side of a yardstick.
2. Begin at one end and make marks 6.15 inches apart with black ink.

3. Label the first mark "1," second mark "2," and so on.
4. To measure tree, stand 66 feet from it; hold arm out horizontally and stick perpendicular to ground at arm's reach, about 25 inches from eyes, as shown. Slide stick up or down until top of stick is in line with top of tree. Without moving head, sight to

bottom of tree (keep stick perpendicular) and note place on stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is two, as in the illustration, then there are two 16-foot lengths. The tree is 32 feet high—two times 16 feet.



A prominent government official once said that we couldn't afford to gain the vastness of space and lose the earth in the process. The implications of this statement point to the ever-increasing importance of preserving the earth's natural resources in the space age.

Satellites, jet planes, and atomic energy all assume a greater importance each day. But the manpower that produces and operates these machines is still dependent upon the soil of the earth for food. The machines themselves can be produced only with the help of vast supplies of clean water—water that comes in part from well-managed forest watersheds.

Every Scout should know the importance of all natural resources and of the interdependence of forest, range, soil, water, and wildlife.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God.
- A greater understanding of how pollution affects the natural world and how Scouts can help to stop it.
- A strengthened resolve to do their "duty to country" through good conservation practices.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic nature and camping requirements

through First Class. Depending on troop meeting and campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Nature, Camping, and Forestry merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Mammals, Geology, Fish and Wildlife Management, Insect Life, Botany, and Wilderness Survival.

3-D TREE DISPLAY



1. CHECK FORESTRY MERIT BADGE PAMPHLET TO LEARN PRODUCTS FROM TREES.
2. CUT OUT TREE SHAPE AND MOUNT ON HEAVY CARDBOARD.
3. CUT OUT THE CHART SECTIONS WHICH LIST THE FOREST PRODUCTS WE GET FROM THE RESPECTIVE PARTS OF A TREE. MOUNT THESE SECTIONS SEPARATELY ON CARDBOARD.
4. USE AN OPEN FRONT CARDBOARD OR EXHIBIT BOX ABOUT 4 x 2 x 3 FEET. MOUNT THE TITLE "WHAT WE GET FROM TREES" AT THE TOP OF THE OPEN FRONT.
5. FASTEN THE TREE INSIDE THE BOX. HANG THE SEPARATE CARDBOARD SECTIONS FROM THE BOX TOP WITH WIRE. STRING COLORED KNITTING YARN FROM THE CARDBOARD SECTIONS TO THE PART OF THE TREE THAT PRODUCES THE PRODUCTS LISTED ON THE CARDBOARD.
6. PLACE SEVERAL SMALL SAMPLES OF WOOD BYPRODUCTS UNDER THE TREE.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction in environmental skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the campout.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the campsite for the troop campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas in these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Review low-impact camping skills in the *Fieldbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Hold a junior leader training session on effective teaching (*Scoutmaster Handbook*).

FEATURE EVENT

Leave-No-Trace Outing

On this outing, renew your commitment to low-impact camping. Use methods that will not have a lasting impact on the environment. Make sure all Scouts, regardless of age, rank, or outdoor experience, knows and practices these methods.

Activities for Campout and Back Home

LUMBER VALUE. Choose an area of forest land and count the number of trees. Find out from a local resource agency or forest industry representative how to make a rough estimate of the number of board feet yielded per tree, and the number that could be obtained from 100 acres (or 100 hectares). Check with a lumberyard to determine the retail price of lumber per 1,000 board feet. Contact a timber company and ask the cost of converting trees to 1,000 board feet of lumber and transporting it to the lumberyard. Subtract this amount from the retail price quoted by the lumberyard. What might this 100 acres (or 100 hectares) of forest be worth in dollars for lumber? Note: This figure will not take into account marketable by-products—for example, particle board or pressed wood logs.

What might the value of this forest land and its lumber be other than as measured in dollars; for example, as a source of inspiration and solitude?

WATERSHED VALUE. Discuss the concept of a watershed and the ways in which a forest affects the amount of water available in an area.

Using the same 100 acres (or 100 hectares) as in the lumber value project, check the amount of rainfall in that area and calculate the rainfall on 100 acres (or 100 hectares). The amount of rain in feet \times 43,560 square feet/acre-cubic feet of water/acre \times 7.5 gallons/cubic feet of water-gallons of water falling on one acre. The amount of rain in meters \times 10,000 square meters-cubic meters of water/hectare, divided by 100-water falling on one hectare.

From the local water company, find out the dollar value of 1,000 gallons of water (or cubic meters). What is the dollar value of the amount of water that fall on the sample plot?



From the U.S. Weather Service or your local Soil Conservation Service, find out what percent of rainfall they estimate goes into sources (aquifers, streams, etc.) available for human consumption. How would this compare with the same amount of rainfall falling on a plot of the same size in open prairie, for example?

Calculate approximately what the forest is worth as a watershed. Attempt to calculate what the forest is worth as a watershed to living things other than people.

WILDLIFE VALUE. Find out what types of wildlife inhabit this forest land. How many animals and birds? Are there any deer, turkey, quail, or other species that are hunted by humans?

Determine how much money local hunters spend on licenses, guns, ammunition, equipment, lodging, travel, and guides. Include any forms of nonconsuming uses related to wildlife (photography and bird watching, for instance) that generate economic income in this area. What is the total wildlife value (as measured in dollars) of this land?

Describe the wildlife value of this land other than in dollars; for example, as a gene pool for future generations.

RECREATIONAL VALUE. Determine what forms of recreation take place in the forest. Find out what camping or park-

ing charges are levied per day. How many people use this forest for camping or other recreation, and how much money do they spend in the area? What is the total recreational value measured in dollars? What recreational values in the forest are not easily measured in dollars?

FORAGE VALUE. Determine whether cattle or sheep could use this land for grazing. How many animals could it support? How much are the animals worth on today's market? What are the total forage values, economic and otherwise?

The forest's intangible values for wildlife, meteorological influences, and natural beauty are hard to calculate but are nonetheless real and worthy of consideration.

If the community wanted to clear this forest in order to build homes, provide farm sites, or put in a highway, how would the proposal influence the land's value? Decide which uses make the land more valuable. To whom? Specify how you are measuring value. Find another way to measure value. Does your answer change?

Decide whether the various values determined for the forest could be applied to other areas of the same size but of different forest types. Specify what variables might make a difference in the economic (or the intangible) values of the area, and from whose viewpoint.

FORESTRY

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	<p>Play Poison. Have the troop form a circle, but with Scouts of various patrols alternating. Mark a circle on the ground, 5 to 8 feet in diameter. All Scouts join hands and move rapidly around the circle, while each Scout tries to force the opponent next to him on either side to step into the circle. Any Scout stepping into the circle is "poisoned" and drops out of game. The game is continued until only one Scout is left. His patrol is the winner.</p>		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Assemble the troop. • Hold uniform inspection. • Repeat Scout Oath. • Present colors. • Recite words to national anthem. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on nature requirements to identify 10 kinds of wildlife and local poisonous plants. Play Nature Kim's Game ("Program Specialties" section of this book). • Experienced Scouts plan to do a conservation project. Get advice from a state or federal conservation service. • Older Scouts work on their Venture/Varsity program, or take an inventory of troop camping gear and make repairs. 		
Patrol Meetings _____ minutes	<p>Discuss plans for the campout this month and make sure everyone knows their assignments are and what to bring. New Scouts need to know what support they will provide for the outing. Patrols plan activities to work on advancement. Plan menus for the campout.</p>		
Interpatrol Activity _____ minutes	<p>Three-Legged Football ("Program Specialties" section of this book)</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form troop into patrols, call patrol leaders forward to lead patrol yells • Repeat Scout Law • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and plans for the Leave-No-Trace outing. Begin work on next month's program feature.</p>		

FORESTRY

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts plan a 5-mile hike. This could be a nature hike. They work on basic hiking safety procedures. • Experienced Scouts plan a field trip to a natural area, such as a park, forest, lake area, etc. Plan to determine the number of species of trees and plants and look for evidence of insect or disease damage. If you do this in the winter, identify trees by bark and twigs. • Older Scouts work on the Venture/Varsity program or assist the troop guide in teaching hiking techniques. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing.		
Interpatrol Activity _____ minutes	Nature Scavenger Hunt ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

FORESTRY

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • Nature Ramble: Patrols are sent out within a specified distance from the meeting place to look for conservation work that could be used in their rank advancement. Collect items for the interpatrol activity. If there is a body of water, such as a creek or pond, take a jar and fill it with water to study things that would live at the edge of the water, such as crayfish, frogs, turtles, etc. • Older Scouts work on the Venture/Varsity program or participate in Nature Ramble. 		
Patrol Meetings _____ minutes	Finalize menus for the troop campout and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any conservation projects that your patrol has been planning.		
Interpatrol Activity _____ minutes	Nature Memory Hunt ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?		

FORESTRY

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts review troop camping procedures and their involvement in the troop campout (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize plans for a nature hike or conservation project. If it will be held during the troop outing this month, make sure they do their share of duties with the troop. • Older Scouts work on the Venture/Varsity program or plan a 1-kilometer orienteering course for the campout. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Make sure that you have any special equipment you will need for the nature projects you'll be doing.		
Interpatrol Activity _____ minutes	<p>SHOOT OUT. This game can have a lot of rules or very few, depending upon how it's presented and "where the players are at." If your patrols are into fantasy and fun, the extra rules and ritual are usually well received. If they are young and active, they will want action and less explanation.</p> <p>General Rules (add or subtract appropriately): The playing area can be a gym or on a marked field. You need two teams of about five to 15 Scouts. All players are given Frisbees—the same color for players on the same team. If a thrown frisbee hits a player below the waist, he must "die" a dramatic, histrionic and noisy death and lie on the floor or field until that segment of the game is concluded. After a frisbee is released, only that particular color may be picked up by a team member as the participants dash about trying to find a thrown "weapon," and at the same time, protect themselves. Players may knock a thrown frisbee aside with another frisbee, but they may not catch a frisbee that has been thrown at them. Play continues until all members of one group have been properly "drilled."</p>		
Closing _____ minutes	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
Total 90 minutes of meeting			

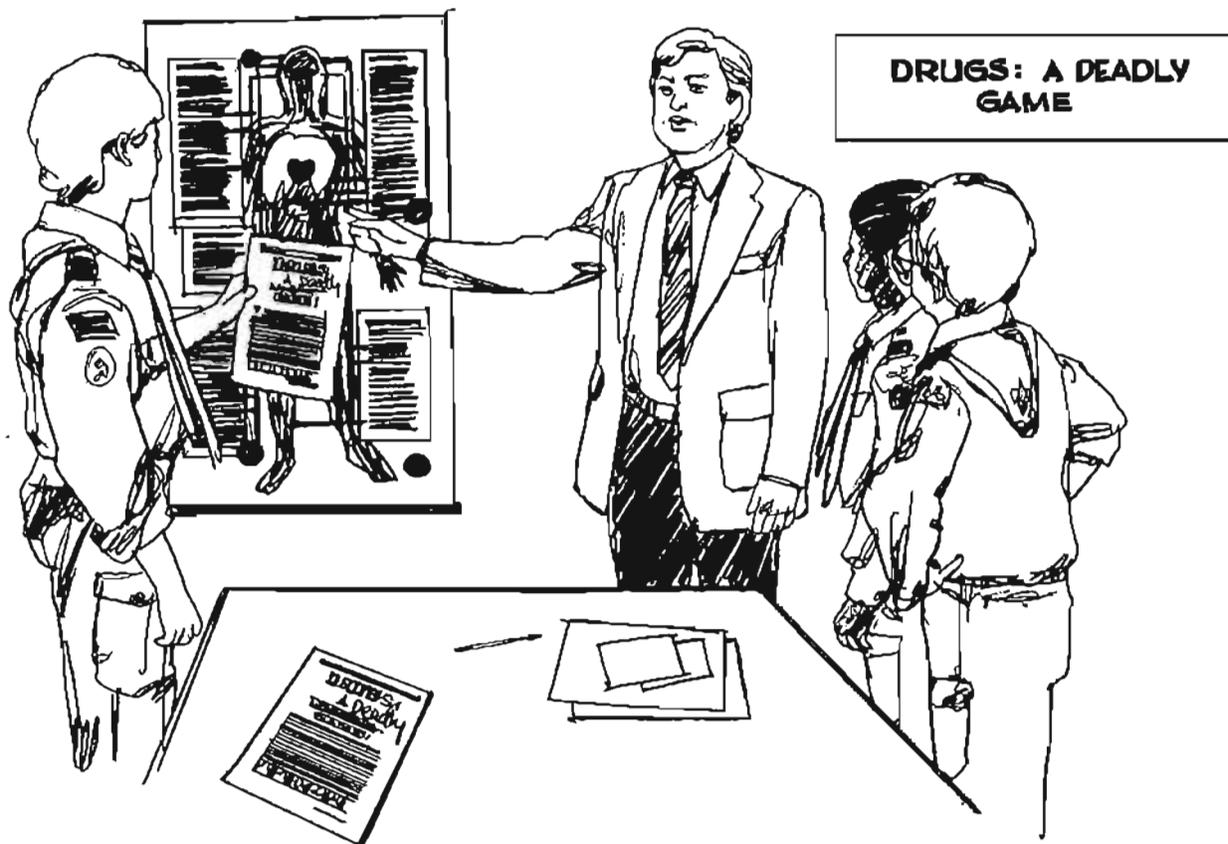
Activity	Description	Run by	Time
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the Leave-No-Trace campout. Finalize work on next month's program feature.		

FORESTRY

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, and leave for camping area. Plan only a light meal en route. Arrive at campsite, unload equipment and set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Set up nature trail, start conservation project, or do basic Scouting skills activities.	SPL
11:30 a.m.	Sack lunch	
Noon	Continue conservation/nature activities	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Troop campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Troop camping equipment, cameras, pens, tools for conservation project.	



DRUGS: A DEADLY GAME

One of the aims of Boy Scouting is physical and mental fitness. Good health is, of course, a part of fitness. Among the elements required for good health are proper diet, plenty of exercise, and taking good care of the body. If the body is abused by drugs, alcohol, or tobacco, all sorts of problems can develop. This program feature is designed to drive home the lessons of good health.

Your Scouts have probably already been exposed to some drug and alcohol education in school. We can reinforce those lessons by making sure Scouts are aware of what drugs and alcohol—and smoking, too—can do to our bodies.

Use the resources available in your community, as well as those from the Boy Scouts of America. All members of the troop should have a copy of a BSA pamphlet titled "Drugs: A Deadly Game." You can get them by writing to Boys' Life, 1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding of their duty to country and their duty to help other people.
- Awareness of drugs and how they affect us.
- An improved ability to say "no" to drugs.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their citizenship and physical fitness requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning

Second Class

- Outdoor—Camping, cooking, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—Health, drug awareness

First Class

- Outdoor—Camping, hiking, cooking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—Health, drug awareness



Merit Badges. Experienced Scouts can concentrate on the Personal Fitness and Sports merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Camping, and Citizenship in the Community.

PARENT PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by:

- Asking those qualified to assist with instruction for health planning and drug awareness.
- Inviting families on the campout.
- Asking them to provide transportation to the outing.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Consider inviting a drug and alcohol expert to make a presentation at a troop meeting this month.
- Consider inviting a community leader to a troop meeting to discuss his work and moderate a discussion of the rights and duties of a citizen.
- Plan for the month's highlight, a health care and drug awareness display. Make assignments to get resources from the BSA and community agencies.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for completion of advancement through First Class. For example, assignments might be:
 - Patrol A—Opening and closing flag ceremonies for week 1
 - Patrol B—Opening and closing flag ceremonies for week 2
 - Patrol C—Opening and closing flag ceremonies for week 3
- Make a list of possible patrol Good Turns for the community.
- Hold a junior leader training session on knowing the resources (*Scoutmaster Handbook*).



FEATURE EVENT

Health Care and Drug Awareness Display

For the troop's outing (or in place of a troop meeting), plan a display or booth in a shopping center or mall or some other place with a lot of pedestrian traffic.

You can get handouts about drug and alcohol abuse from the BSA and from local law enforcement agencies, public health departments, and drug and alcohol abuse services. (Look in the yellow pages of the phone book under "Drug Abuse and Addiction—Information and Treatment.") You can get copies of the BSA's "Drugs: A Deadly Game" pamphlet by writing to *Boys' Life*, 1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079.

In addition to the drug awareness emphasis, your Scouts

might demonstrate simple fitness exercises, especially those that can be done while a person is doing something else—waiting for a bus, brushing teeth, reading the newspaper.

Here are other ideas for the display:

- Set up a VCR and monitor and show the BSA's video titled "Drugs: A Deadly Game." Your local council service center should have a copy the troop can borrow.
- Hand out copies of the "Drugs: A Deadly Game" pamphlet or literature from local agencies.
- Have a display of foods—both nutritious and "junk." Display a poster with calorie counts of various foods. Have another poster with a recommended diet based on what experts tell you.

HEALTH CARE

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have a local agency set up a display of various drug paraphernalia and types of drugs. Or have Scouts take the sobriety test given to suspected drunk drivers.		
Opening Ceremony _____ minutes	Form troop in single rank, with Scouts at attention. Turn out all lights except for a single spot (or flashlight) aimed at the U.S. flag. A Scout from the color guard patrol recites (doesn't sing) the first verse of "The Star-Spangled Banner." The troop then sings the verse, and the lights are turned on.		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts are tested for pushups, pullups, situps, standing long jump, and 500-yard run/walk. Record their results. • Experienced Scouts work on requirements for Personal Fitness merit badge or begin planning health care and drug awareness display. • Older Scouts work on the Venture/Varsity program or begin planning a drug awareness rally. 		
Patrol Meetings _____ minutes	Plan who will do what activities on the outing this month. Each patrol and Scout should have a role in the display. Every Scout should have an assignment to gather information or make contacts.		
Interpatrol Activity _____ minutes	Everybody Up This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other, with soles of their feet touching, knees bent, and hands tightly grasped. From this position they try to pull themselves into a standing position. If they are successful, ask another Scout to join them and try standing up with three Scouts, then four, etc. As the group grows, all players must be grasping the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get everybody up. Variation. Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. Do not allow interlocked arms for safety reasons (possible shoulder dislocations).		

Activity	Description	Run by	Time
<p>Closing</p> <p>_____ minutes</p> <p>Total 90 minutes of meeting</p>	<p>Scout Benediction Ceremony: Have the troop form a circle. Scoutmaster: "May the Great Master (all make gesture toward heavens) of all Scouts (inclusive gesture from right to left at height of shoulder) be with you till we meet again (right hands being brought to heart and heads bowed).</p>	<p>SM</p>	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the health care display. Begin work on next month's program feature.</p>		

HEALTH CARE

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid for burns and scalds, puncture wounds, and bite of rabid animal or poisonous snake. • Experienced Scouts continue planning for health care and drug awareness display, or work on Personal Fitness merit badge. • Older Scouts work on the Venture/Varsity program or continue planning for drug awareness rally. 		
Patrol Meetings _____ minutes	Review Scouts' assignments for health care and drug awareness display. Check to see if anyone needs outdoor activities to pass advancement requirements in hiking, cooking, camping, or nature.		
Interpatrol Activity _____ minutes	The Struggle <i>Equipment: None.</i> <i>Method: Two Scouts face each other about a yard apart. They stretch arms out sideways, lock fingers of both hands, and lean toward each other until chests touch. The Scouts then push chest to chest.</i> <i>Scoring: The winner is the one who drives the other to the wall or a goal line.</i> Also do Indian Leg Wrestling from the "Program Specialties" section of this book.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the drug awareness display. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

HEALTH CARE

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid for signs of a heart attack, and learn the Heimlich maneuver. • Experienced Scouts finish plans for health care and drug awareness display; plan to practice demonstrations next week. Or, continue work on Personal Fitness merit badge. • Older Scouts work on the Venture/Varsity program or finalize plans for drug awareness rally. 		
Patrol Meetings _____ minutes	Finalize all plans for the drug awareness display. Scouts should bring materials to the next meeting to rehearse setting up the booth and what will be said and done in the display.		
Interpatrol Activity _____ minutes	Do the following from the "Program Specialties" section of this book. <ul style="list-style-type: none"> • Indian Hand Wrestling • Slap Jack 		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the display. Continue work on next month's program feature. Have you planned a family outing lately?		

HEALTH CARE

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> Practice setting up the booth for the display. All Scouts practice their part in the event. Or, have a local drug and alcohol expert conduct a drug awareness program for Scouts. 		
Patrol Meetings _____ minutes	Review last-minute details for the booth display and any patrol activities coming up.		
Interpatrol Activity _____ minutes	What's Cooking? ("Program Specialties" section of this book)		
Closing _____ minutes Total 80 minutes of meeting	<ul style="list-style-type: none"> Scoutmaster's Minute Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the display. Finalize work on next month's program feature.		

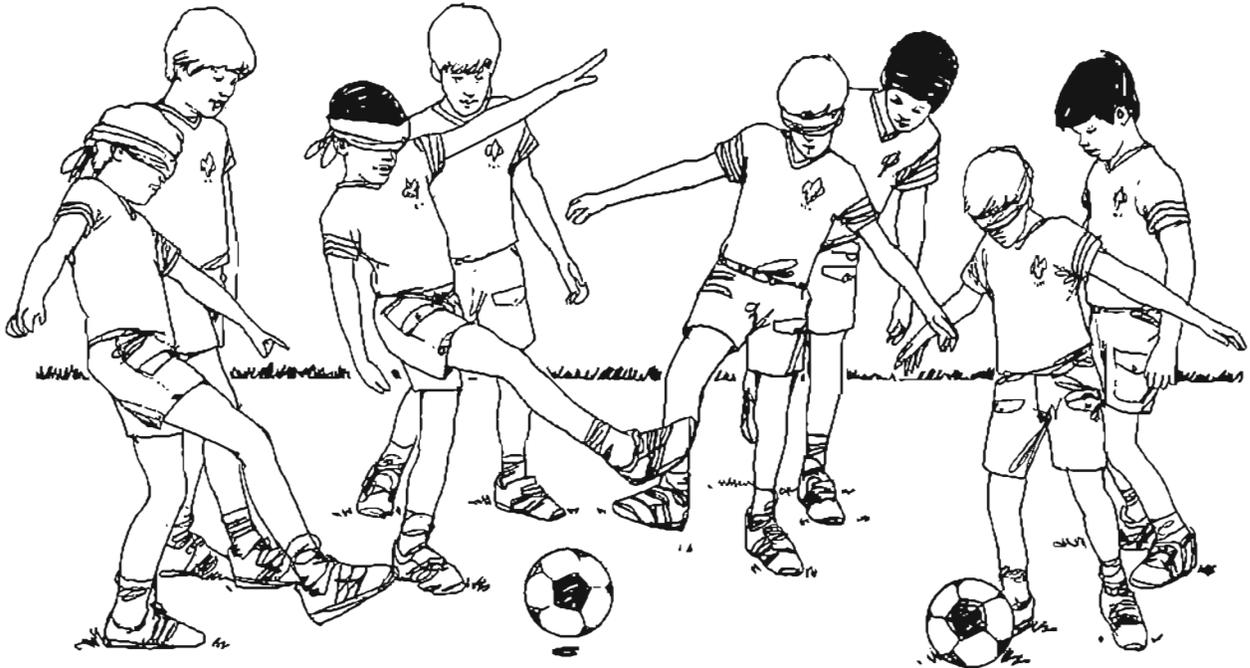
HEALTH CARE

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Saturday 8 a.m.	Arrive at location, set up booth.	SPL
8:30 a.m.	Begin demonstrations (if location is open).	
11:30 a.m.	Sack lunch	
4:30 p.m.	Leave for home.	
Special equip- ment needed	Booth display items and handouts	

HIGH ADVENTURE



BLINDFOLD SOCCER

High adventure can mean a lot of different things to Scouts. It might mean backpacking on rugged mountain trails, canoeing in the boundary waters of the United States and Canada, sailing a large vessel off the coast of Florida, visiting a major city and seeing the sights, or trekking to a remote outpost at your council summer camp.

Planning a high-adventure activity takes time to make sure all the logistical points are covered. This program feature is designed to give you a sampling of high-adventure activities, but your troop will need to spend several months planning a specific high adventure.

Get more information on national BSA high-adventure activities in a free booklet called *Horizons Unlimited*, No. 83-108. Write to: Camping Service, Boy Scout Division, Boy Scouts of America, 1325 Walnut Hill Lane, P.O. Box 152078, Irving, TX 75015-2079.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- The knowledge and skill to be comfortable while camping.
- A sense of communion with nature and God.
- Greater respect for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Camping, cooking
- Citizenship—Flag ceremonies

- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Cooking and Camping merit badges this month; they should be able to complete most of the requirements. Depending on activities during the campout, they may also complete requirements in Hiking, Wilderness Survival, Pioneering, and nature-related merit badges.

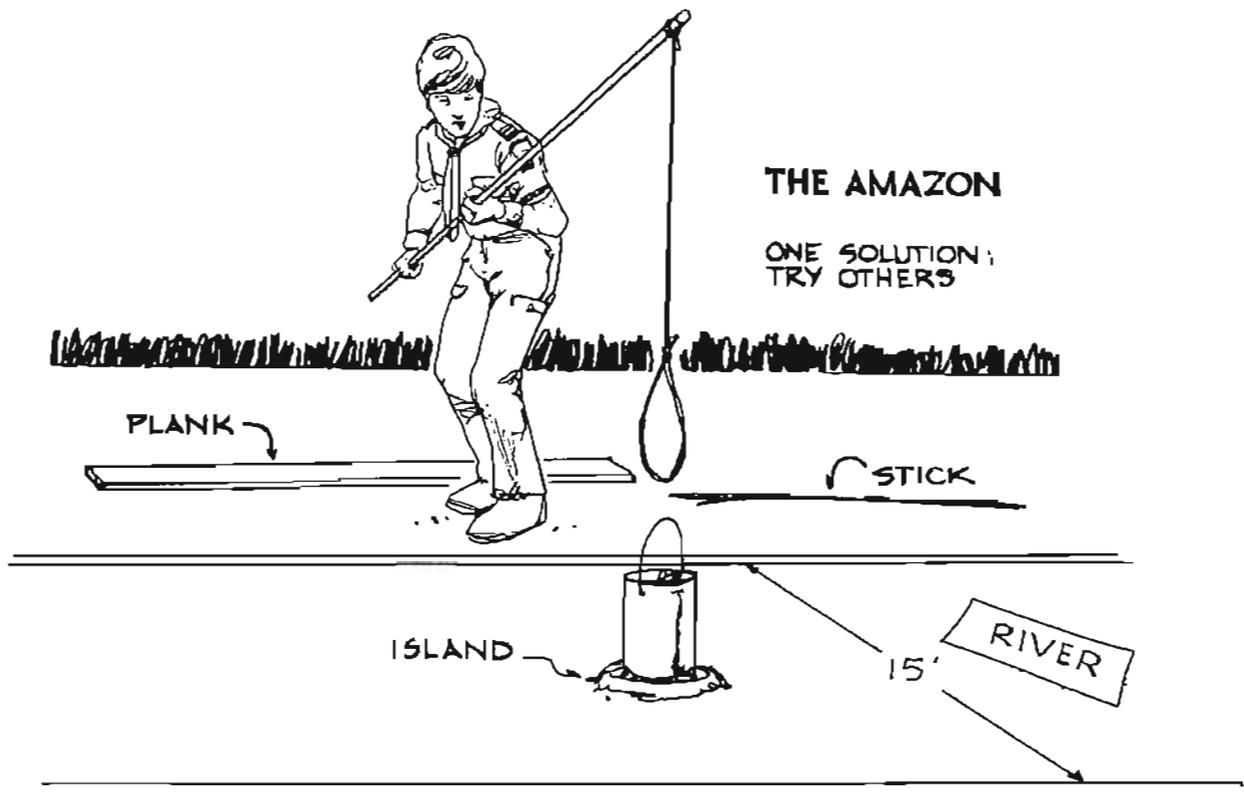
PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program features this month by:

- Asking those qualified to assist with instruction in camping skills.
- Inviting them to attend the outing.
- Asking them to provide transportation to the starting point for the backpacking trek into camp, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't



completes all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decides on the campsites for the campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities. For example, assignments might be:
 - Patrol A—Show how to find five major constellations.
 - Patrol B—Demonstrate trail signs.
 - Patrol C—Show how to set up a nature trail.

FEATURE EVENT

High Adventure Campout

The primary purpose of this campout is to have a positive camping experience for the Scouts. Make sure the new Scouts have a model campsite to observe.

Camp in an unfamiliar spot this month. Using the same campsites for all of your outings is not challenging. A new campsite will challenge everyone to use his Scouting skills and keep them sharpened.

There are several new games listed below that you may want to try while you are on your campout. They are fun and promote teamwork.

Blindfold Soccer

Equipment: Blindfolds for half the Scouts; two soccer balls.

Object: Each team tries to kick the ball past the opponent's end zone as many times as possible. Each successful kick earns a point for that team.

Procedure: Divide the Scouts into two teams, or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of a soccer field or playing area.

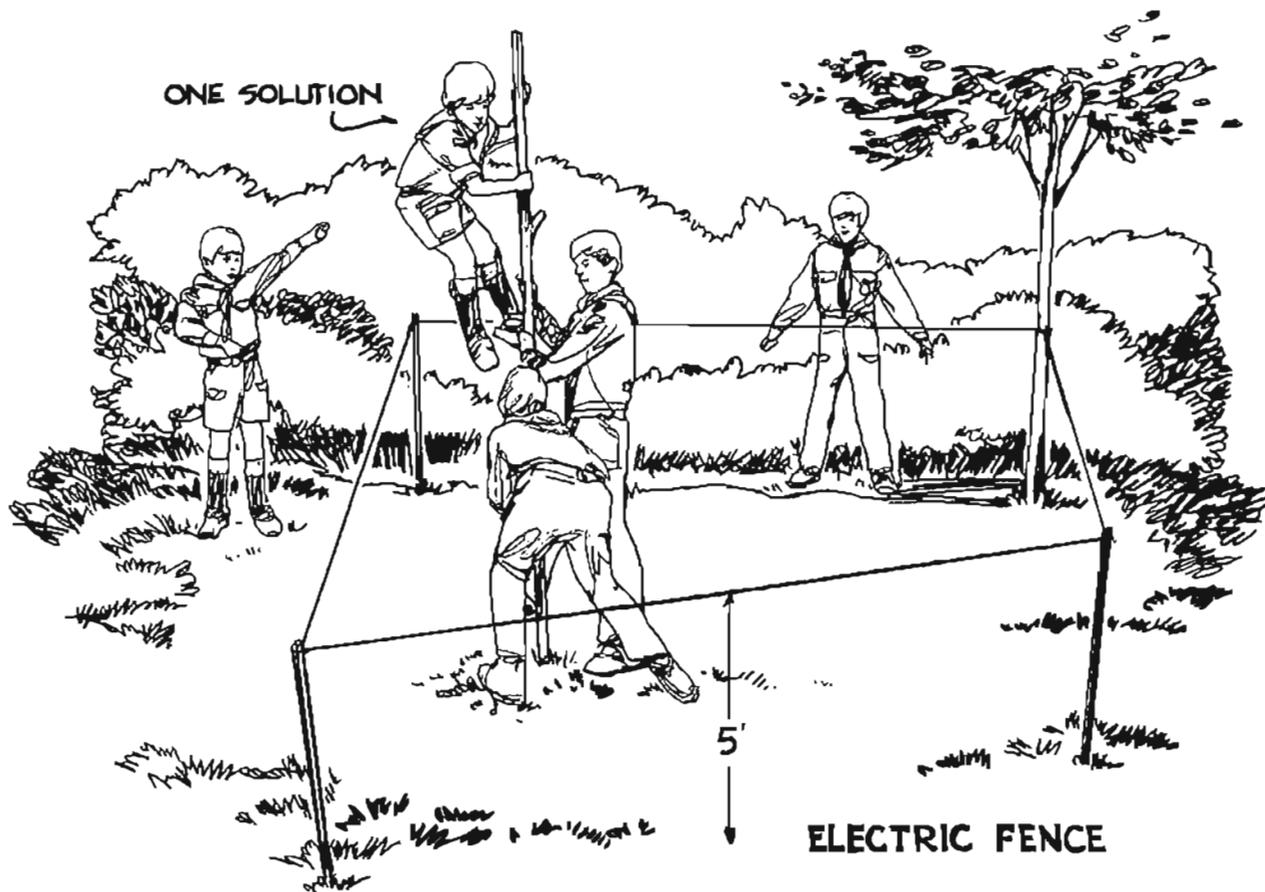
Rules:

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to his partner.
2. Members of the pair or groups of pairs are not allowed to purposely touch one another. Normal game contact is OK as long as the touching is not to direct a blindfolded participant toward the ball.
3. There are no goalies.
4. If a ball is kicked out of bounds, the referee will throw the ball into the middle of the field. Play then resumes.
5. Whatever additional rules are needed are up to the referee.

Soccer Frisbee

Equipment: A Frisbee, and a field marked for soccer with a semicircular penalty area surrounding the goal.

Object: To send the Frisbee across the opponent's goal line (sliding on the ground or sailing through the air) as many times as possible. Each crossing scores a point for the team.



Procedure: Divide the troop into two teams, or use patrols. One team is positioned on each half of a soccer field. Have each team choose a goalie, who stands in the penalty area.

Rules:

1. Play begins when anyone throws the Frisbee high into the air.
2. After catching or picking up the Frisbee, a player may run toward the opponents' goal. If he is tagged with two hands above the waist, the player tagged must stop and drop or throw the Frisbee within 3 seconds.
3. A throw at the goal may be made from anywhere on the field except within the penalty area. The only person allowed in this area is the goalie. The goalie may leave or enter the penalty area at any time.
4. If two or more players grab the Frisbee at the same time, a "jump" ball is called. A leader stops the play and throws the Frisbee into the air.
5. The only penalty is for excessive roughness. First infraction results in a 2-minute penalty; one player is removed from the field. The second infraction means removal from the game. Body contact is inevitable, but purposeful roughness is unnecessary.

Aerobic Tag

An active game that requires little explanation, constant movement, any size group, and provides a nostalgic return to a "when-I-was-growing-up" game that is playfully competitive.

Equipment: Frisbee, hula hoop, bean bag, or similar object; a watch with a second hand.

Object: For a team (any size) to maintain possession of the object of play (Frisbee, hula hoop, bean bag, etc.) for 30, 45, or 60 seconds (depending on the size of the playing area and the age/ability of the group).

Procedure: The object of play is thrown randomly into the air and onto the field by the timekeeper. A player grabs it, and by using speed, guile, and teammates, attempts to keep it away from the opposing team.

If the person who has possession is tagged with two hands by an opponent, he must stop running and get rid of the object immediately. If a member of the same team catches or picks up the object, time continues for that team. If a member of the other team takes possession, the timekeeper yells "change" and begins timing once again from zero.

Considerations: Make up penalties, if necessary, for infractions such as unnecessary roughness or holding onto the object too long after having been tagged.

Limit the playing area or the game may end up in the next town.

This is a fine game for cold weather since it doesn't take long for the players to get warm if the action is spirited. But if the temperature is much below 30 degrees, some kinds of flying saucers become brittle and crack or shatter. If the temperature is low, have several Frisbees on hand or an alternative activity in mind.

The Amazon

Equipment:

- Rope, 1/2-inch in diameter
- Pole or tree limb at least 1 1/2-inches in diameter
- Plank at least 8 inches wide, 2 inches thick
- Stick of any diameter
- Container with a handle

Object: Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the "river bank."

Rules:

1. The Scouts may use only the assigned materials and their bodies.
2. If a Scout steps into the "river," he must go back and try again.
3. Time penalties may be given when a player or any of the equipment touches the ground.

Scoring: The patrol with the fastest time wins.

Nitro Crossing

Object: To transport a patrol and a container, almost full of "nitro" (water), across an open area using a swing rope.

Rules:

1. Participants must swing with a hanging rope over a "trip wire" at the beginning and end of an open area without touching either wire. If a trip wire is touched, the entire group must go back and start again.
2. No knots may be tied in the swing rope although a loop or a large knot may be tied in the bottom of the rope if help is needed for less adept campers. This knot may be held tightly between the legs to help support the camper.
3. The "nitro" must be transported in such a way that no water is spilled. If any spillage takes place, the entire patrol must start over. The container must be refilled after each spilling.
4. The swing rope must be obtained initially without stepping into the open area between the two "trip" wires.
5. Participants are allowed to use only themselves and their clothing to reach the swing rope.
6. Participants are not allowed to touch the ground while swinging between trip wires and must attempt the crossing again if they do so.

Variation: The "nitro" problem may be accomplished indoors by utilizing a gymnasium climbing rope as the swing rope. Set up the "trip wires" using empty tennis ball cans as supports and a section of bamboo as the top cross-piece. Fill the No. 10 "nitro" can with confetti to avoid a wet gym floor.

The Electric Fence

Object: To transport a patrol over an "electrified" wire or fence using only themselves and a "conductive beam."

Construction: The electric fence is a length of rope tied off in a triangular configuration to three trees or poles. (It could be a single rope between two trees, but a triangular setup is more challenging and safer because Scouts cannot get a running start to try to jump over the rope, and thus are less likely to take a chance.) The height of the rope should match the skill or age level of the Scouts; 5 feet should be the maximum. The "conductive beam" is an 8-foot pole, log, or two-by-four. Clear the ground of rocks and roots to prevent injury.

Rules:

1. The only route allowed is over the fence. If a Scout touches the fence (rope), he is "zapped" and must attempt the crossing again. Any Scout touching the hapless victim as he touches the wire must also return for another crossing.
2. If the "conductive beam" touches the wire, all those in contact with that beam are "zapped" and must attempt another crossing.
3. An "electric force field" extends from the wire to the ground and cannot be penetrated.
4. The trees or other supports which hold up the "wire" are "iron woods" (an excellent conductor) and cannot be safely touched.

Cautions:

- Be careful not to let the more enthusiastic Scouts literally throw other participants into the air over the ropes. Injury may result.
- Do not let the last person perform a headfirst dive into a shoulder roll.
- Trust dives (falls into the arms of other Scouts) are okay, even though such a dive seldom works and may overwhelm some catchers.

HIGH ADVENTURE

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have a display of high-adventure base materials. Include both national BSA high-adventure bases and the local council's high-adventure area.		
Opening Ceremony _____ minutes	Square Knot-Scout Law Opening Ceremony Equipment: Each Scout has a 6 ¹ / ₂ -foot belt rope; each patrol has its patrol flag. Formation: Scouts form in circles around their patrol flags, each Scout with his rope, patrol leader holding flag. At command of senior patrol leader, "tie bowlines around patrol flagstaff," each Scout in turn ties his rope around flagstaff and returns to his position in the circle, holding onto the free end of his rope. When all ropes are attached, the Scoutmaster says: "These ropes, joined to the patrol flags with a knot that will not slip, symbolize your patrol unity. Let us repeat together the Scout Law expressing the spirit of our patrols." (Repeat Law.)		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on tying half-hitch, tautline, and clove hitches, and learn the square knot and bowline. Do Knot-Tying Relay ("Program Specialties" section of this book). • Experienced Scouts work on shear, diagonal, and square lashings, and make a catapult. Have a contest to see how far the catapult can throw, or begin planning a high-adventure trip. • Older Scouts work on the Venture/Varsity program or use a topographic map of the area where the troop will camp this month to plan an orienteering course. 		
Patrol Meetings _____ minutes	Discuss plans for the campout this month. Make sure everyone knows what their assignments are and what to bring for the campout. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan advancement activities. Patrol leaders review the interpatrol activities that will take place and skills needed for them.		
Interpatrol Activity _____ minutes	Play British Bulldog ("Program Specialties" section of this book).		

Activity	Description	Run by	Time
<p>Closing</p> <p>_____ minutes</p> <p>Total 90 minutes of meeting</p>	<p>Square Knot-Scout Oath Closing Ceremony <i>Equipment:</i> Each Scout has a 8'4-foot belt rope. <i>Formation:</i> Whole troop forms a large circle, and each Scout has his rope behind him.</p> <p>Senior patrol leader: "With a square knot, tie one end of your rope to the end of the rope of the Scout on your right. Grasp the rope with your left hand and make a circle as large as the ropes permit. When this command is carried out, the Scoutmaster says: "We are bound together in a circle of ropes tied by the square knot, which represents the brotherhood of Scouting. While in this circle, let us rededicate ourselves to the Scout Oath." (Lead Oath.)</p> <ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.</p>		

HIGH ADVENTURE

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice pitching a tent and making a ground bed (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Tent-Pitching Contest ("Program Specialties" section of this book). • Experienced Scouts work on low-impact camping techniques to be used on the campout. Use a topographic map of the campout site to choose tentative campsites. Do Ramots Clove Hitch Tying ("Program Specialties") or continue work on the campout plan. • Older Scouts work on the Venture/Varsity program or help with instruction of younger Scouts. Prepare necessary items for merit badge work during the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Sloppy Camp ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

HIGH ADVENTURE

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn about clothing and equipment for a campout and become familiar with the troop's gear. If possible, set up a dining fly and pitch a tent outside. Also learn what to do if they get lost (<i>Boy Scout Handbook</i>). • Experienced Scouts practice identifying edible wild plants and edible fruits of trees. Design a lean-to that can be made of simple materials and could be used as a shelter, or continue planning a high-adventure trip. • Older Scouts work on the Venture/Varsity program or continue planning an orienteering course for the campout. 		
Patrol Meetings _____ minutes	Finalize menus for the campout and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shake-down campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering.		
Interpatrol Activity _____ minutes	Play Blindfold Compass Walk ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Begin work on next month's program features. Have you planned a family outing lately?		

HIGH ADVENTURE

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic map and compass skills. • Experienced Scouts work on map and compass skills and plan an orienteering course for the campout. Practice estimating distances by pace. • Older Scouts work on the Venture/Varsity program or assist in map and compass instruction. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place on the campout.		
Interpatrol Activity _____ minutes	Play Silver Dollar Hunt ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize next month's program features.		

HIGH ADVENTURE

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up, prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Play Aerobic Tag, The Amazon, Nitro Crossing (these pages).	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up.	Cooks
1:30 p.m.	Play Blindfold Soccer, Soccer Frisbee, The Electric Fence (these pages).	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol Games. Scouts run orienteering course planned for this campout. Younger Scouts play four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equip- ment needed	Topographic maps, clipboards, compasses, troop camping equipment, game equipment.	

HIKING



Anyone who has been a Scout leader for more than a few weeks has heard the saying, "Scouting is three-fourths outing." Hiking, camping, and other outings are the heart of Scouting's attraction for boys, and that's why successful troops spend a lot of time outdoors.

This month's program feature concentrates on hiking skills, but there are plenty of opportunities to learn other outdoor lore. Younger Scouts will be given the chance to work on advancement for Tenderfoot through First Class. Older Scouts will be able to tackle some requirements for several outdoor-related merit badges.

The troop's big event will be a trail trek into unfamiliar territory. Make it at least 10 miles long. Remember that a hike is a walk with a purpose, so plan something special for the trek. It might be nature study, signaling practice, or some other Scoutcraft skill in which your troop members are weak.

The trail trek could be a 1-day outing, but it would be better as a weekend campout, with Scouts backpacking in and out of the campsite. In that way, there would be more opportunities for fun and advancement.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Improved physical fitness.
- A sense of communion with nature and God.
- Greater appreciation for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence in their ability to be comfortable on the trail and in camp.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic hiking requirements through First Class. Depending on the trail trek activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping merit badge this month; they should be able to complete all but the last two requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Orienteering, Backpacking, Pioneering, Wilderness Survival, and other nature-related merit badges.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Inviting parents on the trail trek.
- Asking qualified parents to help with instruction on hiking skills.
- Asking parents to provide transportation to the starting point for the trail trek, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the route and destination for the trail trek. If permissions will be needed, assign someone to secure them.
- Decide whether it will be a day outing or a campout.
- Choose a highlight activity for the trail trek. Several possibilities are suggested on these pages, but there are others. For example, if the troop's advancement record is weak, the highlight might be concentration on a variety of Scoutcraft skills in camping, cooking, pioneering, map and compass, etc.
- Make a list of equipment needed for the trail trek. If the troop doesn't have some of it, ask for help from the troop committee.
- Review skills needed for the trail trek.
- Plan details of troop meetings for the month. Make patrol assignments for games, ceremonies, and skills instruction.
- Consider inviting a Hiking, Backpacking, or Orienteer-

ing merit badge counselor to help with troop meeting instruction.

- Hold a junior leader training session on advancement. (*Scoutmaster Handbook*)

FEATURE EVENT

The Trail Trek

Your trail trek should have a triple-barreled objective: To provide fun and adventure for the Scouts; to meet hiking requirements for Tenderfoot through First Class; and to offer other opportunities for advancement with activities at your destination.

Makes the trek as rugged as your Scouts' experience permits. If most of the Scouts are young and inexperienced, a 5-mile hike over fairly easy terrain may be enough. If most Scouts are older, a 10- to 20-mile hike over fairly rugged terrain should be about right. In either case, have the Scouts pack everything in—and out—including patrol equipment and food as well as personal gear.

Ideally the route and destination should be unfamiliar to the Scouts. Give each patrol a topographic map and compass and let them find their way. If feasible, you might have each patrol start from a different spot so that they can't simply follow the patrol ahead.

Following are four possible highlight activities at your destination.

Orienteering Race

This is an interpatrol competition that might be a cross-country race, with a whole patrol traveling together to find



markers along the way, or a relay. (See the *Orienteering* merit badge pamphlet for explanations of cross-country and relay orienteering.) If you want to test the map and compass skills of your Scouts, relay orienteering is better because each boy runs the course by himself.

You will need three topographic maps of the area. Make enough photocopies so that each Scout will have one. Decide on a central point where all runners will start. Then, on each master map, lay out a triangular course with two controls that the Scout must find in the field. (See the *Orienteering* merit badge pamphlet for a sample that shows all three loops, but have only one loop on each of your three master maps.)

If your Scouts are novices at orienteering, each loop might cover only 1,800 meters (about a mile). If they are experienced, it could be longer.

It is essential that the control markers be located accurately on the master maps. If none of your troop's leaders are experienced in orienteering, seek help from an Orienteering merit badge counselor or an orienteering club.

Start the activity with some simple map and compass games.

Conducting the Races. For each patrol, you need at least one compass and a pencil. Each Scout has a photocopied map, with none of the controls marked. On the starting signal, the first Scout in each patrol runs to a judge who has a copy of one of the master maps showing one loop. The Scout marks his map to show the controls for that loop, and then sets off with map and compass to find them.

At each control marker, have a bag of wrapped candy, with different colored wrappers at each one. When a Scout finds

a control, he takes a piece of candy to prove that he found it and then starts for the next control. When he gets back to the start, he gives the compass to the next patrol member. That Scout goes to a judge with a different master map, copies the controls, and sets off. In this way, each patrol will have runners on all three loops at least twice. (If patrols have unequal numbers, some members in smaller patrols will have to run twice.)

The winner is the patrol finishing first, provided that each member has found three pieces of candy.

Note: If your troop has more than three patrols, you may want to lay out more loops.

Nature Lore

A nature study highlight should permit Scouts to work on requirements for the following merit badges: Bird Study, Botany, Environmental Science, Fish and Wildlife Management, Geology, Insect Study, Mammal Study, Nature, Reptile Study, and Weather.

Conservation Project

Check with local conservation authorities to get ideas for an appropriate Good Turn. Here are some possibilities:

- Planting tree seedlings or shrubs to provide food and cover for wildlife.
- Building a check dam, deflector, or cover devices to provide shelter for fish and reduce stream bank erosion.
- Building and setting out nesting boxes for birds and small mammals like squirrels and raccoons.

- Planting hedges or windbreaks to create winter cover for wildlife.
- Protecting a stream bank by planting grass or trees.
- Controlling erosion on hiking trails by water bars or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.
- Building, stocking, or fertilizing a farm pond for fish.

Signaling Fun

First have some instruction in the field for semaphores and Morse code flag, light, or buzzer. See the *Boy Scout Handbook*.

Then conduct the following interpatrol games.

DISTANCE SIGNALING. Each patrol is divided into buddy teams of two or three Scouts. Each team is given a signal flag.

Team 3 is sent about 200 yards away, out of sight of the start. Team 2 is sent about 100 yards away, where it will be within sight of both Team 3 and the start. Team 1 stays at the start.

When all patrol teams are in place, Team 1 of each patrol is given a message of about 20 letters calling for some action. Example: "Run to the starting line."

Team 1 sends the message to Team 2, who relays it to Team 3. Team 3 then completes the action directed.

Scoring: The patrol whose team completes the action first wins.

Note: If your Scouts are novice signalers, let them use the *Boy Scout Handbook* to send and read the message.

SIGNAL RELAY. Each patrol is divided into two teams, Senders and Receivers. The teams stand at least 20 yards apart. The patrol leader chooses the method of signaling his patrol will use—Morse code by flag, light, or buzzer—and the appropriate equipment is given to the Senders.

On signal, a leader gives one word to the first Sender, who sends it to the first Receiver. When the receiver announces the correct word, he runs to the end of the Senders' line. The next Sender and Receiver repeat the action (But always with a different word) and so on. Continue until all patrol members have been both Senders and Receivers.

HIKING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	If it is dark enough, do some star study (<i>Boy Scout Handbook</i>) or play Indian Wrestling games ("Program Specialties" section of this book).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on reading a compass and learn how to set a pace. Do Blindfold Compass Walk ("Program Specialties" section of this book). • Experienced Scouts learn how to select boots for backpacking and begin planning a 20-mile hike. • Older Scouts work on the Venture/Varsity program or study a topographic map of the troop campout area and plan an orienteering course. 		
Patrol Meetings _____ minutes	Discuss plans for the hike this month and make sure everyone knows what their assignments are and what to bring for the outing. Any Scouts who have not been hiking yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity _____ minutes	Play "Hot" Isotope Transport ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols, repeat Outdoor Code • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Begin work on next month's program features.		

HIKING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice figuring the height and width of objects (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Map Symbol Kim's Game ("Program Specialties" section of this book). • Experienced Scouts work on packing procedures for the outing, and select some campsites using a topographic map of the area you will be camping in. • Older Scouts work on the Venture/Varsity program or make plans to sleep under a shelter made from natural materials on the troop outing. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time hikers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Roman Charlot Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

HIKING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts work on reading topographic maps and learn the symbols used on maps. Also review what to do if you get lost (<i>Boy Scout Handbook</i>). Play I Say ("Program Specialties" section of this book). • Experienced Scouts work on planning a game for the campout. Use a topographic map of the area you will be camping in and lay out an area to play the game. • Older Scouts work on the Venture/Varsity program or help with topographic map orientation with the younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Go over the route that will be hiked.		
Interpatrol Activity _____ minutes	Ball Over Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Continue work on next month's program feature.		

HIKING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice map reading and getting bearings (Boy Scout Handbook). • Experienced Scouts work on bringing in packs for a pre-hike inspection. • Older Scouts work on the Venture/Varsity program or assist in map and compass activities. 		
Patrol Meetings _____ minutes	Review plans and assignments for the hike or campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Human Obstacle Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for troop campout or outing. Finalize work on next month's program features.		

HIKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Arrive at campsite, unload equipment. Set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Give patrol leaders a topographic map for a 3- to 5-mile hike. Older Scouts could have an orienteering race. Younger Scouts could take a nature hike.	SPL
11:30 a.m.	Sack lunch	
Noon	Continue hiking activities.	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping gear.	



Here's a chance for your Scouts to show off their hobbies and for those who don't have a hobby to find one. The merit badge program offers a wide variety of hobby interests, and the Scouts in your troop could have an opportunity to explore some of these programs at a hobby show or with an individual hobbyist.

Even though the feature this month deals with hobbies, the patrol leaders' council will want to plan an overnight outing for the troop. Scouts working on Tenderfoot through First Class still need the opportunity to be outdoors.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Improved physical fitness.
- A sense of communion with God and nature.
- Greater appreciation for the outdoors and a determination to follow the Outdoor Code.
- Growing self-confidence in their ability to be comfortable on the trail and in camp.
- Exposure to new and interesting hobbies.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the highlight activities,

they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

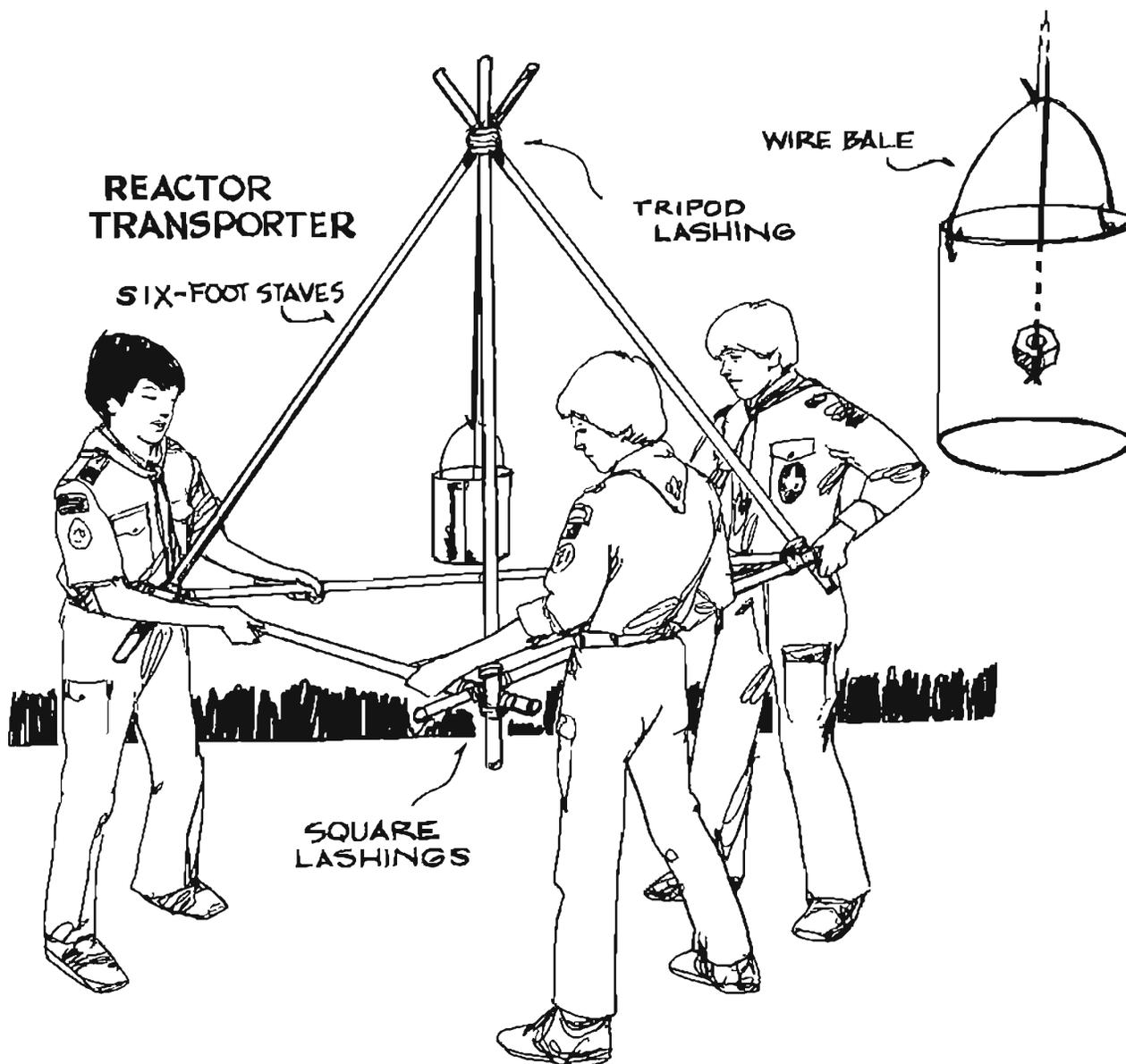
Second Class

- Outdoor—Camping, cooking, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Camping, hiking, cooking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping and Cooking merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements in Orienteering, Backpacking, Pioneering, Wilderness Survival, Hiking, Camping and nature- or hobby-related merit badges.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking those qualified to assist with instruction for camping and hiking skills.
- Inviting them to the hobby show.
- Asking them to provide transportation to the camp, if necessary.
- Asking them to demonstrate their hobbies.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the location for the outing. If permission will be needed, assign someone to secure it.
- Decide whether it will be a day outing or a campout.
- Review skills needed for the outing.

- Plan the special activities for the campout. If special gear or tools will be needed, assign someone to obtain it. Seek help from the troop committee if necessary.
- Hold a junior leader training session on advancement (Scoutmaster Handbook).
- Plan the location for the hobby show.

FEATURE EVENT

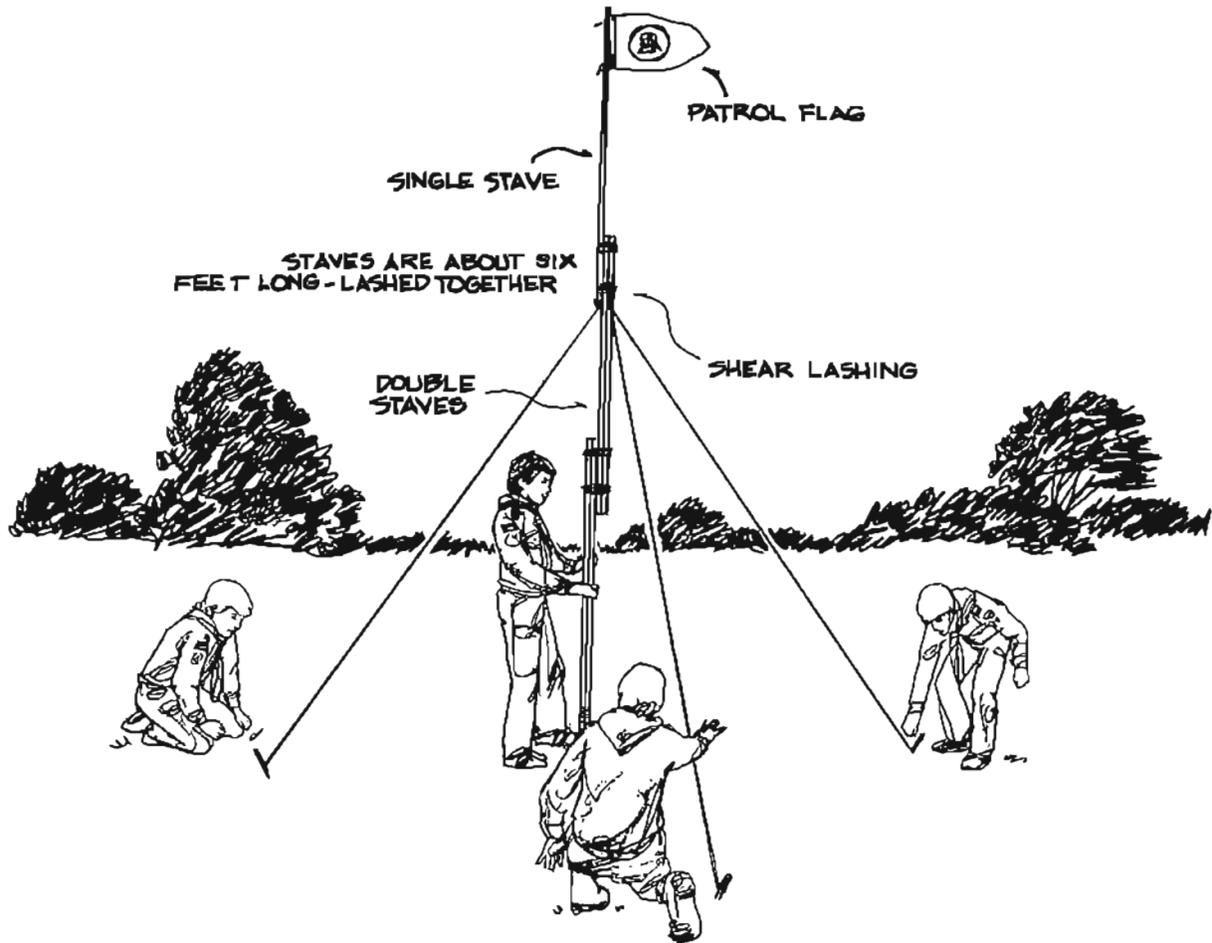
Hobby Show

When your Scouts share hobbies with others at a hobby show, it makes for an interesting event. A little advance planning by your troop leaders, plus preparation by the Scouts, will guarantee that your show is a real sparkler.

You could plan a hobby show as the preopening activity for your Boy Scout Week parents' night and open house during February, or at any regular troop meeting. Invite members of the family and troop alumni to attend.

Here are some suggestions:

- Scouts who do not have a hobby or special interest should be encouraged to select one, if only for the hobby show.



They will get more enjoyment if they take part. Encourage displays on subjects related to the merit badge program.

- Have each Scout display his hobby on a card table brought from home. Decorations are to be furnished by each Scout.
- On each table, place a sign telling what hobby is displayed. Furnish pegboards and coat-hanger wire for those who need to hang up articles.
- Each hobby should be displayed within an area equal to the top of a regular card table and the equivalent space on a wall in back of the table. This gives each participant equal "billings."
- Have your patrol leaders' council decide on the various categories of winners. There should be plenty of prizes. Select a team of judges. Award simple prizes to the winners and a ribbon or certificate to all entrants.
- You can arrange for recorded background music while parents and friends visit the exhibits.

Here is a list of subjects often found in hobby shows:

coin collections
freestyle biking
archery
gun safety
rock collections
paintings
woodcarving
plaster casting
stamp collections

model cars
bird study
pioneering models
woodworking
fire-making
artwork
computers
fly-tying
birdhouses and feeders

video photography
Indian lore
camping gear
model trains
first aid
star study
fishing
ceramics

neckerchief slides
still photography
nature conservation
model airplanes
insect collections
pets
chess or checkers
matchbook covers

OUTDOOR INTERPATROL CONTESTS

Log-Raising Relay

Equipment: For each patrol, a crossbar, 10 feet high; a 9-foot log about 12 inches in diameter; and 50-foot length of $\frac{1}{2}$ -inch rope.

Method: Patrols line up in relay style at starting line, 25 feet from crossbar. On signal, the first Scout in each patrol coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties timber hitch, pulls rope from crossbar, carries one end to starting line, and touches off next Scout in his patrol. That Scout repeats the performance, as do all eight members of the team. A Scout who fails to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish is the winner.

Log Hauling

Equipment: For each patrol, one log, 6- to 8-foot long; one 100-foot-long rope. (Or use one log and one rope for all teams, timing with stopwatch.)

Method: Patrol leader ties a timber hitch around the log. Then each Scout ties a bowline-on-a-bight at intervals along the rope (or overhand knots on double line, forming large loops). They place bights over their shoulders as a harness and drag the log 50 feet across the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Fireman, Save That Child

Equipment: One burlap bag per patrol, one 4-foot rope per boy.

Method: "Child" (one Scout of the patrol) sits on burlap bag (or cardboard) about 30 feet in front of the first Scout in each patrol. On signal, the last Scout in each patrol line ties his rope with a sheet bend to the rope of the Scout in front of him, who in turn ties it on to the next, etc. The front Scout in each patrol ties a bowline around himself, "swims" to the "child," sits down behind him on the bag, holds onto him, and is pulled back by the rest of the patrol. The first patrol finished wins.

Bridge Trestle Lashing

Equipment: Logs, 2-inch to 2½-inch diameter as follows: two 8-foot uprights, one 5-foot top crosspiece, one 5½-foot bot-

tom crosspiece, two 8½-foot diagonals; nine 15-foot lengths of ¼-inch rope, whipped at both ends.

Method: If you have sufficient materials for each patrol, all patrols build a trestle simultaneously. If not, time each patrol

See illustration for the construction. Lashings must be firmly tied. All are square lashings except for the diagonal lashing in the middle of the two diagonal pieces.

Scoring: The first patrol finished (or best time) wins. For each incorrect or poor lashing, add 1 minute to the patrol time.

Crossing the Alligator Pit

Equipment: For each patrol, three spars 6- to 8-foot long, three 6-foot lashing ropes, four gny ropes.

Method: Mark an "alligator pit" on the ground 20 feet across and as wide as necessary to accommodate your patrols. Patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top, and a diagonal lashing for the crossbar (see illustration.) Near the top, they attach four gny lines, using two half-hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts man each gny line and "walk" the walker across the pit by tipping it from leg to leg and forward.

Scoring: The first patrol finished wins. Note: This can be a timed contest if you don't have enough spars for all patrols.

HOBBIES

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Display various hobbies of troop members and parents. Include hands-on demonstrations of hobbies.		
Opening Ceremony _____ minutes	Form troop by patrols in two lines, facing each other. Color guard marches with U.S. flag between lines as Scouts salute. At the head of the lines, color guard about-faces and leads Pledge of Allegiance.		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on whipping and fusing ends of rope and learn shear, square, and diagonal lashings. • Experienced Scouts begin planning a hobby show for this month. The show might be held during the last troop meeting of the month, or at another time. Urge all Scouts to show a hobby; also invite parents and merit badge counselors to have displays. • Older Scouts work on the Venture/Varsity program or begin planning a 50-mile survival hike. Plan to take minimal equipment and live off the land as much as possible without harming the environment. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If it will be an overnight, begin planning meals, patrol duty roster, equipment distribution, and tentage needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities toward the next rank advancement.		
Interpatrol Activity _____ minutes	Reactor Transporter ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Silent prayer • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

HOBBIES

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue lashings practice and play the Flagpole Raising game ("Program Specialties" section of this book). • Experienced Scouts continue planning the hobby show. • Older Scouts work on the Venture/Varsity program or continue planning a 50-mile survival hike. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. Practice interpatrol activities. Review plans for the hobby show.		
Interpatrol Activity _____ minutes	Roman Chariot Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

HOBBIES

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid requirements for Tenderfoot through First Class. • Experienced Scouts finish plans for the hobby show and share them with the rest of the troop. • Older Scouts work on the Venture/Varsity program or finalize plans for a 50-mile survival hike. 		
Patrol Meetings _____ minutes	Finalize menus for this month's outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Practice inter-patrol activities.		
Interpatrol Activity _____ minutes	Tripod Lashing ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> ▪ Scoutmaster's Minute ▪ Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?		

HOBBIES

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes	Hobby show		
Skills Instruction _____ minutes			
Patrol Meetings _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the campout. Finalize work on next month's program feature.		

HOBBIES

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast. Unload canoes, if canoe trip is planned.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30–11:30 a.m.	Patrol competitions: Over Crocodile Creek; Log-Raising Relay; Fireman, Save That Child. See these pages and "Program Specialties" section of this book.	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up, free time	Cooks
1 p.m.	Continue patrol competitions: Log Hauling; Remote Clove Hitch; Bridge Trestle Lashing (these pages and "Program Specialties" section of this book).	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
8 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Scout staves, rope, spars, troop camping equipment	



Merit Badges. Older Scouts can concentrate on the Citizenship merit badges this month and should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in American Cultures, American Heritage, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking those qualified to assist with instruction in camping skills.
- Inviting families on the outing.
- Asking them to provide transportation to the campsite.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide where the troop will camp and make arrangements to reserve the campsite.
- Plan the special activities for the campout.
- Inventory the troop's camping equipment, if not done recently.

- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed to complete advancement through First Class. For example, assignments might be:

Patrol A—Opening and closing flag ceremonies, week 1

Patrol B—Opening and closing flag ceremonies, week 2

Patrol C—Opening and closing flag ceremonies, week 3

- Determine a list of service projects for the troop.

DECISION-MAKING IN LEADERSHIP

Normally this section highlights plans for program feature specialties and an outing. In this program feature, we will provide problems for your Scouts to solve.

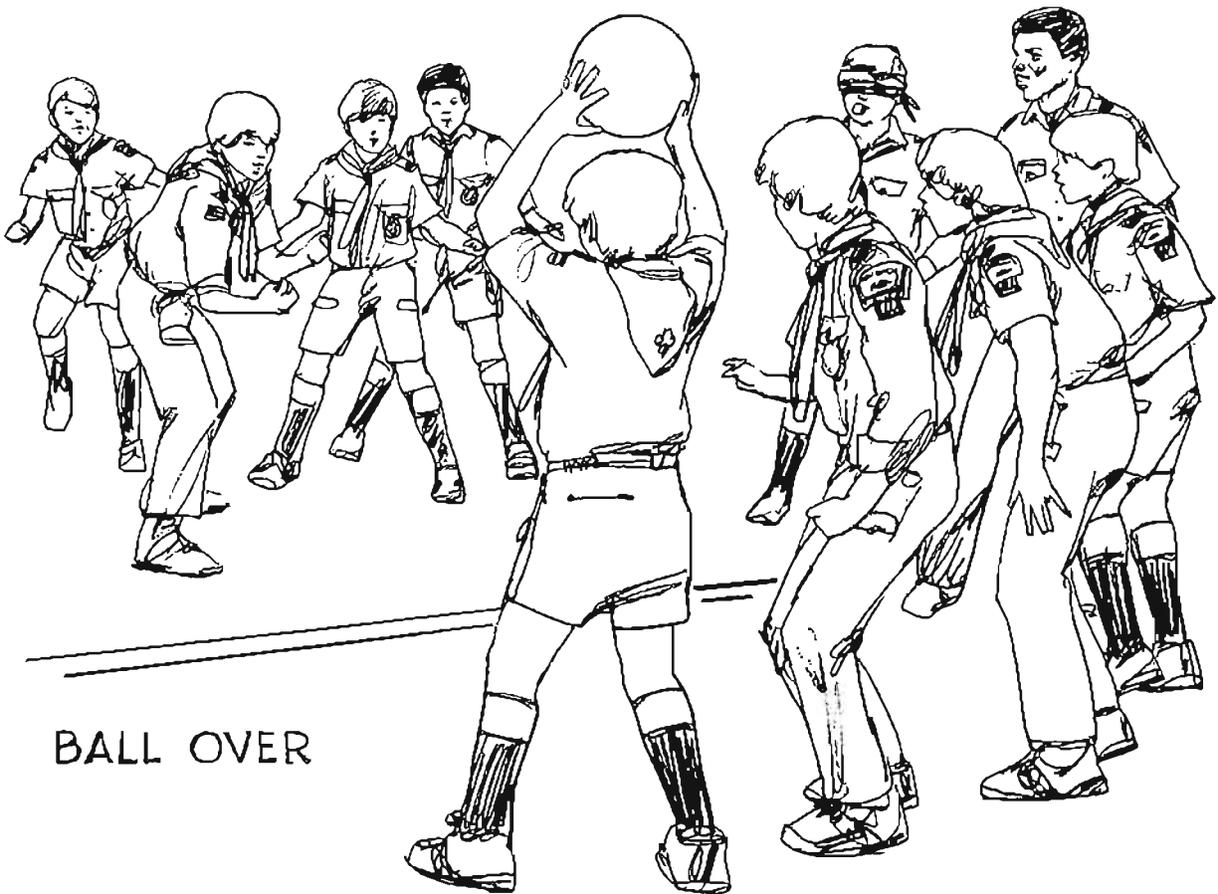
STRANDED

Purpose: To give Scouts practice in decision-making and reaching group consensus, and to stimulate discussion of survival techniques (preferably the techniques appropriate for your region).

The sample problem covers survival in the Maine wilderness. (You can devise a more appropriate problem for your own area.)

Equipment: A copy of the problem below for each Scout, pencils.

The Situation: On vacation in July, you and your family have been traveling through the wilderness of western Maine in a pickup camper. In a blinding rainstorm, you made a wrong turn



BALL OVER

onto an unmarked lumber road. You have wandered more than 150 miles over a maze of truck routes into the wilderness. The camper has run out of gas and now you, your parents, a 10-year-old sister, a 6-year-old brother, and the family cat are lost.

After a family conference, you decide it is not wise to split up. You are going to try to walk back together. You are pretty sure that if you pace yourselves, you can cover about 15 miles a day. Because of a fuel shortage, there are no helicopters or jeeps patrolling the area, and you have seen no other cars or houses.

The family is dressed in lightweight summer clothing and everyone is wearing sneakers. Temperatures at night go down to the low 40s. It is also bug season. As you look around, you find the following items in the camper, some of which may be useful.

- _____ fishing gear
- _____ \$500 in traveler's checks
- _____ .44 Magnum handgun and ammunition
- _____ four Dacron-filled sleeping bags
- _____ 5-gallon jug of water
- _____ instant breakfast (three boxes)
- _____ house and RV keys
- _____ cigarettes
- _____ Coleman stove (two-burner)
- _____ family tent (10 pounds)
- _____ snakebite kit
- _____ alarm clock
- _____ five cans of kidney-liver cat food
- _____ 5-pound tub of peanut butter

- _____ bathing suits
- _____ 10-pound cheese wheel
- _____ transistor radio
- _____ 6-foot tent pole
- _____ sheath knife
- _____ wool sweaters for everyone
- _____ raft paddles
- _____ inflatable rubber raft (two pieces, total of 20 pounds)
- _____ paperback books
- _____ first aid kit
- _____ matches
- _____ steak (3 pounds)
- _____ marshmallows (four bags)
- _____ bug repellent
- _____ walkie-talkie radio
- _____ road map of Maine

The Task: You must choose, and put in priority order, the 15 most important items for survival in this situation. The other 15 may be eliminated.

Each Scout is to study the problem and choose the 15 items he thinks would be most useful for survival. He then ranks them in order of importance from 1 through 15.

Next, the patrols gather and compare rankings. Ask them to try to reach a consensus for a patrol ranking—that is, make a patrol list that satisfies most members. Explain that consensus does not mean unanimous agreement. Rather, it is a way to reach a group decision through compromise. Suggest that the Scouts try to follow these guidelines in making a patrol ranking:

- Avoid arguing for your own ranking. Present your position as clearly and logically as possible, but listen to the other members' reactions and consider them carefully before you press your point.
- Do not assume that someone must win and someone must lose when discussion reaches a stalemate. Instead, look for the most acceptable alternative for everyone.
- Do not change your mind simply to avoid conflict and to reach agreement and harmony. When agreement seems to come too quickly and easily, be suspicious. Explore the reasons and be sure everyone accepts the solution for similar or complementary reasons. Yield only to positions that are objective and logically sound.
- Avoid conflict-reducing techniques such as majority votes, averages, coin flips, and bargaining. When a dissenting member finally agrees, don't feel that he must be rewarded by having his own way on some later point.
- Differences of opinion are natural and expected. Seek them out and try to involve everyone in the decision-making process. Disagreements can help the patrol's decision, because with a wide range of information and opinions there is a greater chance that the patrol will hit upon more adequate solutions.

Scoring: After the Scouts have made their individual decisions, and the patrol has made a group decision, the results can be scored and compared and a troop listing made. Scoring can be done by having each person keep track of the difference between his ranking of an item, and the troop or patrol ranking. For instance, if an item is ranked by an individual as #2, and the patrol or troop ranking is #8, the difference is 6. The same difference would exist if the individual ranked the item #14. Then each individual and each group can total up their scores. The lower the score, the better. The scores provide a useful basis for discussion.

Ask each patrol separately how many individual scores were lower than the patrol score. If there are any (and often there aren't), ask the patrol to consider how they arrived at a group decision that was worse than one of their members' decisions.

All groups should consider the value of the process, which allows a group to arrive at a better decision than the separate individual decisions.

THE EXPERTS' RANKINGS. Outdoor experts have rated the items and listed them in order of usefulness for survival in the Maine wilderness. Their rankings are:

1. Bug repellent—In early summer, the bugs in Maine are so fierce as to drive people mad or bite them so badly that their eyes become swollen shut.
2. Four sleeping bags—full rest and warmth are essential to survival. This is listed before food because humans can live 30 days on stored fat.

3. Tub of peanut butter—each tablespoon of peanut butter contains 100 calories and is high in protein.
4. Ten-pound cheese wheel—provides calcium, fat, and is an easily-digestible source of protein.
5. Steak—a good morale booster, semi-perishable and should be eaten promptly as it is mostly protein.
6. Transistor radio (lightweight)—tune in for radio programs about a search for them or weather forecasts. Morale booster.
7. Kidney-liver cat food—a valuable if somewhat unappetizing source of protein and fat. Protein lasts longer than any other nutrient in providing energy.
8. Matches—fire may be necessary to dry wet gear, boost morale, make a signal fire, and prevent hypothermia. It could also be used to keep away animals.
9. Ten-pound tent—this can be rigged as a place to keep warm and dry or to keep out bugs and to carry equipment in.
10. Sheath knife—useful for preparing any captured animals, such as frogs, or cutting string, cheese, a pole, etc.
11. Hook and line—may be used to provide a supplementary source of food. Or the line may be used for tying up supplies, etc.
12. Wool sweaters—provide lightweight warmth, wet or dry.
13. First aid kit—adhesive bandages, aspirin, and petroleum jelly may be useful for minor injuries.
14. Instant breakfast—a lightweight source of vitamins and protein.
15. Map—an auto map might be useful for sighting major landmarks like lakes, rivers, etc.

The following items would not be needed:

- Marshmallows—not necessary, but a possible morale booster.
- House key—lightweight, but not useful for survival.
- Travelers' checks—not necessary for getting out of woods.
- Clock—for survival it is not necessary to know time.
- Walkie-talkie—will not carry any useful distance.
- Snakebite kit—no poisonous snakes in Maine.
- Paperback books—weigh too much to be useful.
- Bathing suits—not necessary.
- Rubber raft—too heavy; also not likely to be useful.
- Paddles—no use without raft.
- Coleman stove—too heavy; wood fires can be used.
- Pole—the knife can be used to cut a pole.
- .44 Magnum gun—inaccurate for hunting. Caliber too large for small game.
- Five-gallon water jug—the water in the Maine wilderness is potable.
- Cigarettes—bad for health. It's a convenient time to quit.

LEADERSHIP

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Ball Over ("Program Specialties" section of this book)		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • The newest Tenderfoot and the oldest Eagle Scout lead the troop in reciting the Scout Law. • Present colors. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on safe hiking procedures, what to do if lost, and the buddy system. • Experienced Scouts plan a 50-mile bike hike. Determine route and destination; arrange to secure campsite. Decide on equipment needed. • Older Scouts work on the Venture/Varsity program or plan a simple compass course for younger Scouts to use on the campout. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need some extra help. All other patrols plan activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on.		
Interpatrol Activity _____ minutes	Decision-making. Your parent gives you \$1 to buy lunch at school. Do you spend it for lunch or for something else? What are the consequences of both actions?		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program features.		

LEADERSHIP

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts learn woods tools care and maintenance (Boy Scout Handbook). Do Split the Match ("Program Specialties" section of this book). ▪ Experienced Scouts continue planning a 50-mile bike hike. Estimate time needed to complete the hike. ▪ Older Scouts work on the Venture/Varsity program or finish planning a compass course for the outing. Begin planning a nature course for younger Scouts at the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	<i>Decision-making.</i> A line has formed to buy movie tickets. Do you get in the back of the line or do you slip in toward the front where a friend is standing? What are the consequences?		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

LEADERSHIP

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic map and compass techniques and plan a 5-mile hike for the outing this month. • Experienced Scouts finalize plans for the 50-mile bike hike. Plan to bring bikes and gear to the next meeting. • Older Scouts work on the Venture/Varsity program or assist in teaching map and compass to younger Scouts. 		
Patrol Meetings _____ minutes	<p>Finalize menus for the outing this month and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to the troop's scrapbook, or shoot slides to show at the troops your next family gathering.</p>		
Interpatrol Activity _____ minutes	<p>Decision-making. A neighborhood game is being formed and you need one more player. A friend who could play is at home raking leaves. Do you wait for him to finish or do you help him finish the job so he can join you sooner?</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features.</p>		

LEADERSHIP

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on identification of trees, plants, mammals, fish, and reptiles native to your area. • Experienced Scouts have a breakdown to check equipment for bike hikes: inspect bike's tires, brakes, etc. • Older Scouts work on the Venture/Varsity program or plan an overnight "under the stars" for one night during the campout. Develop a written troop campfire program for the outing. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Conduct the "Stranded" problem-solving challenge on page 274.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

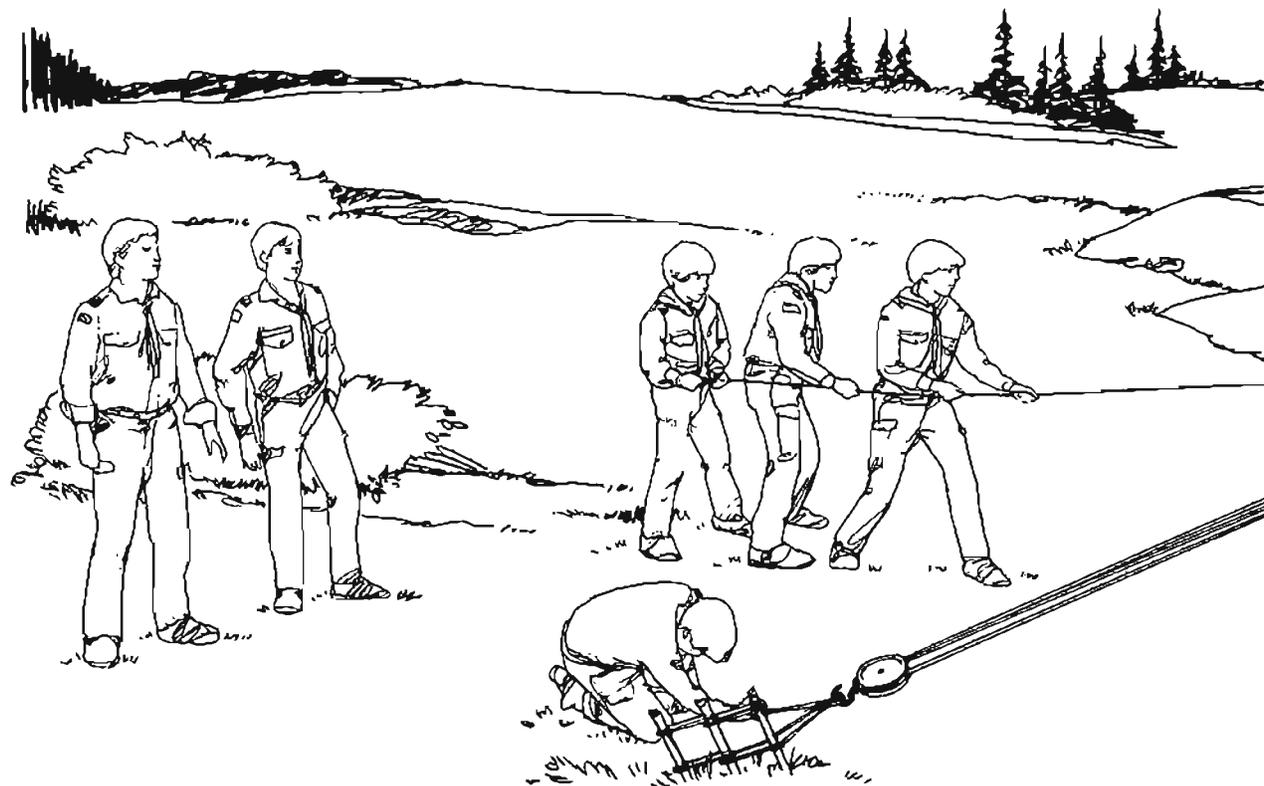
LEADERSHIP

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast. Unload canoes, if canoe trip is planned.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. (The bike hike group leaves from another location for a 50-mile ride to the campsite.)	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Take a 5-mile hike, part of which could be on a nature trail.	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
1:30 p.m.	Do compass course designed by older Scouts, or have Nature Scavenger Hunt ("Program Specialties" section of this book).	SPL
4:30 p.m.	Start supper preparation, and prepare food for bike hikers also. Has the bike hike group arrived?	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Crackor barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site. (Bike hikers leave for return trip.)	
8:30 a.m.	Church services	
9–11 a.m.	Patrol games—younger Scouts play four games from "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clip boards, compasses, troop camping equipment, bikes, nature books.	

MECHANICS



Show a young man a piece of machinery and he's sure to ask, "How does it work?" This month we will tap the inborn curiosity about mechanical operations for a program feature that is both fun and educational.

Virtually every object we use every day is a product of a machine. There are a tremendous variety of machines, but all of them operate on the same principles. Your Scouts will have a chance to get some insight into those principles.

Arrange for the Scouts to meet mechanics who can explain how machines work and how they are maintained. If possible, have them work on such machines as lawn mowers, auto engines, and bicycles. Have them also put their mechanical knowledge into action with some pioneering projects during the campout this month.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An improvement of their skill in rope work.
- Some knowledge of mechanical operation.
- A better understanding of engineering.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their cooking requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, hiking, camping, nature

- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

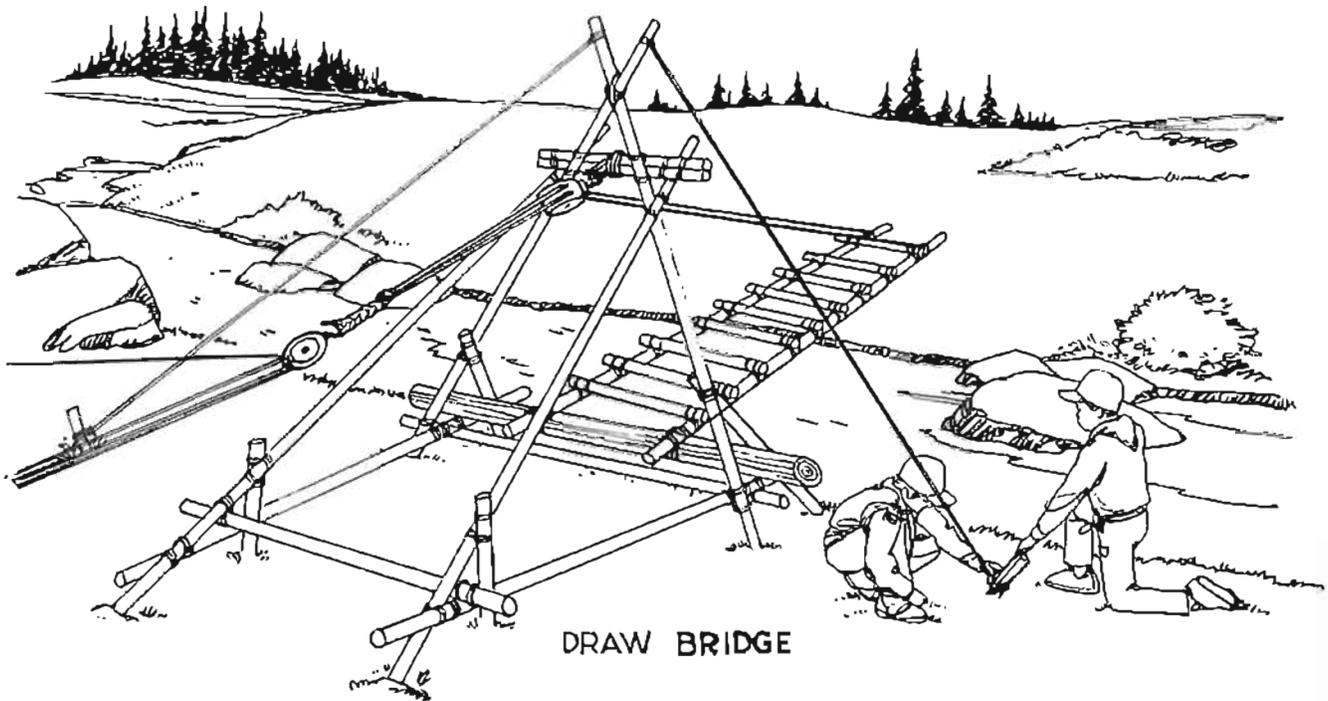
- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping, Machinery, and Pioneering merit badges this month; they should be able to complete most of the requirements. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, and Wilderness Survival.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking those qualified to assist with instruction for camping, pioneering, and mechanical skills.
- Inviting them to the campout.
- Asking them to provide transportation to the campsite.



DRAW BRIDGE

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the campsite. Remember that you will need a supply of poles and small limbs for pioneering projects. These materials are cut and readily available at some Scout camps. If your council's camp does not have them, make sure you can get permission to obtain suitable materials elsewhere. Do not plan to cut trees without the owner's permission.
- Plan the special activities for the campout. See the ideas in the next section. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment if you have not done this recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities.
- Practice knots and lashings, if equipment is available.
- Hold a junior leader training session on counseling (Scoutmaster Handbook).

FEATURE EVENT

Mechanics Outing

Mechanics can be done with metal, plastic, wood, or other substances. In Scouting, mechanics is sometimes required for pioneering projects. Mechanics can also be done with bicycles, lawn mowers, auto engines, and other items. If the more experienced Scouts can get hold of a lawn mower engine and rebuild it, they may invent something that could prove useful to the troop, either on a campout or at some other function.

Younger Scouts can work on the mechanics of building pioneering projects that are fun and useful. Some examples are listed below.

The Racker Bridge

This is a simple, single-lock, trestle bridge with the footway in constant imbalance so that when weight is removed it returns automatically to the takeoff side. If necessary, the takeoff end can be weighted with an extra log.

For obvious reasons, handrails are essential. The problem here is to keep the posts rigid. One idea might be to use Scout staves as posts, with overhead crossbars between them and guy lines from the top corners. The extension of the treads on each side of the footway would still be necessary, but at the moment we see no easy way of avoiding this. Do you?

Heave the Heavyweight

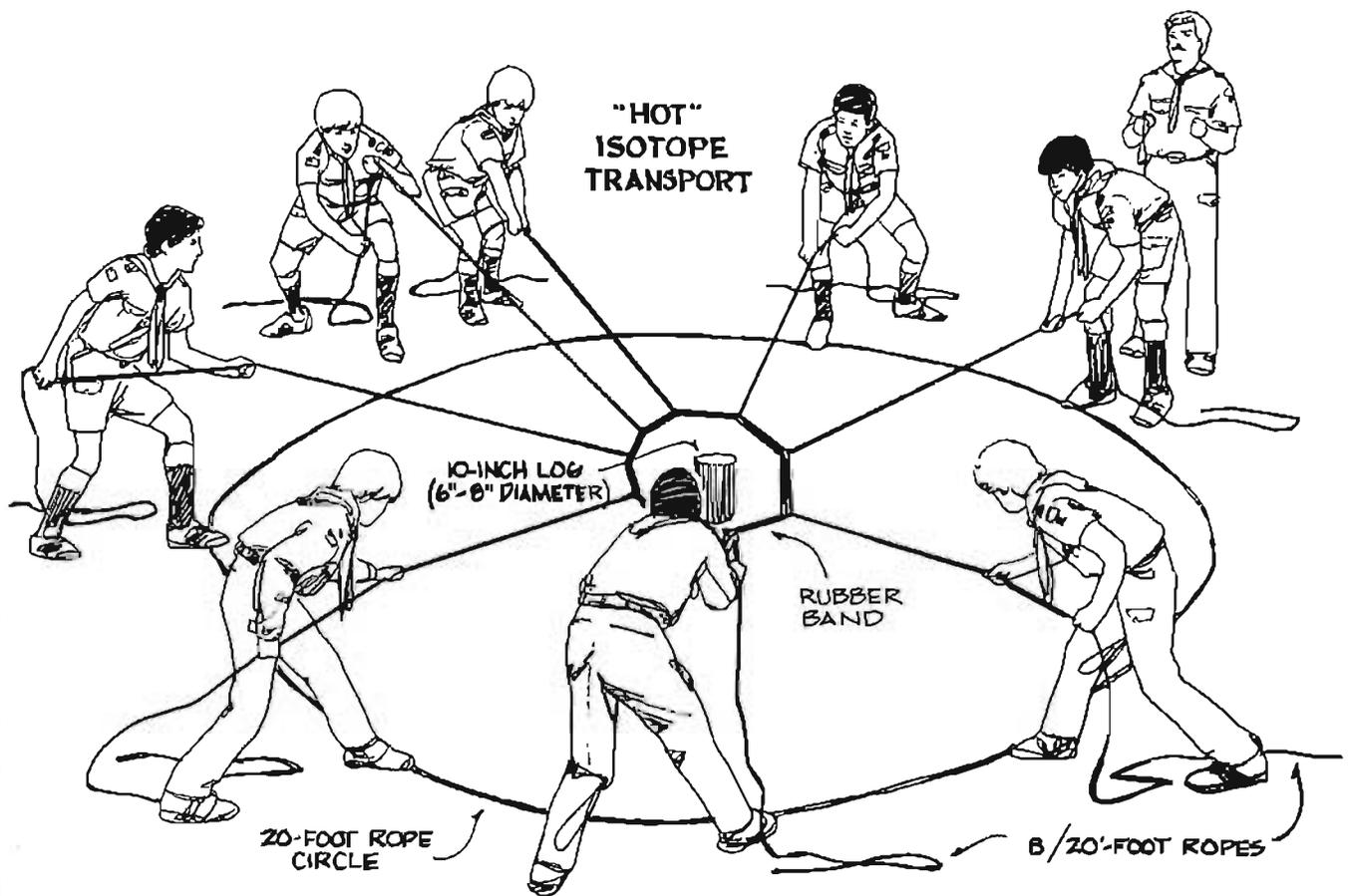
Equipment for each patrol:

- Three poles, 10 feet long
- One $\frac{3}{4}$ - or $\frac{1}{2}$ -inch rope, 20 feet long
- $\frac{1}{2}$ -inch heaving rope, 30 feet long

The Drawbridge

This bridge will present few difficulties to any patrol that has already successfully tackled a monkey bridge. But as shown in the illustration, it would entail an inordinate number of square lashings, all of which must be guaranteed to hold. We must try to devise a method of fitting the cross members to the footway that will avoid all that repetitive rope work.

The intention, of course, is that the butt-end of the footway should be lashed to a pivot log which will turn freely in the A-frames at the foot of the shears. (Incidentally, saddles of burlap or something similar would obviously facilitate the turn-



ing process by reducing the friction of wood on wood.) The draw ropes come up from the far end of the footway and pass over the sheaves of a double block before being brought together and hitched to the tackle with a catspaw. The theory is that this would ensure a straight haul, but if there is any taper on the heavy hinge-bar you may discover that it has a tendency to slide in one direction or another until the butt-end of the footway grinds against the leg of the shears. (Adventurous pioneering is fraught with these incidental problems.)

It might help to drive restraining pickets into the ground at either end of the hinge-bar, allowing it just a couple of

inches clearance. Alternately, you could replace the double block with two single blocks at either end of the transom to give you a wider spread.

As for all those irritating square lashings along the footway, how would it be to use marlinespike hitches, as for a rope ladder? The idea would be to lash the top and bottom treads in position, and then make a ladder, using the other treads as rungs, and stretch it along the top of the bearers. The ropes could be shear-lashed at intervals to the outboards of the bearers. The labor-saving would be enormous.

MECHANICS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have Scouts demonstrate rope whipping or fusing synthetic rope and splicing rope. Also do the rope making exercise (Boy Scout Handbook).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat The American's Creed (Boy Scout Handbook). 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tying clove hitch, square knot, and bowline. Do Rescue Race ("Program Specialties" section of this book). • Experienced Scouts can see a presentation by a mechanic or go to an auto repair center or school to see how engines work and are maintained. • Older Scouts work on the Venture/Varsity program or practice knots and study ropes needed for rappelling (Fieldbook). 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month. Make sure everyone knows his assignments. If it is to be an overnight, begin planning meals, patrol duty roster, equipment distribution, and tentage needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities toward rank advancement.		
Interpatrol Activity _____ minutes	"Hot" Isotope Transport ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors • Sing "Scout Vespers" (Boy Scout Songbook) 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

MECHANICS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn basic lashings—square, diagonal, and shear. Make a simple camp gadget. • Experienced Scouts continue to work with engines, return to auto center, or visit a different machine maintenance area. • Older Scouts work on the Venture/Varsity program or make plans for a fishing expedition at the troop outing; plan to prepare the fish for a meal. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue work on activities for advancement for the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Roman Chariot Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the campout. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

MECHANICS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts review basic hiking skills and what to do if they get lost. Learn how to pack a backpack. • Experienced Scouts continue to work with machines. If possible, work on a lawn mower motor or other small engine. • Older Scouts work on the Venture/Varsity program or finish planning a fishing event for the campout. 		
Patrol Meetings _____ minutes	Finalize menus for this month's campout and make sure everyone knows what he needs to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Reactor Transporter ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Begin work on next month's program feature. Have you planned a family outing lately?		

MECHANICS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn the basics of tent pitching and assisting in meal preparation. Review square lashing and practice diagonal lashing (<i>Boy Scout Handbook</i>). • Experienced Scouts continue to work on engines. • Older Scouts work on the Venture/Varsity program or assist younger Scouts with tent pitching. 		
Patrol Meetings _____ minutes	Review plans and assignments for the hike-campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Flagpole Raising ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

MECHANICS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment. Set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up, prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30-11:30 a.m.	Work on pioneering project.	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up, free time	Cooks
1 p.m.	Work on pioneering projects.	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church services	
9-11 a.m.	Fishing	
11 a.m.	Break camp.	
Special equip- ment needed	Scout staves, rope, spars, troop camping equipment, fishing gear	

NATURE



Scouts learn quite a lot about nature in the course of camping and hiking. They find out the properties of various trees, how to predict a coming storm, how to identify common birds, and where to find animal tracks.

This month we will try to enhance their knowledge of nature with some systematic learning-by-doing, and also show them how to conserve our nation's natural resources.

The Nature program feature makes most people think of the wilderness. But the natural world is everywhere, even in the heart of a big city. In almost any city park, the troop can find trees, plants, birds, and probably small mammals. So no matter where your troop is located, you can find nature just outside the meeting place door.

The big event will be a nature adventure. It might be a weekend campout or a 1-day outing. Ideally, the site will have a varied ecology—woods, meadow, a pond—because the greatest variety of trees, plants, and wildlife will be found in such a place.

Activities for the nature adventure might include building a nature trail, collecting specimens for a troop nature museum, performing a conservation project, or learning how to identify birds, trees, or other natural phenomena.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An appreciation of the wonders of nature and possibly a growing feeling of closeness to God.
- An understanding of how pollution affects the natural world and how Scouts can help to stop it.
- A strengthened resolve to do their "duty to country" through good conservation practices.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic nature requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

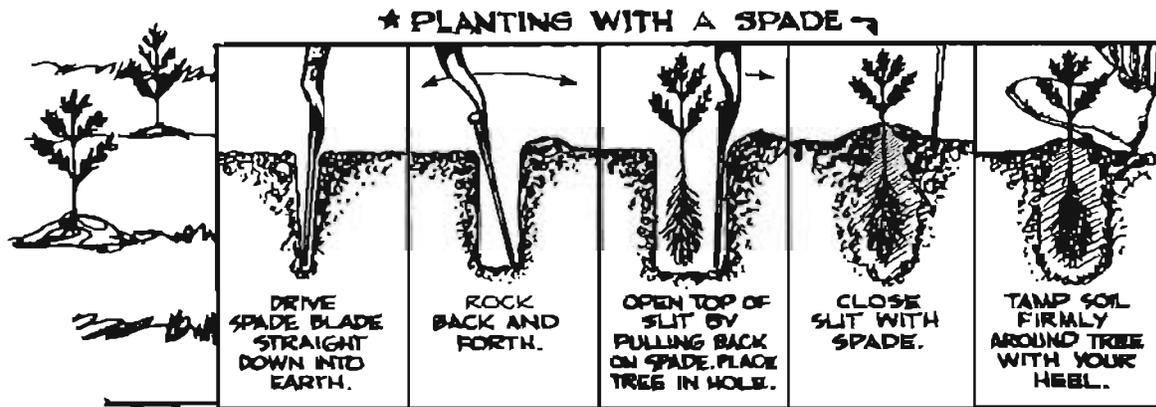
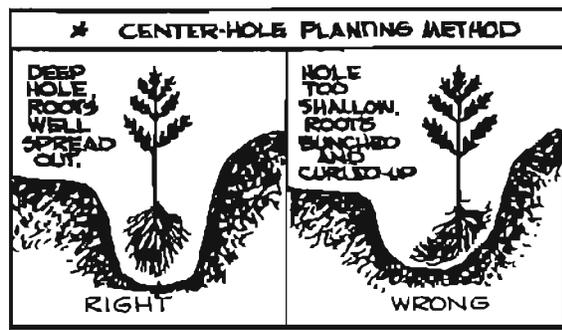
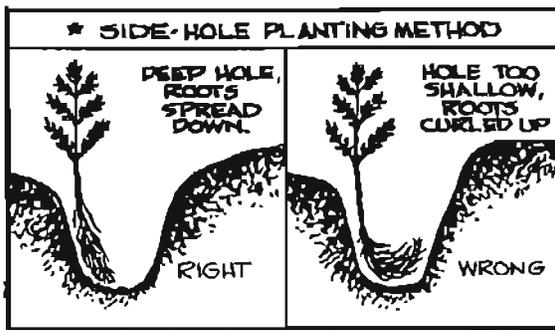
First Class

- Outdoor—Cooking, camping, nature, hiking
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Nature and Camping merit badges this month; they should be able to complete all but the last two requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Mammals, Geology, Fish and Wildlife Management, Insect Life, Botany, and Wilderness Survival.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:



- Asking qualified parents to help with troop meeting instruction on nature.
- Inviting parents to come along on the nature adventure.
- Asking parents to provide transportation, if necessary, for the nature adventure.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on a site for the nature adventure. If possible, choose a place with a variety of nature environments so that Scouts will find a wide range of trees, plants, and animals. If the site is in the vicinity of a fish hatchery or game or forest preserve, the troop might plan a visit. Assign someone to secure permissions, if necessary.
- Decide whether to make the big event a campout or 1-day event. Obviously, more activities are possible on a campout.
- Choose activities for the nature adventure. Consider the other ideas on these pages.
- Consider inviting a Nature merit badge counselor or a counselor for another nature-related badge to help with troop meeting instruction and on the nature adventure.
- Plan details of troop meetings.
- Hold a junior leader training session on sharing leadership (Scoutmaster Handbook).

FEATURE EVENT

Nature Adventure

Since the subject of nature is as big as all outdoors, there is a broad range of possible activities for the big event this month. The patrol leaders' council should make its choices based on the interests of the Scouts and their needs for advancement.

As one possibility, the PLC might use requirements for one of the nature-related merit badges as an outline for the nature adventure. As one example, if the focus were on the Nature merit badge, activities might include bird recognition practice, setting out bird feeding stations, plaster casting of animal tracks, identifying reptiles and amphibians, collecting insects, fishing, and identifying wild plants.

Unless one of the troop's activities will be a conservation project, allow some free time in the program so that patrols can do a conservation Good Turn to help young Scouts pass the requirement for a service project for Second Class.

Below are some other possibilities for the nature adventure.

Nature Trail

A troop nature trail is an excellent learning device—much better than nature books—because the Scouts can see, smell, and touch an object while they learn. Obviously your trail will not be as long, detailed, or as permanent as the one in the council's Scout camp. Assuming that you will use it just for one weekend, the markers might be simply 3" x 5" cards taped to the object. Ask a leader who is an amateur naturalist or a Nature merit badge counselor to choose the objects to be marked along the trail. Label them on the spot because desk-written signs are apt to be too formal. Here is an example of a good label: "This lead-pencil tree, red cedar, is the favorite wood for making pencils. It is also used for cedar chests. Smell it!" That's much better than "Red cedar—*Juniperus Virginia*, northeastern United States."

Here are other good signs:

"W-H-I-T-E pine—five letters to the name, five needles to the cluster."

"Bark like alligator skin? It's dogwood."

"Leavesets three—let it be! Poison ivy!"

It is not necessary to identify every tree, plant, and rock in the area. Your primary purpose should be to identify the most



common objects of the natural community and to point to other things in the natural world.

For example, you might have a marker where deer have grazed, where a beaver has been at work, or where lichens have found a toehold in rock. Another might be a fallen, rotting tree that has become a feeding and nesting ground for insects and reptiles.

After going over your trail, the Scout should have some understanding of the "web of life" as well as a knowledge of common trees and plants. Be sure to remove the trail signs at the end of the activity unless it is to become a permanent nature trail.

Conservation Project

A conservation Good Turn would, of course, be an excellent highlight for the nature adventure. A few of the possibilities are listed below. Be sure to get permission from the property owner before tackling the job.

For good advice on these and other conservation projects, see the *Fish and Wildlife Management* and *Soil and Water Conservation* merit badge pamphlets.

- Planting food plants for birds and mammals.
- Building a fence or a "living fence" to exclude livestock from a wildlife habitat.
- Building and setting out nesting boxes and brush piles for birds and mammals.
- Planting hedges or windbreaks to create winter cover for wildlife.
- Planting a gully, road cut, fill, or eroding area to provide wildlife shelter and reduce erosion.
- Building, stocking, or fertilizing a farm pond for fish.
- Building check dams, deflectors, or cover devices to provide shelter for fish and reduce erosion.
- Protecting a streambank by plantings or riprapping.
- Building a grass waterway on sloping land.

- Controlling erosion on hiking trails by water bars or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.
- Planting grasses or other ground cover.

Troop Nature Museum

The patrol leaders' council might want to have a nature museum to study back home. If so, the nature adventure would be a good starting point.

Keep the museum project simple and have a definite plan for it. Don't collect everything in sight for the sake of collecting. One way to do it would be to assign each patrol to one task, such as:

- Collect the 10 most common insects in your area.
- Make plaster casts of four different animal tracks.
- Make a rearing cage inhabited by six caterpillars.
- Collect 10 kinds of wood and mount for display.
- Collect five kinds of soil.
- Collect and prepare six common rocks for display.
- Plant six different tree seedlings in tin cans.

Before you begin collecting, make sure that you will be permitted to take samples from the site. In some parks, you are not permitted to take anything.

Nature at Night

Nature never sleeps. Throughout the night the wilderness teems with life. You hear the scurrying of skunks and raccoons seeking a late supper, the howl of a coyote, or the bark of a fox. In the summer, insects hum through the brush, sampling the foliage. In the distance, a night-hunting owl hoots.

Getting close to all this wildlife (except insects!) is a problem. Nocturnal critters are shy and not easily spotted. But it can be done if your Scouts are patient and, above all, quiet.

At night, sit down quietly at least 10 yards from a tracking pit. Remaining absolutely quiet, shine a flashlight on the pit

at intervals of 5 minutes or so. Curiously, the light won't bother the guests at your feast.

It is possible that no animals will appear while humans are near, even if they are quiet. But in the morning, you're almost certain to see tracks in the loose soil of the tracking pit.

The same idea of spotting nocturnal animals by flashlight may work with various baits. For deer, try a salt lick—a block of salt from a feed store. For night-roaming rodents such as mice, use peanut butter, nuts, or cereal grains. Raccoons, skunks, and opossums will be attracted to any leftover food.

Nature Contests

Below are three games that might be played during the nature adventure. For others, see the *Patrol Leader Handbook*.

BRING ME. The leader asks patrols to bring him a single leaf from a particular tree. Everyone must bring the correct specimen for the patrol to receive credit. Then send the patrols out for another specimen.

TOUCH. Play this game in or near woods. The leader calls out the name of any tree and the patrols scatter to find one. The first patrol with all members touching the correct tree earns a point. Continue naming other nearby trees until one patrol has earned five or more points.

NATURE MARATHON. If you have a nature trail, this game can be played after all Scouts have traveled the trail. Replace all the trail signs with cards that only have numbers on them.

Each Scout is given a pencil and sheet of paper. At intervals of about 30 seconds, send Scouts out on the trail. At each numbered card, the Scout stops and writes on his paper the identity of the object. He then races to the next one. Time each runner. The winner is the Scout with the most correct identifications. If there is a tie, the winner is the Scout with the most correct identifications in the fastest time.

If this game is played as an interpatrol contest, the patrol's score is the average number of correct answers by all patrol members.

NATURE

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have Scouts pick up litter outside the meeting location. Then have a display of edible plants for Scouts to review (Boy Scout Handbook).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> Form troop into a square. Repeat the Scout Oath and Outdoor Code. Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> New Scouts work on identifying poisonous plants and reptiles in your area, and learn how to treat contact with them. Experienced Scouts begin plans for a nature hike or conservation project. Older Scouts work on the Venture/Varsity program or plan a weekend canoe trip. Be sure to review the Safety Afloat rules. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If it will be an overnight, begin meal planning and patrol duty roster, and make plans for equipment distribution and tentage needs. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement related to nature and outdoors.		
Interpatrol Activity _____ minutes	Name It (Scoutmaster Handbook)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> Sing "Taps" Scoutmaster's Minute Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Begin work on next month's program feature.		

NATURE

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts go outside the meeting hall and stake out a 9 square-foot area. They study the nature objects within that area and identify whatever they find. • Experienced Scouts continue to work on a nature hike or conservation project. • Older Scouts work on the Venture/Varsity program or continue making plans for a canoe trip. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time hikers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities on advancement for the outing.		
Interpatrol Activity _____ minutes	Nature Scavenger Hunt ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

NATURE

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	Nature Ramble: Patrols are sent out within a specified distance from the meeting place to look for conservation work that could be used in their rank advancement. Collect items for interpatrol activity.		
Patrol Meetings _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any projects that your patrol has been planning.		
Interpatrol Activity _____ minutes	Nature Memory Hunt ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Continue work on next month's program feature. Have you had a family activity lately?		

NATURE

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts review troop camping procedures and their involvement in the troop campout (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize plans for the nature hike or conservation project. If it will coincide with the troop outing this month, make sure they share duties with the troop. • Older Scouts work on the Venture/Varsity program or finalize your plans for the canoe trip. Make sure they have met all of the necessary prerequisites. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Make sure that you have any special equipment you will need for the nature projects you'll be doing.		
Interpatrol Activity _____ minutes	Nature Kim's Game ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for troop campout. Finalize work on next month's program feature.		

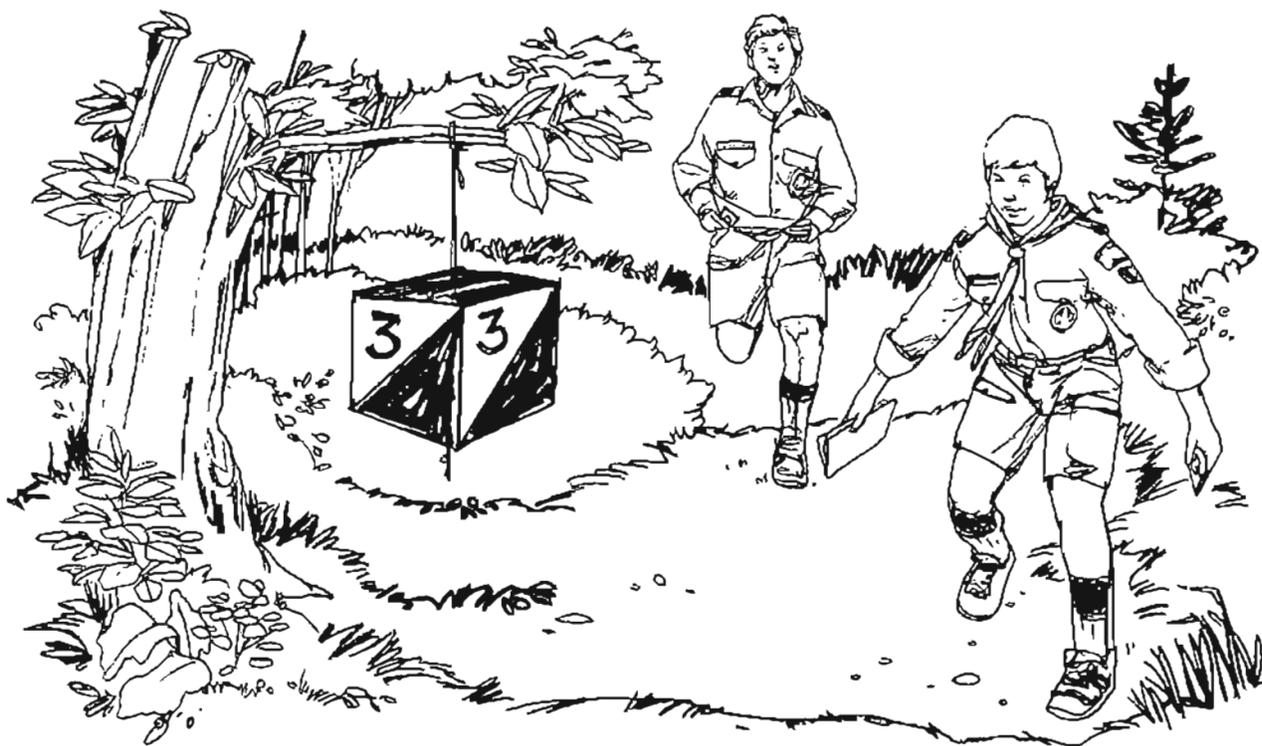
NATURE

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site.	SPL
	Upon arrival at campsite, unload equipment and set up patrol sites. Concentrate on stowing gear and setting up camp. Gather firewood for breakfast.	
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Set up nature trail or do conservation project	SPL
11:30 a.m.	Sack lunch	
Noon	Continue conservation/nature activities	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Troop campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from the “Program Specialties” section of this book.	
11 a.m.	Break camp.	
Special equip- ment needed	Cameras, pens tools for conservation project, troop camping equipment.	

ORIENTEERING



Finding your way in the woods or on a mountain trek can challenge the abilities of the most experienced outdoorsman. In America's early days, the frontiersmen who opened the unmapped western lands traveled by highly developed powers of observation and memory. They could read the signs of mountain ridges, rivers, and vegetation, wind direction and cloud movements, and the position of the sun, moon, and stars.

Today we have topographic maps and compasses for pathfinders. Being able to read maps, use compasses, and figure heights and widths are the skills needed for orienteering. The sport also requires thinking, planning, decision-making, and stamina. As you plan for this program feature, make sure you provide challenges for Scouts of all skill levels.

Once your Scouts learn the secrets of orienteering, it will help them on all outdoor expeditions. Orienteering makes it possible to use shortcuts to cut travel distance and time. It will also lead them to explore out-of-the-way places of special interest.

The highlight this month will be an Outback Weekend. It might be held at the council's Scout camp or a large park. Plan a weekend of map-and-compass activities that will test both the newest and oldest Scouts in the troop.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Enhanced outdoor skills, especially in map and compass reading.

- A greater understanding of how to plan and make decisions.
- An understanding of some of the principles of orienteering.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic orienteering and camping requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

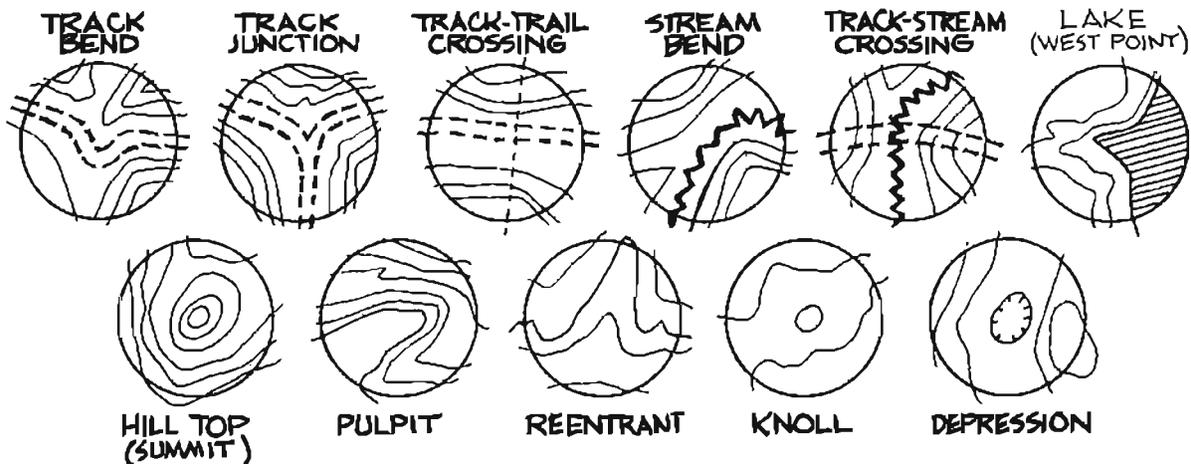
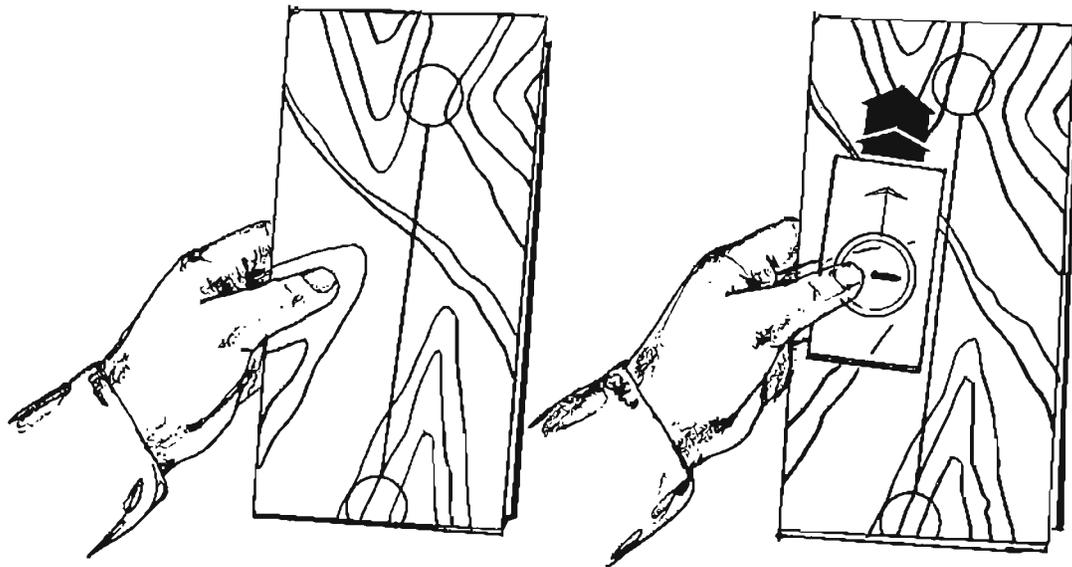
- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law



Merit Badges. Experienced Scouts can concentrate on the Camping and Orienteering merit badges; they should complete most of the requirements. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Wilderness Survival, and Orienteering.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program features this month by:

- Asking qualified parents to assist with instruction for orienteering.
- Having a family campout.
- Asking parents to provide transportation to the campsite.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on a location for the Outback Weekend. Remember that you will need an area large enough to lay out an orien-

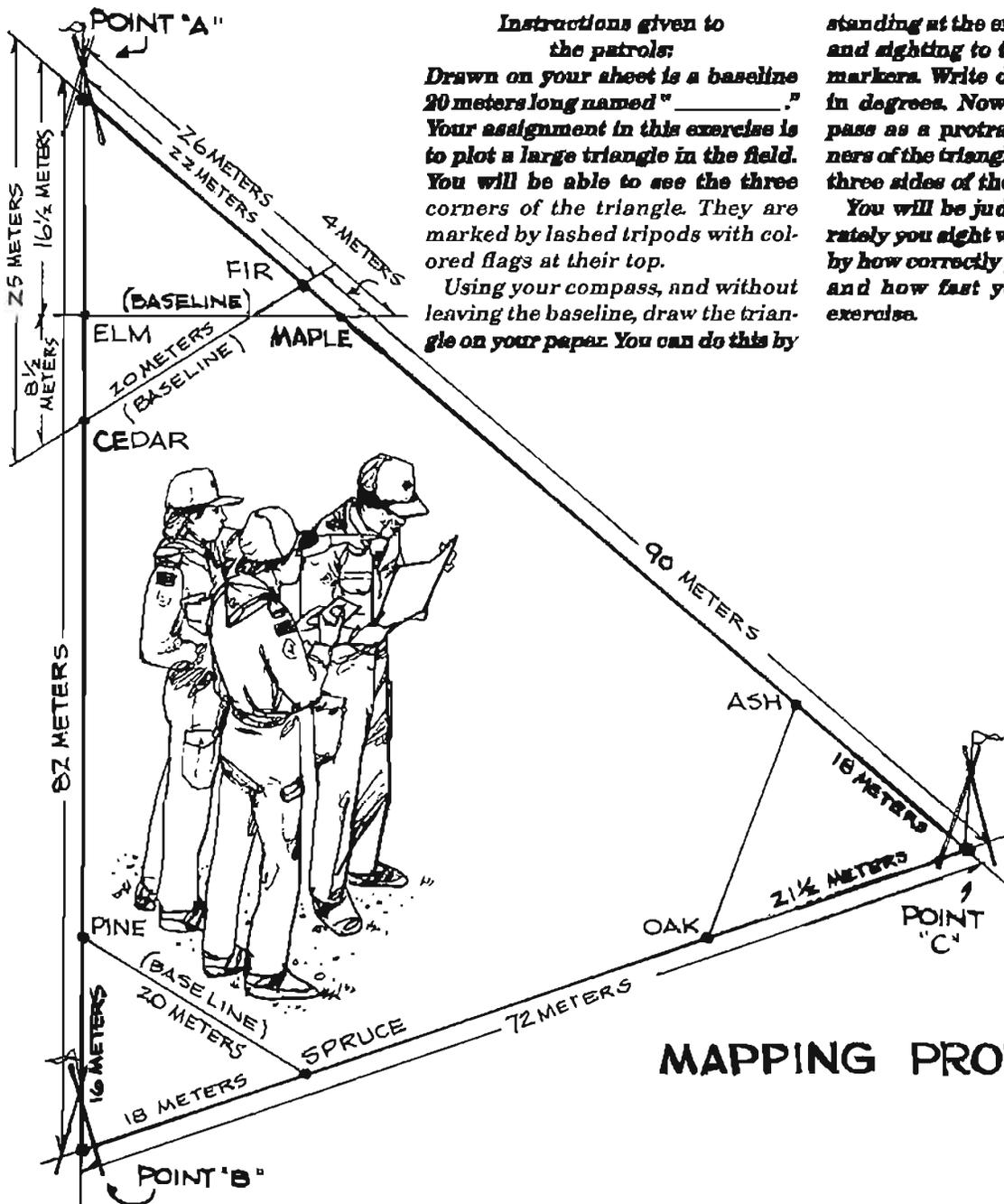
teering course, or at least have access to enough area to set the course.

- Plan the special activities for the campout. See the ideas on these pages.
- Inventory the troop camping equipment, if you have not done so recently.
- Get permission from the owners before laying out an orienteering course.
- Plan or review the details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for the campout activities.
- Hold a junior leader training session on giving instructions (*Scoutmaster Handbook*).

FEATURE EVENT

Outback Weekend

There is fun and satisfaction in mastering map and compass skills. Orienteering is the art of traveling cross-country by compass and map and doing it so accurately that you arrive at specified points (called "controls") in a minimum amount of time. The winner of an orienteering meet is the one who



Instructions given to the patrols:

Drawn on your sheet is a baseline 20 meters long named "_____." Your assignment in this exercise is to plot a large triangle in the field. You will be able to see the three corners of the triangle. They are marked by lashed tripods with colored flags at their top.

Using your compass, and without leaving the baseline, draw the triangle on your paper. You can do this by

standing at the ends of the baseline and sighting to the nearest corner markers. Write down the bearings in degrees. Now using your compass as a protractor, join the corners of the triangle and you have the three sides of the triangle.

You will be judged by how accurately you sight with your compass, by how correctly you draw the lines, and how fast you complete this exercise.

MAPPING PROBLEM

locates all controls and arrives at the designated destination in the shortest time.

Troop and patrol meetings this month give Scouts basic instruction in the use of a map and compass. The Outback Weekend gives them the opportunity to apply these skills in a very practical way.

The following are some suggestions for laying out the orienteering course at the campout:

- Have the course test the skills of map-reading, use of compass, and brainpower rather than running power.
- Keep the course within boundaries such as streams, railroads, and highways. Point out these facts to the patrols before the event. Make sure the map and terrain agree before placing controls.
- Junior leaders, other than patrol leaders, can set up the course and man the controls. Each control will have a code

letter or number that will be recorded by the checker on a card carried by each Scout.

MAPPING PROBLEM

Each patrol is to plot an accurate triangle from a known baseline; they cannot leave the baseline.

Method: Before the event, leaders plot a setup in the field as shown in the triangle diagram. The three corner points are represented by Scout staves secured upright with a sheer lashing and visible from all points within the diagram. The baselines Pine-Spruce, Oak-Ash, Elm-Maple, and Cedar-Fir are made by stretching twines between the stakes at the extreme end of each line. These lines and the corner markers can be located by measurement as well as by sighting along the edge of the diagram when it is correctly oriented in the field.

Next, place a piece of plain white paper over the diagram on this page. By tracing, draw in the exact Pine-Spruce line and mark one end Pine and the other end Spruce. This is all that should appear on this paper. On another paper, trace the Oak-Ash line, and so on, until you have four sheets of paper with four lines. Give a sheet to each patrol.

The patrol stations itself along the line shown on its paper and, without leaving that baseline, plots the three points—A, B, C— represented by Scout staves. They do this by sight

ing or by compass. When plotted, they mark the point on the patrol's sheet of paper in exact relation to the original baseline already drawn. When all three points are marked, they are connected to make a triangle. The paper is given to the leader, who checks accuracy by comparing it with the original triangle shown on this page. If desired, you can work out your own triangle and baselines to fit the terrain in which your troop will be working.

ORIENTEERING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Work on finding location without using a map or compass (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> ▪ Troop Flag Ceremony No. 2 ("Ceremonies" section of this book) ▪ Uniform inspection 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts work on how to use a compass and learn basic map-reading skills. Play Silver Dollar Hunt ("Program Specialties" section of this book). ▪ Experienced Scouts study maps of the area to be used for the Outback Weekend and begin plotting a 2,000 meter course with at least five controls. ▪ Older Scouts work on the Venture/Varsity program or work with younger Scouts on map and compass basics. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what they will need to bring and what their assignments are. New Scouts will need an orientation on basic camping procedures. Plan additional activities that are not orienteering-related. Plan menus for the weekend.		
Interpatrol Activity _____ minutes	Blindfold Compass Walk ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Closing Ceremony No. 4 ("Ceremonies" section) • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout.		

ORIENTEERING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice reading map signs and do Direction-Finding Relay ("Program Specialties" section of this book). • Experienced Scouts continue work on plotting a 2,000-meter course. When that is completed, plan another course of 3,500 meters with seven controls. • Older Scouts work on the Venture/Varsity program or continue to work with younger Scouts. Prepare any projects that you are working on for this month's campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. New Scouts should prepare materials they will need for the campout. Decide on menus and make necessary patrol assignments for meal preparation.		
Interpatrol Activity _____ minutes	Map Symbol Relay ("Program Specialties" section in this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Troop committee holds board of review. Plan a court of honor if one is needed.		

ORIENTEERING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on packing a pack and basic tent-pitching techniques. Do Knot-Tying Relay ("Program Specialties" section of this book). • Experienced Scouts continue work on a 3,500 meter course. • Older Scouts work on the Venture/Varsity program or finalize plans for special projects you'll be working on during the campout this month. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing this month. Make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Remember that some groups will take longer to travel the orienteering course; you may want to consider a sack lunch.		
Interpatrol Activity _____ minutes	<p>Beeline Hike</p> <p>In Scouting, a beeline hike draws upon the lore of the old bee hunter. The object of the hike is to go directly from one point to another, regardless of obstacles in the path. One or more beelines may be determined in advance by the troop leaders. If only one line is decided on, then all patrols will follow it. However, it is more fun to establish a different beeline for each patrol, starting from widely separated points and converging at a common meeting place. Liven up the hike by having a pizza as the objective. Or, the objective could be a historic site, hidden treasure, etc. Patrols are to go as directly as possible, surmounting obstacles in the path by climbing or bridging. If there are insurmountable obstacles, the patrol will make four 90-degree turns, and then continue on the original course.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Begin work on next month's program feature. Have you had a family activity lately?		

ORIENTEERING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on measuring heights and distances. Do the Scout Pace Contest (this page). • Experienced Scouts review plans for the orienteering course and make sure someone is designated to go to the site early and lay out the course. • Older Scouts continue work on the Venture/Varsity program or get necessary equipment for the projects they will work on during the campout. <p>Scout Pace Contest <i>Equipment:</i> Watch with a sweep second hand. <i>Method:</i> Scouts travel a 1-mile course, by patrols, using the Scout pace (50 steps running, 50 steps walking). Measure a point a half-mile away from the meeting place, or as many times around the block as needed to make a mile. <i>Rules:</i> Start each patrol at 2-minute intervals. All patrol members must cross the finish line together. <i>Scoring:</i> The object is to complete the mile in exactly 12 minutes. The patrol finishing closest to 12 minutes (more or less) wins.</p>		
Patrol Meetings _____ minutes	<p>Review plans for the campout. Make sure everyone knows departure times. Fine-tune your map and compass skills. New Scouts should make sure they have the proper clothing and personal gear for campout.</p>		

Activity	Description	Run by	Time
Interpatrol Activity _____ minutes	Crash Landing Equipment: One topographic map for each patrol. All maps are of the same area. Method: Announce that a plane has crashed at a certain point shown on the map. The crash site is some distance from a road. Give a map to each patrol and tell them to complete the following instructions in a given time: 1. Locate the scene of the crash on the map. 2. Determine the route to be taken by car to a point nearest the crash scene. 3. Determine the route to be taken on foot from the car to the crash scene. 4. List first aid materials to be taken to the crash site by a patrol. 5. List other equipment to be taken. 6. Make up a quick-cooking, lightweight menu for one meal, including food suitable for possible survivors. Scoring: The patrol that does the best job on the total project wins.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Finalize work on next month's program feature.		

ORIENTEERING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment, and set up patrol sites. Gather firewood for breakfast. Unload canoes, if canoe trip is planned.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Travel 2,000-meter orienteering course. Estimate heights of trees and widths of ravines or creeks.	SPL/PL
11:30 a.m.	Sack lunch	
Noon	Continue on orienteering course	
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Troop campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, compasses, troop camping equipment	

PHYSICAL FITNESS



Since one of the main purposes of the Boy Scouts of America is to promote physical fitness, this program feature is right on target. Besides, most Scout-age boys love physical action, so they will participate in the suggested activities with great eagerness.

Troop meeting instruction and practice will cover most of the physical fitness requirements for Tenderfoot through First Class. There are also lots of games and contests requiring strength and agility.

Our aim, however, is not just to provide a month of fun but to encourage the Scouts to make physical fitness a lifetime pursuit. Urge them to continue testing themselves regularly, not just this month while they are working on physical fitness skills. That does not necessarily mean that they have to continue doing pushups, pullups, situps, etc. for years, since those who are active in sports year-round probably get plenty of healthful exercise. But it does mean that we want to make them conscious of the importance of fitness for their whole lives.

The big event will be a Scout decathlon—a series of 10 events requiring strength, agility, coordination, and some sports skills. It will be run as an interpatrol competition.

The Scout decathlon might be either an afternoon event or the centerpiece of a weekend campout. The site might be an athletic field or a camp with a large playing field.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding that physical fitness is essential for a fulfilling life.
- Awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol.

- Enhanced self-confidence as a result of improving physical fitness.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their physical fitness requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning

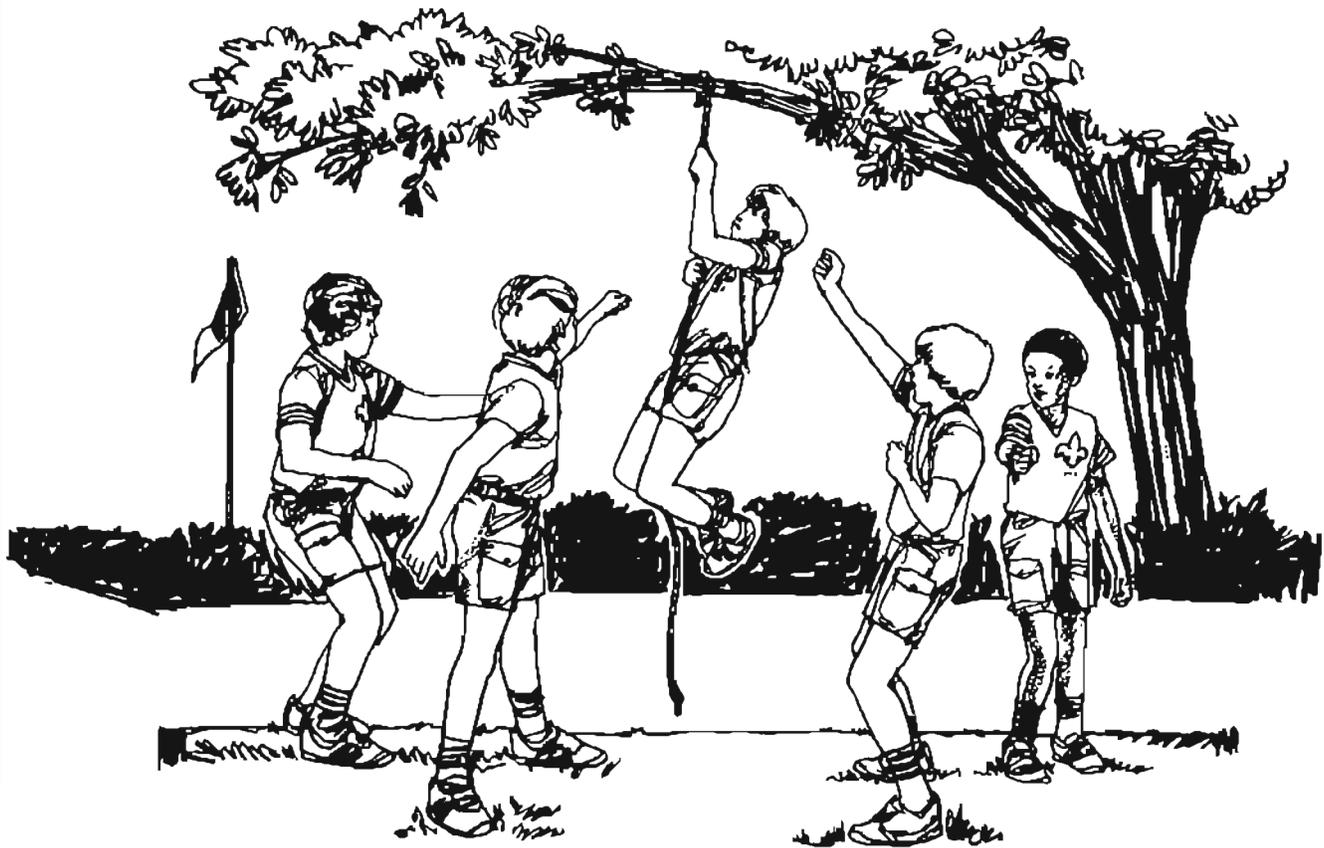
Second Class

- Outdoor—Camping, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning

Merit Badges. Older Scouts can concentrate on the Personal Fitness merit badge this month, and should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Cooking, Hiking, Camping, Athletics, Swimming, Sports,



Skating, Skiing, Cycling, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for the fitness skills.
- Inviting parents to serve as judges, scorers, timekeepers, etc. for the Scout decathlon.
- Asking parents to provide transportation to the decathlon site, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Decide whether to make the Scout decathlon a 1-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the 10 events for the decathlon. See the ideas on the following pages. Arrange to secure the necessary equipment; ask for help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if you have not done this recently.
- Make a list of possible Good Turns for the community.
- Plan details of troop meetings for the month. Consider inviting counselors for the Personal Fitness or Athletics merit badges to help with instruction.

- Hold a junior leader training session on planning (*Scoutmaster Handbook*).
- Coordinate any intertroop competitions.

FEATURE EVENT

Scout Decathlon

Choose 10 of the following events or devise your own.

600-METER RUN/WALK RELAY. Measure a 600-meter course (656 yards). If your decathlon site has a football field, the course could be three laps from end zone line to back end zone line, then three laps from goal line to goal line, making the course 660 yards long. In camp, the course might be laid out on a smooth, relatively level trail. Run as a patrol relay. Avoid having Scouts run more than one leg because it would exhaust them for later events; instead, combine patrols, if necessary to equalize numbers.

Scoring: 10 points for the winning patrol, 8 for second, 6 for third, 4 for fourth, and 2 for fifth. Combined patrols each score whatever the combined group earned.

STANDING LONG JUMP. Follow the procedure in the *Boy Scout Handbook*.

Scoring: To find the patrol score, average the distance jumped by each patrol member. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

RUNNING LONG JUMP. Score the same as for the Standing Long Jump.

JAVELIN THROW. Use a Scout staff or 8-foot pole cut from a dead sapling. Each Scout gets three throws; score only the longest. The thrower may run up to the line.



Scoring: Find the patrol's average throw, in feet, from where the javelin's point strikes the ground. The patrol with the best average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

HIGH JUMP. Use regular standards or make them from 6-foot poles driven into the ground. To hold the crossbar, have finishing nails in the poles at 2-inch intervals above 3 feet. Give each Scout two jumps; count the higher.

Scoring: Find the average height jumped by all patrol members. Patrol with the highest average height jumped scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

JUMP AND REACH. The Scout is given a piece of chalk and, while standing flat-footed, he makes a mark as high as he can reach on a smooth-barked tree trunk. He then leaps as high as he can and makes a second mark. His score is the difference in inches between the marks. Give each Scout two tries and score the better.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

BASEBALL BATTING. Each patrol member is given five swings at pitches thrown by a leader at batting-practice speed. Score 1 point for each fair ball; 5 points extra for balls that travel more than 300 feet, including the roll.

Scoring: Find the average of the scores of all patrol members. The patrol with the highest average gets 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

ROPE CLIMB. Hang a rope at least 1 inch in diameter from a tree limb or other support about 18 feet overhead. Award 2 points for patrol members who make the climb using both hands and legs; 4 points for those who use hands only.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

SHOT PUT. Use a 5- to 8-pound rock. Scratch a circle about 6 feet in diameter on the ground. Scouts must not leave the circle as they put the shot. Shot must be put by tucking it against chin and pushing, not throwing like a baseball.

Scoring: Find the average distance for all patrol members. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

PULLUPS. Use a chinning bar not more than 1½ inches in diameter and about 8½ feet off the ground. Follow the procedure in the *Boy Scout Handbook*.

Scoring: Find the average of the number of pullups done by all patrol members. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

ROPE SWING. Hang a 1-inch rope from a tree limb or other support about 10 feet above ground. Mark lines for take-off and landing 6 feet on either side of the hanging rope. Each patrol member takes one swing, observing the take-off and landing lines.

Scoring: For patrols of eight Scouts, score one point for each successful traverse. For patrols of six, score 1½ points for

each success. For patrols with fewer than five members, score $1\frac{1}{4}$ points for each success.

FOOTBALL PASSING. Suspend an auto tire from a tree limb at about the 8-foot level. Scratch a line on the ground about 10 yards away. Keep the tire center opening facing the passer.

Each Scout has three tries to pass the ball through the center of the tire.

Scoring: Count one point for each successful pass. Find the average number of passes for the patrol. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

FRISBEE GOLF. The course is a series of targets ("holes") spaced about 50 yards apart. "Holes" might be particular trees, small buildings, garbage cans, etc. Include "hazards"—ravines, small stream, marsh, wooded area, etc. Station judges at each "hole" to make sure Scouts hit the targets.

Unlike regular golf, the number of shots makes no difference; the aim is to go around the course in the fastest time, regardless of the number of "strokes."

Each player must be timed separately. He tees off at the starting line by sailing the frisbee at the first "hole," then runs immediately to the Frisbee and shoots again. And so on, around the course.

Scoring: The patrol's score is the average time taken by all members. The patrol with the fastest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

SCOUT'S PACE RELAY. The Scout's pace is an old Scoutcraft skill, requiring the boy to learn to run and walk a measured mile within a few seconds of 12 minutes.

Use a quarter-mile track, or measure a mile on back roads at the camp. In the Scout's Pace Relay, there are eight legs of 220 yards each. In patrols with fewer than eight Scouts, some must run twice.

If you are using a quarter-mile track, each patrol stations four of its members at the start, the rest at the halfway point around the track. If you are on camp roads, one Scout would be placed at every 220-yard mark. (In that case, of course, all patrols would need eight members.)

Scoring: The patrol finishing the race closest to exactly 12 minutes (without using watches to help) scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

Everybody Up

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with soles of their feet touching, knees bent, and hands tightly grasped. From this position, they try to pull themselves into a standing position. If they are successful, ask another Scout to join them and try standing up with three Scouts, then four, etc. As the group grows, all players must be grasping the hands

of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get everybody up.

Variation. Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. Do not allow interlocked arms for safety reasons (possible shoulder dislocations).

Inchworm

Pair off Scouts. They sit on each other's feet and grasp elbows or upper arms. They advance by having the Scout whose back is to the direction of travel lift his bottom off the other's feet and rock backwards. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, they simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

Human Ladder

Purpose: To develop trust and to learn to be responsible for each other's safety.

Materials: Six to 10 smooth hardwood dowels about 3 feet long, $\frac{1}{4}$ -inch in diameter.

Directions. Scouts are paired and given one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds to move from one rung to another. As the climber passes by, the pair holding that rung may leave their position and go to the front end of the ladder, extending the ladder length indefinitely.

The direction of the ladder may change at any time (make a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.

The Boy Scout Shuffle

For this initiative test, you need a 30-foot telephone pole laying on a flat area. Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a "personal best" is the best kind of competition.

PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Pair off arriving Scouts and have dual contests (<i>Scoutmaster Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into circle. • Hold uniform inspection. • Repeat Scout Law and have a Scout tell what it means. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on fitness skills and begin practice for the President's Physical Fitness Award. • Experienced Scouts work on developing an indoor obstacle course. • Older Scouts work on the Venture/Varsity program or assist younger Scouts with fitness award. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two of the events for the decathlon. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Muscle Medley ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols • Repeat Scout benediction • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for Scout decathlon. Begin work on next month's program feature.		

PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ For the new Scouts, have a local college athlete or health club instructor demonstrate exercises and talk about a nutritious diet and exercise plan. • Experienced Scouts continue work on inside obstacle course. • Older Scouts work on the Ventures/Varsity program or practice one or more of the following from the introduction to Physical Fitness: Everybody Up Inchworm Human Ladder Boy Scout Shuffle Prepare to demonstrate them as part of the decathlon on the troop outing. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two or more of the events for the decathlon. All patrols plan activities to work on advancement. Do you need to do a Good Turn project this month?		
Interpatrol Activity _____ minutes	Izzy Dizzy Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the decathlon. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor, if necessary.		

PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts and experienced Scouts run the indoor obstacle course developed by the older Scouts. • Older Scouts work on the Venture/Varsity program or continue practice on Everybody Up, Inchworm, Human Ladder, and the Boy Scout Shuffle. Prepare to demonstrate these as part of the decathlon. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two more of the events for the decathlon. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Dodge Ball and Jump the Shot ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the decathlon. Continue work on next month's program feature.		

PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on fitness activities. • Experienced Scouts work on a menu that will have high-energy foods to eat during the decathlon/outing. • Older Scouts work on the Venture/Varsity program. 		
Patrol Meetings _____ minutes	Review all the events in the decathlon. Practice two more of the events.		
Interpatrol Activity _____ minutes	Select one from the "Program Specialties" section of this book.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the decathlon. Finalize work on next month's program feature.		

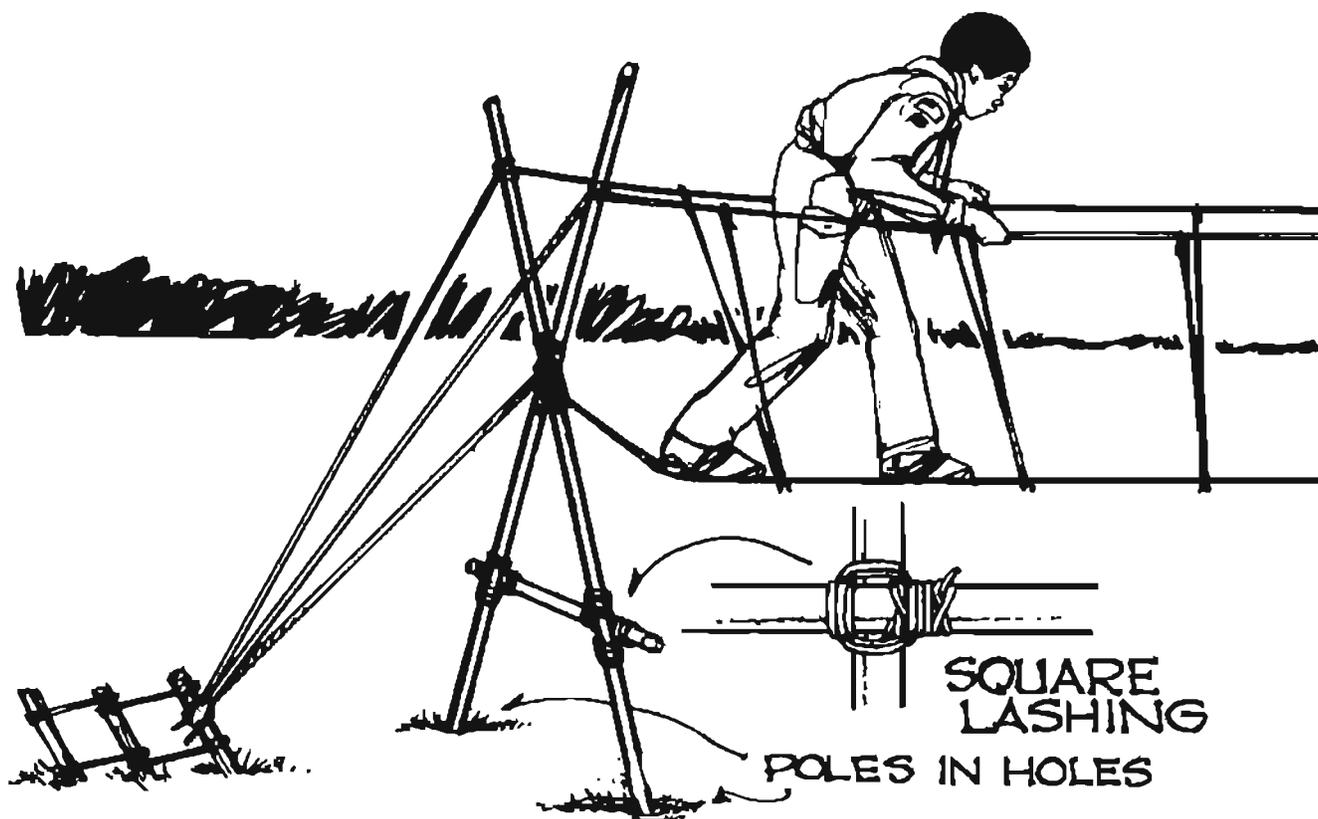
PHYSICAL FITNESS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–10:30 a.m.	Run five or six of the decathlon events	SPL
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up—free time	Cooks
1 p.m.	Run remaining decathlon events	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Meal	SPL
6 p.m.	Clean up—free time	Cooks
8 p.m.	Troop campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9 a.m.	Patrol games—"Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equip- ment needed	Topographic maps, compass, clipboards	

PIONEERING



Give an experienced outdoorsman a bow saw, hand ax, and some poles and ropes, and in short order he will make some camp furniture, bridge a stream, and make a big "toy" like a monkey bridge.

The skill is called pioneering. Boys love to learn how to do it, and of course it will increase their capabilities in the outdoors.

Pioneering requires plenty of poles and lots of lashing line and heavy rope, especially for big projects like monkey bridges. Before planning this program feature, be sure that you will have access to both, especially for the big event, a woodsman's weekend. If necessary, you can do miniature pioneering at troop meetings using garden canes and heavy rubber bands. But for the big event, be sure that you will have lots of poles and smaller spars as well as lashing line and rope.

The woodsman's weekend might be held at Scout camp, if the camp has pioneering gear. Otherwise, look for a campsite where you can get permission to gather a number of poles and spars at least 8 feet long and 2- to 3-inches thick, as well as smaller stuff. Someone who has a wood lot that needs thinning might give the troop permission to cut what you need.

Plan to make at least one big pioneering project during the weekend. For ideas, see the Pioneering merit badge pamphlet. Also schedule some games and interpatrol contests that require pioneering skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Enhanced outdoor skills, especially in knot-tying and lashings.

- Greater understanding of the importance of conservation.
- An understanding of some of the principles of engineering as they build temporary structures and camp equipment.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the highlight activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

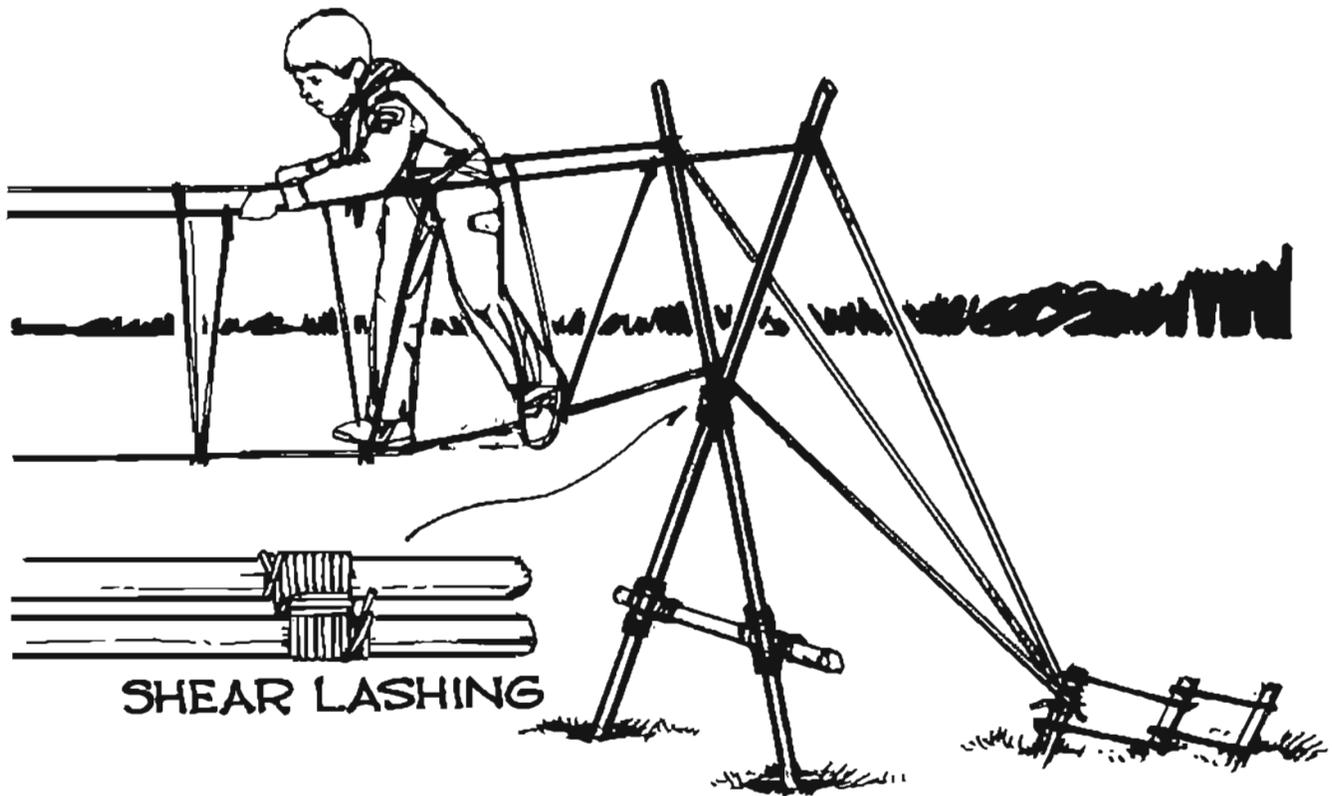
Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping and Pioneering merit badges this month; they should be able



to complete all but the last two requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Wilderness Survival, and other nature-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to help with troop meeting instruction.
- Inviting parents to come along on the woodsman's weekend.
- Asking parents to provide transportation to the campsite.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Choose a campsite for the woodsman's weekend. Remember that you will need a supply of poles and smaller limbs for pioneering projects. These materials are available at some Scout camps. If your council's camp does not have them, make sure that you can get permission to obtain suitable materials elsewhere; do not plan to cut trees at the site without the owner's permission.
- Plan other activities for the woodsman's weekend. Some ideas are on these pages.
- Practice knots and lashings, if equipment is available.
- Consider inviting a Pioneering merit badge counselor to troop meetings to help with instruction.
- If your troop meetings will be indoors (or if you will not have access to poles and ropes), plan to do miniature

pioneering with Scout staves or closet poles, or with garden canes and rubber bands.

- Assign a patrol to drill holes in scrap wood or fiberboard pieces about 2-by-3 feet for use as knot boards for the first troop meeting.
- Hold a junior leader training session on counseling (*Scoutmaster Handbook*).

FEATURE EVENT

Woodsman's Weekend

When the Boy Scouts of America was born nearly 80 years ago, many troops could go just a few miles outside of town and get permission from a farmer to chop down trees and build log cabins. Those days are long past.

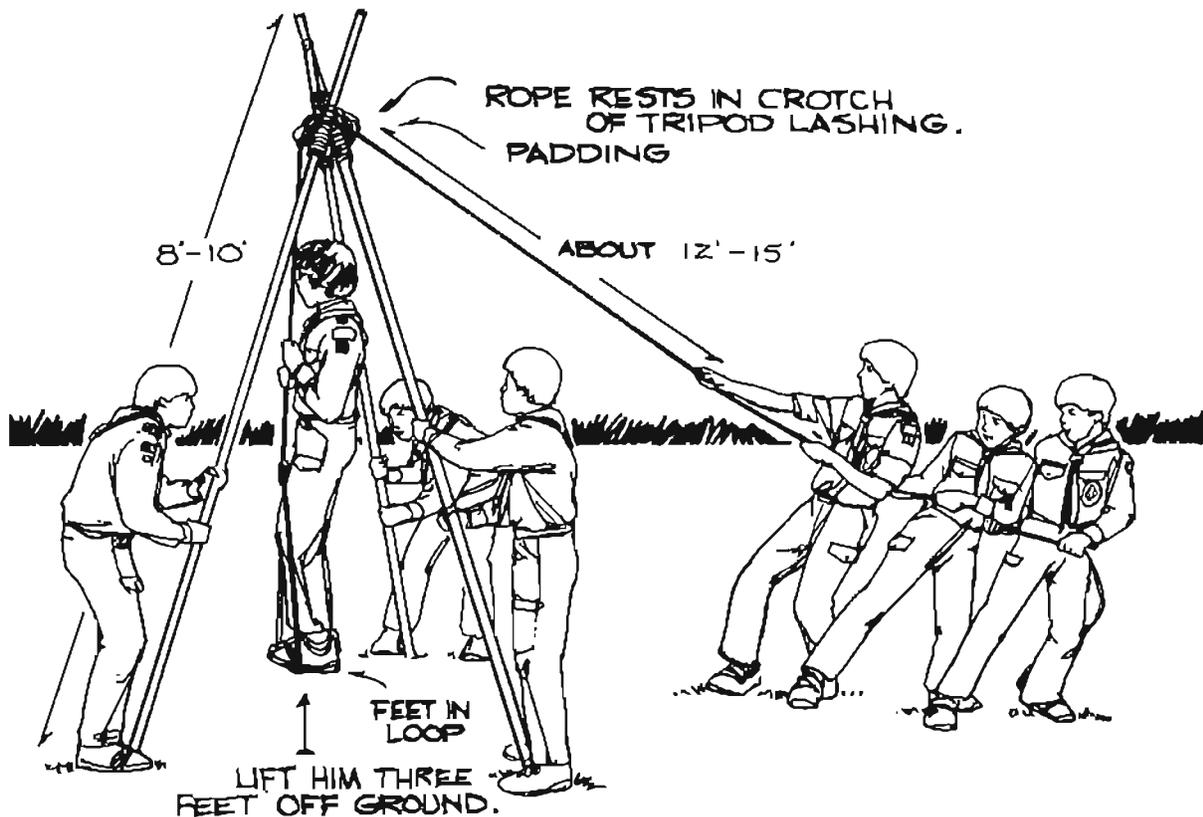
Today's BSA conservation ethic forbids cutting live trees unless someone wants a wood lot thinned out. So it will probably be necessary to find a site where pioneering materials are already available, such as a local council Scout camp. Or, if you are lucky enough to have a supply of poles, you may have to truck them to your campsite.

In any event, try to have enough poles so that the troop can assemble at least one big pioneering project, like the bridges and towers in the Pioneering merit badge pamphlet.

For smaller projects, such as the camp furniture pictured in the *Boy Scout Handbook*, you may be able to find sturdy limbs among the downed wood at the campsite.

Campout Activities

Unless the troop has a lot of experienced woodsmen, it may take several hours for the Scouts to build a big project. If there is time, try some of the following contests, all of which require pioneering skills.



OVER CROCODILE CREEK. Each patrol sets up a two-rope bridge (one rope to walk on, one as a handrail) between trees that are 10 to 12 feet apart. The foot rope should be not more than 4 feet above the ground, with the hand rope 6 to 7 feet above that. The patrol that gets all members safely across in the fastest time wins.

Equipment for each patrol:

Two $\frac{1}{2}$ -inch ropes, 25-30 feet long

HEAVE THE LIGHTWEIGHT. Each patrol assembles a tripod 9 to 10 feet high using a tripod lashing. The patrol then heaves a $\frac{1}{2}$ -inch rope over the top and makes a bowline on a bight in the end hanging down in the tripod. The patrol's lightest member stands in the bowline and the other members raise him 3 feet off the ground. The first patrol achieving this wins.

Equipment for each patrol:

Three poles, 10 feet long

One lashing rope, 20 feet long

$\frac{1}{2}$ -inch heaving rope, 30 feet long

FIREMAN, SAVE THAT CHILD! Each patrol makes a rope ladder using 4-foot poles as rungs. Secure the rungs with marlin spikes hitches. Rungs should be 1 foot apart. The patrol then secures the ladder to a tree limb not more than 10 feet above ground. If desired, they can stake the bottom to the ground. When the ladder is secure, all members climb, one by one, and touch the tree limb. The patrol with all members up and down the ladder in the fastest time wins.

Equipment for each patrol:

Two $\frac{1}{2}$ -inch ropes, 20 feet long

Four or five 4-foot poles with $\frac{1}{2}$ - to 2-inch butts

Two 2-foot stakes

MOVE THE WEIGHT. If the campsite has a very heavy weight on the ground that a whole patrol can't lift (a huge log, perhaps), have a timed contest in which patrols try to move it using either the Lumberjack Pulley or Spanish Windlass shown in the Pioneering merit badge pamphlet. The patrol that moves the weight 6 feet is the winner.

LOG-RAISING RELAY. Each patrol lashes a crossbar between two poles about 12 feet long. They then erect the poles in postholes dug about 2 feet deep. The patrol then lines up, relay fashion, about 25 feet from the crossbar. On signal, the first Scout coils a 50-foot rope and tries to throw one end over the crossbar. When he is successful, he runs forward and ties a timber high around a 3-foot log under the crossbar, then runs back to the starting line and hoists the log off the ground by pulling on the throwing rope. He then lets the log down, runs forward and unties it, and carries the throwing rope back to the next Scout in line. Continue until the whole patrol has competed. The first patrol finished wins.

Equipment for each patrol:

Two 12-foot poles

One 8-foot crossbar

Camp spade

One $\frac{1}{4}$ -inch rope, 50 feet long

3-foot log

DOVETAIL CHAIR RACE. Each patrol assembles a frame about 1 foot square by joining four branches with dovetail notches (see Pioneering merit badge pamphlet). When the "chair" is complete, they tie ropes to the sides. The patrol's smallest member sits in the chair while the others carry him to a turning line and back. The first patrol finished wins.

Equipment for each patrol:

Four branches, about a foot long with 2-inch butts

Four 1/2-inch ropes, 3 feet long

Axes or bow saws

For other good games and contests, see the following

- Knot Hoop Relay
- Knot-Tying Relay
- Chopper's Relay
- Bow Saw Relay
- Roman Chariot Race
- Remote Clove High
- Flagpole Raising

Special Awards

Although they are not advancement awards, two special emblems are available to Scouts who show skill in handling woods tools. The requirements are outlined below.

Totin' Chip. The award is a card stating that the Scout knows how to safely use a Scout knife, ax, and saw. Requirements are:

1. Read and understand woods tools use and safety rules from the *Boy Scout Handbook*.
2. Demonstrate proper care, handling, and use of the Scout knife, ax, and saw.
3. Use knife, ax, and saw as tools, not playthings.
4. Respect all safety rules to protect others.

5. Respect property and not cut living trees.

6. Promise to subscribe to the Outdoor Code.

Explain to Scouts that their "Totin' Rights" can be taken from them if they fail in their responsibility.

Paul Bunyan Woodsman. This emblem can be sewn on a trail pack or blanket. It is earned by a Scout who knows how to use larger woods tools and who does conservation work.

Requirements are:

1. Earn the Totin' Chip.
2. Help a Scout or patrol to earn the Totin' Chip and demonstrate to him (them) the value of proper woods tools use on a troop camping trip.
3. Using a saw or 3/4 ax and a wood or plastic wedge and mallet, cut a log 8- to 8-foot long and 4 or more inches in diameter into 2-foot lengths. Split these 2-foot lengths into quarters.
4. With official approval and supervision, do one of the following: (a) Clear trails or fire lanes for 2 hours. (b) Demonstrate how to fell a standing tree 4 inches or more at the butt. Lop branches. Make a brush pile. Cut tree into 2-foot lengths and stack. (c) Train a downed tree, cut into 4-foot lengths and stack; make a brush pile with branches. (d) Build a natural retaining wall or irrigation way to aid in a planned conservation effort. (e) Participate in an approved "SOAR for the Better Life" or conservation project in your council.

PIONEERING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have a Scout demonstrate rope whipping or fusing synthetic rope (<i>Boy Scout Handbook</i>). Also do a rope-making exercise.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat The American's Creed (<i>Boy Scout Handbook</i>). 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on tying clove hitch, square knot, bowline. Do Rescue Carry Relay ("Program Specialties" section of this book). • Experienced Scouts practice square and shear lashings. Plan three major pioneering projects you can build during the troop outing. • Older Scouts work on Venture/Varsity program or study ropes and knots necessary to do rappelling (<i>Fieldbook</i>). 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If it will be an overnight, begin meal planning and the patrol duty roster and make plans for equipment distribution and tentage needs. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Reactor Transporter ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Sing "Scout Vespers" • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Begin work on next month's program feature.		

PIONEERING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts practice the knots taught last week and use of those knots in camping activities. Do the Knot-Tying Relay ("Program Specialties" section of this book). ▪ Experienced Scouts continue work on pioneering projects and lashings. ▪ Older Scouts work on the Ventura/Varsity program, or plan a fishing trip as part of the troop outing and plan to prepare the fish for a meal. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities on advancement for the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Roman Charlot Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> ▪ Scoutmaster's Minute ▪ Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor, if one is needed.		

PIONEERING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic firelays and care of woods tools (<i>Boy Scout Handbook</i>). • Experienced Scouts plan the materials that will be needed for the outing. Make assignments for getting the necessary staves and ropes needed to do the pioneering projects. • Older Scouts work on the Venture/Varsity program or help with woods tools instruction for the younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Bow Saw Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the woodsman's weekend. Continue work on next month's program feature.		

PIONEERING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn the basics of tent pitching and assisting in meal preparation (<i>Boy Scout Handbook</i>). • Experienced Scouts review Project COPE low-level program and select three items that can be done on the campout. (Information available from Camping Service, Boy Scout Division, Boy Scouts of America, 1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079 or in the <i>Boy Scout Roundtable Planning Guide</i>.) • Older Scouts work on the Venture/Varsity program or assist with COPE activities. 		
Patrol Meetings _____ minutes	Review plans and assignments for the hike/campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Silver Dollar Hunt ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for woodman's weekend. Finalize work on next month's program feature.		

PIONEERING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal en route to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Patrol competitions: <ul style="list-style-type: none"> • Over Crocodile Creek • Heave the Lightweight • Fireman, Save That Child! 	
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up, free time	Cooks
1 p.m.	More patrol competitions: <ul style="list-style-type: none"> • Dovetail Chair Race • Log-Raising Relay • Move the Weight • Roman Charlot Race ("Program Specialties" section of this book) 	
4:30 p.m.	Cooks prepare supper	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up—free time	Cooks
8 p.m.	Troop campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	

Time	Activity	Run by
8:30 a.m.	Church service	
9-11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Scout staves, spars, rope, troop camping equipment	

PUBLIC SERVICE



One of aims of Scouting is to develop young men into participating citizens. A participating citizen does more than what is expected of a good citizen, like voting and obeying the law; he takes an active role in the community.

He might be a Scouter or a volunteer with some other organization. Or he might hold elective or appointive office, lead a service club or church group, or serve as a firefighter, police officer, or health-care provider.

This program feature is designed to introduce Scouts to some of the people who help your community function. No matter how large or small your community is, there are many participating citizens that Scouts can get to know.

The big event might be a historic tour, a community Good Turn, or a combination of the two.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding of their duty to country and to help other people.
- Awareness of their rights and duties as citizens.
- Some knowledge of their heritage as citizens of their community and country.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their citizenship requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Camping, cooking, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Camping, hiking, cooking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the Citizenship merit badges this month; they should be able



to complete many of the requirements. Depending on activities during the outing, they may also cover requirements in Hiking, Public Health, American Cultures, and American Heritage.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking those qualified to assist with instruction for citizenship skills.
- Inviting families on the outing.
- Asking them to provide transportation for a visit to community meetings.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide which public or private group the troop will visit this month, and make arrangements for the visit.
- Invite a community leader to a troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen.
- Plan special activities for community service.
- Plan details of troop meetings for the month. Assign patrol demonstrations covering skills that will be needed to complete advancement through First Class. For example, assignments might be:

Patrol A—Opening and closing flag ceremony, week 1.
Patrol B—Report on the history and destination of the troop heritage hike.

Patrol C—Opening and closing flag ceremony, week 2.

Patrol D—Opening and closing flag ceremony, week 4.

- Make a list of possible patrol Good Turns for the community.
- Hold a junior leader training session on knowing the resources (*Scoutmaster Handbook*).

FEATURE EVENTS

Public Service Outing

This big event can be an experience that will not only expose the Scouts to your community, but let the community become aware that Scouting is alive and still working. The aim is to expose the Scouts to the inner workings of the community, the people who serve the public, and the responsibility of each citizen to support the community.

Public service for the Scouts may mean becoming involved in an ongoing community project, or a series of Good Turn projects that Scouts can perform.

As you learn about the area you live in, find out about its history. Learn how it evolved to where it is today. Was your community once a boom town? Who were the founding fathers? What role did this area have in the development of this country?

Historical Trail Hike

In most states there are historic trails, already marked and waiting for your troop. More than 250 of them have been



approved by the Boy Scouts of America for their historic significance and good trail conditions. You can get a list of the approved trails from the local council service center or by writing: Camping and Conservation Service, Boy Scouts of America, P.O. Box 152078, 1325 Walnut Hill Lane, Irving, TX 75015-2078. Ask for the "National Approved Historic Trails."

If there are no BSA-approved trails in your area, but you know of a historic site, your troop might consider establishing such a trail and at the same time earn the Historic Trails Award. Ask your council service center for a copy of the requirements.

Community Good Turns

The troop and patrols might consider one of the following for a Good Turn this month:

- Plan a community beautification project.
- Take part in a food drive.
- Support a program for firefighters or law enforcement officials.
- Participate in a patriotic parade.
- Help with Meals on Wheels.
- Lead a get-out-the-vote campaign.

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have a pair of experienced Scouts show how to fold and care for the U.S. flag (<i>Boy Scout Handbook</i>). Then play Ringleader ("Program Specialties" section of this book).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into parallel patrols. • Present colors. • Sing national anthem. • Hold uniform inspection. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts plan an opening flag ceremony for the next meeting and practice flag-folding. Play the Newspaper Good Turn ("Program Specialties" section of this book). • Experienced Scouts plan a community service project for the whole troop, or, if a local festival is scheduled soon, find out what your troop can do to participate. • Older Scouts work on the Venture/Varsity program or plan a historical hike in the area. 		
Patrol Meetings _____ minutes	Discuss plans for a patrol outing this month. This could be a 5- or 10-mile hike, so that newer Scouts can work on their hiking skills. Or plan a patrol Good Turn. Consider working on items needed to advance to the next rank.		
Interpatrol Activity _____ minutes	Shoot the Gap ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form Troop • Recite Scout Oath • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program features.		

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts meet with an elected official, either at the troop meeting place or at the official's office. Learn his or her duties and discuss the rights and duties of every citizen. • Experienced Scouts finish plans for a community Good Turn for the troop. • Older Scouts work on the Venture/Varsity program or prepare for a campout that would be part of a 20-mile hike. This might be on a historic trail. 		
Patrol Meetings _____ minutes	Identify Scouts who need to participate in flag ceremonies and service projects. Suggest ways for these Scouts to fulfill rank requirements.		
Interpatrol Activity _____ minutes	Catch Ten ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic hiking skills. • Experienced Scouts work on map and compass skills to prepare for a hike. If a hike has not been planned, finalize plans for a community service project. • Older Scouts work on the Venture/Varsity program or assist with map and compass instruction, or finish plans for a troop campout. 		
Patrol Meetings _____ minutes	Review plans and assignments for the hike or community project. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Bull in the Ring ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the project or outing. Continue work on next month's program features.		

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • Visit a public or private agency such as night court, city council meeting, school board meeting, police or fire station, hospital, TV or radio station, or manufacturing company. Make arrangements beforehand to speak with an official or have a guide for your visit. 		
Patrol Meetings _____ minutes	Finalize plans and assignments for the hike or community service project. Make sure everyone knows travel plans and equipment needs. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Submarines and Mine Fields ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

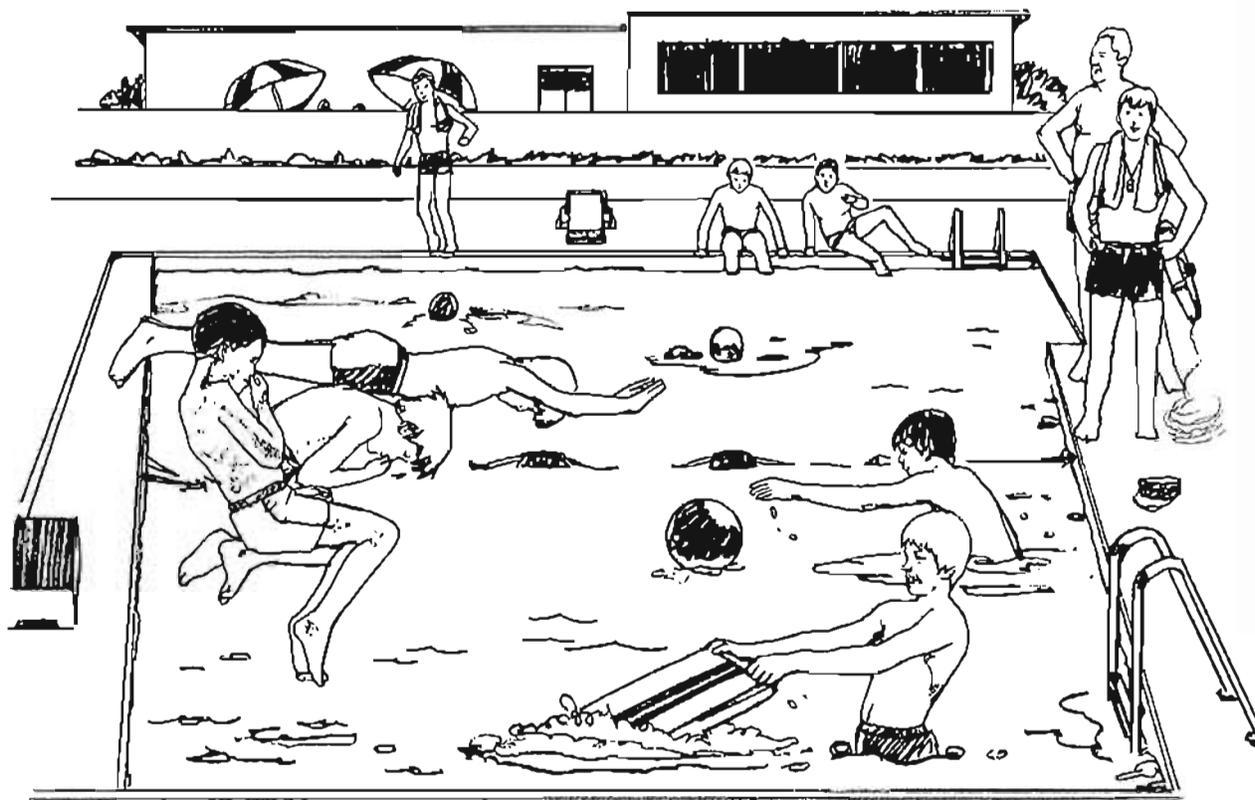
PUBLIC SERVICE

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Saturday 8 a.m.	Arrive at tour location, organize into tour groups.	SPL
8:30 a.m.	Begin tour.	
10:30 a.m.	Leave for service project location.	
11:30 a.m.	Sack lunch. Change into work clothes, organize into work parties. Start project work.	
2:30 p.m.	Break	
4:30 p.m.	Leave for home.	
Special equip- ment needed		

SAFETY



Having a good experience on a troop campout requires safety practices that prevent accidents. Safety is really a prevention tool. Performing a project correctly, using the proper tools and procedures, could protect you from serious injury.

If an accident does occur, a Scout should be prepared to deal with the situation and make decisions that will prevent further harm. "Safety first" is a motto that has been used by companies and organizations for years. Make it yours. As you plan your outing this month, take extra care that all safety precautions are covered. While this is a routine part of campout planning, it never hurts to take a good look at each task or project you're doing to make sure you really are taking the proper precautions.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An understanding that the pledge "to help other people at all times" requires skill as well as good will toward others.
- A good grasp of the fundamentals of first aid for life-threatening injuries and for many other less serious injuries.
- Growing self-confidence that they will be able to act rationally in an emergency.
- The ability to evaluate a situation to make sure it is safe.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the outing, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, hiking, camping, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the First Aid, Safety, and Firemanship merit badges this month; they should be able to complete many of the requirements. Depending on activities during the outing, they may also cover requirements in Cooking, Hiking, and Camping.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction in camping and safety skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the campsites.
- Assisting in organizing a neighborhood watch.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- If a campout is planned, decide on the campsites. Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- If you plan to go to a hotel or motel, make reservations. If you are going to a mall or shopping center, make arrangements for a space.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities.

FEATURE EVENT

Safety Outing

This event might be:

- A highlight campout where you deal with several emergency situations.
 - A visit to a hotel or motel where you could use a meeting room to practice first aid and use a swimming pool for aquatic activities, etc.
 - A public safety demonstration in a mall or shopping center.
- The patrol leaders' council will choose the type of outing to have. Schedule a variety of safety-related activities.

HOTEL/MOTEL OUTING. Well, it's not the woods, but this outing could be useful to let Scouts see how a large number of people are dealt with safely. If possible, stay in a hotel or motel that has meeting room facilities and a pool. Make arrangements for a behind-the-scenes tour to see safety procedures, such as:

- Fire escape plan for the building
- Kitchen safety
- Hotel mobilization plan
- Safety jobs of hotel staff
- Hotel security—what do they do?

Have aquatic-related activities in the pool. Many hotels and motels have physical fitness facilities. If yours does, try fitness activities, too. A meeting room could be used to practice first aid. Or you might visit a nearby museum or local historical landmark.

MALL/SHOPPING CENTER. Have a display or activity that promotes safety in the home. Show a floor plan of the building you're in to point out exits and an emergency evacuation plan. Distribute "McGruff" crime prevention materials, which are available from most local law enforcement agencies, to promote a safe neighborhood and home environment.

SAFETY

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Arrange for fire truck or police car to come to the meeting place. Ask a firefighter or police officer to explain safety procedures for home or automobile. Practice the bowline and have a relay race using it.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat The American's Creed (<i>Boy Scout Handbook</i>). • Present colors. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid for choking, snake bite, and nosebleeds. • Experienced Scouts plan to organize a neighborhood watch for your neighborhood. Work with the local police department. • Older Scouts work on the Venture/Varsity program or plan a special activity for the outing. This could be a tour, special guest visit, etc. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If it will be a trip to a motel or hotel, set up some rules to be followed. If it will be a campout, plan meals and the patrol duties roster, and plan equipment distribution. Any Scouts who are going on their first campout will need extra support. If you will be having a safety display in a mall or shopping center, organize activities and make assignments.		
Interpatrol Activity _____ minutes	Ball Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Sing "Scout Vespers" (<i>Boy Scout Songbook</i>) • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the safety outing. Begin work on next month's program feature.		

SAFETY

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on CPR techniques, and review signs of a heart attack. Play First Aid Baseball ("Program Specialties" section of this book). • Experienced Scouts visit local fire station or firefighter training facility to see how they train for various types of fires. • Older Scouts work on the Venture/Varsity program or conduct a safety inspection of your meeting facility. Continue work on a special activity for the outing. 		
Patrol Meetings _____ minutes	Review assignments for your outing. Continue to work with first-time campers if you are going camping. Practice for any activities you might have on your outing. Plan a 5-mile patrol hike.		
Interpatrol Activity _____ minutes	Submarines and Mine Fields ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

SAFETY

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first aid for burns, puncture wounds, and animal bites. If the outing will be a campout, review safety procedures for knife and ax handling. • Experienced Scouts finalize plans for neighborhood watch meeting. Develop a safety checklist for your home and a fire evacuation route. • Older Scouts work on the Venture/Varsity program or plan a community service project for the troop that will involve helping the homeless people in your community. Work with local agencies in coordinating this project. 		
Patrol Meetings _____ minutes	Finalize plans for the outing. If it will be a campout, make sure your menus are planned, food purchase assignments made, and fees collected.		
Interpatrol Activity _____ minutes	Train Chase ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature. Have you planned a family outing lately?		

SAFETY

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on fire-building techniques and safety, or on the use of liquid fuels if your troop uses stoves to cook with. Do String Burning Race ("Program Specialties" section of this book). • Experienced Scouts plan an accident prevention program for areas outside the home where a family might go (church, beach, theater, etc.) • Older Scouts work on Venture/Varsity program or help new Scouts on fire building; or if you will have access to a pool on the outing, plan some aquatic games. 		
Patrol Meetings _____ minutes	Crack the DEW Line ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> ▪ Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

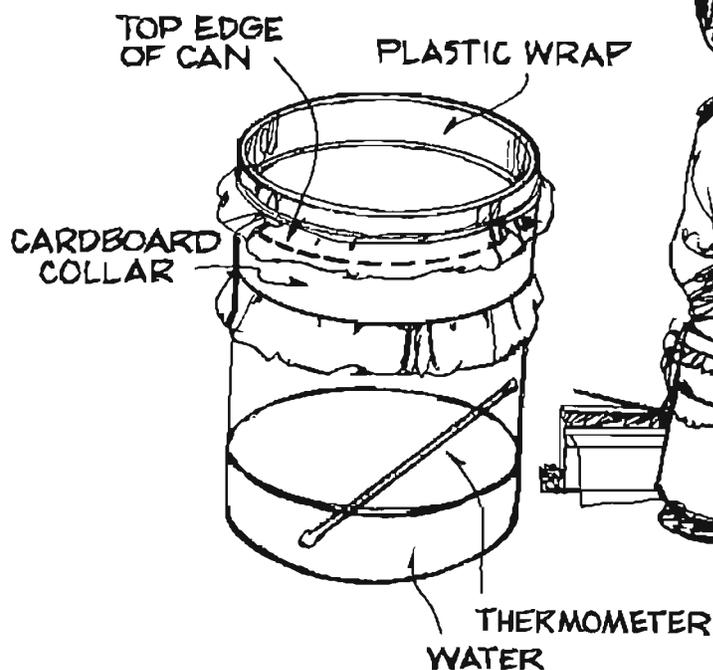
SAFETY

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsites, off-load equipment. Set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up, prepares breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Interpatrol competitions from the "Program Specialties" section of this book: <ul style="list-style-type: none"> • Ice Accident • Deer Stalking • Nature Art Gallery 	SPL
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up and free time	Cooks
1 p.m.	Interpatrol competitions ("Program Specialties" section of this book): <ul style="list-style-type: none"> • Ante Over • Flapjack Flipping • Tent-Pitching Contest (try it blindfolded) 	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	SPL
9 p.m.	Cracker barral	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—Use four games from the "Program Specialties" section of this book.	

Time	Activity	Run by
11 a.m.	Break camp.	
Special equipment needed	Troop camping equipment	



Science is a method of learning about the world by observation, study, and experimentation. We might say that Scouting is a science because that's the way Scouts learn.

In this program feature we will explore two scientific subjects, weather and energy. During troop meetings, Scouts will discover how to use weather signs. They will also learn about the importance of conserving energy sources.

Keep records of the weather this month and make periodic weather predictions. Also try some solar energy experiments or projects that might be used on a campout.

The big event will be a weather bivouac. Ask patrols to predict the weather for the bivouac as the date draws near. The highlight of the bivouac will be an adventure obstacle trail with problems patrols might have to solve in a hurricane.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An appreciation of the wonders of nature and possibly a growing feeling of closeness to God.
- A greater understanding of how pollution affects the natural world and how Scouts can help to stop it.
- A strengthened resolve to do their "duty to country" through good conservation practices.
- Growing self-confidence.
- Basic knowledge for predicting weather.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping, Cooking, and Weather merit badges this month; they should be able to complete most of the requirements. Depending on activities during the campout, they may also cover requirements in Hiking, Backpacking, and Wilderness Survival merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for energy/weather skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the campout.
- Having a family potluck dinner.



PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the campsites for the weather bivouac campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them. Seek help from the troop committee, if necessary.
- Review low-impact camping skills in the *Fieldbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Plan activities for the campout.
- Hold a junior leader training session on effective teaching (*Scoutmaster Handbook*).

FEATURE EVENT

Weather Bivouac

This weather-wise program feature highlight should help you to answer the age-old question, "What's the weather going to be like?" When your Scouts become interested in weather forecasting, apprehension about thunderstorms gives way to understanding and a pleasant thrill of anticipation. You'll probably see a reluctance to postpone or cancel a hike or camping trip when the Scouts themselves have forecasted an approaching storm.

The Scouts will gain an understanding of weather and become more familiar with prevailing winds, cloud forma-

tions, rain, snow, sleet, frost, and the other phenomena that determine the weather.

Make the bivouac a real demonstration of preparedness and a good camping experience for the Scouts by using only equipment that you can carry on your back.

New Scouts will have an opportunity to work on basic camping and cooking skills, plus some nature-related skills. The rest of the Scouts will be able to expand their skills in many areas.

BUILDING A SOLAR ENERGY BOX

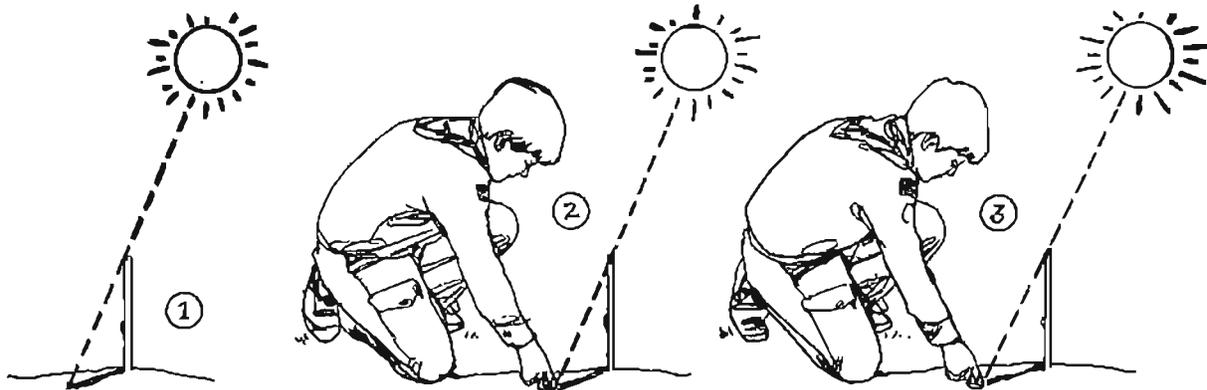
Begin with a clean, empty tin can. A 1-pound coffee can is fine. Pour about a cup of water in the can, place a thermometer in the water, and let the water absorb solar energy.

You will need two transparent windows about half an inch apart on the can. One window can be made by covering the top of the can with clear plastic wrap. Hold the plastic in place with a rubber band.

For the second window, make a cardboard collar for the can by bending a 2-inch-wide cardboard strip into a ring the same diameter as the can. Let the ends of the strip overlap and glue or staple them together. Cover the top of this collar with a second piece of clear plastic held by a rubber band. Slip the collar down over the top of the covered can so that the two plastic surfaces are about half an inch apart.

Insulate the can so that the energy it collects will not be lost while you are doing experiments. Wrap the can in some sort of insulation material, such as house insulation, plastic foam, or even newspaper pieces crumpled into small balls. For some suggested experiments, see the *Energy merit badge pamphlet*.

FINDING DIRECTION BY SHADOW-TIP METHOD



1 PUSH THE STICK INTO THE GROUND AT A LEVEL SPOT, SO THAT IT IS STRAIGHT UP AND DOWN, NOTICE THAT THE STICK CASTS A SHADOW.

2 MARK THE TIP OF THE SHADOW WITH A SMALL ROCK AND WAIT UNTIL THE SHADOW MOVES A FEW INCHES— 10-15 MINUTES.

3 MARK THE TIP OF THE SECOND SHADOW.



4 DRAW A LINE FROM THE FIRST ROCK TO THE SECOND ROCK AND ABOUT A FOOT PAST THE SECOND ROCK.



5 STAND WITH THE TOE OF YOUR LEFT FOOT AT THE FIRST ROCK AND THE TOE OF YOUR RIGHT FOOT AT THE END OF THE LINE YOU DRAW.



6 YOU ARE NOW FACING NORTH.

Adventure Obstacle Trail

The Hurricane. The object is for patrols to get a report through to a headquarters point after encountering the kinds of obstacles that Scouts might meet in a hurricane. Sealed envelopes are given to each patrol leader, to be opened at a specific spot and time (a different place for each patrol). Each patrol should be advised beforehand to bring the equipment they think they will need in the event of emergency situations.

The sealed envelope has a message reading, "All means of communication have been severed between this point and the central relief headquarters. Personnel is limited and it is extremely urgent that they know the extent of the damage in this area. They need your help in rendering service to the homeless and injured."

This is not a race against time. Follow the marked trail on the map. Watch for special hazards and other conditions that should be noted and reported to headquarters. Watch especially for injured persons; give such aid as you can and be prepared to report on this. Certain situations will require answers that you will deliver to headquarters. Be alert, be prepared, and good luck!

Also in the envelope is a map with the central relief headquarters indicated on it, the patrol's starting point, and the route they are to follow.

Problems are set up by troop leaders, parents, and troop committee members. Troop leaders and others who set up problems should serve as judges and scorers at the various stations. Have people at each problem site acting the part of victims.

• A downed tree is blocking the main road (dead limb laid

across trail, cardboard sign on trail, "U.S. 1"). Project: Cut and clear, using safe axmanship.

- Main power line down at Dow Crossing, marked with card, "100,000 volts." Project: Note location, rope off or barricade the immediate area.
- Bridge washed out at Moose Ford. Several projects possible: Lash together a raft; build a monkey bridge or other type of bridge.
- Jones family homeless, cold, hungry. Project: Build fire and serve canned soup.
- A desperate situation at the Brown's place requires immediate medical help. Project: Send a message by Morse code, wigwag, or blinker asking for immediate help. A police observation post has been spotted in the distance.
- You have broken or lost your compass. Determine due north from this point.
- Measure the height of the dangerous, tall "chimney" (tree) that has been left standing at the destroyed factory. If it should fall in this direction, will the top hit the Henderson house (carton)?

Near the end of this obstacle trail, give the Scouts a test of memory and powers of observation. List a number of questions such as:

Did Mr. Jones wear glasses? How many volts of electricity did the downed wire carry? What color was the Henderson boy's coat? How far do you think you have traveled since leaving point X? What was the number of the highway blocked by the big tree? What's the name of the lashings you used in making the bridge at Moose Ford?

SCIENCE

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have weather station set up to begin to record weather conditions for the next 30 days. If you can leave it at your meeting location, assign someone to make a record each day for the next 30 days. Show new Scouts how to find directions, day or night. (Boy Scout Handbook, Weather merit badge pamphlet).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop. • Repeat Scout Law; have 12 Scouts each define one point in their own words. • Present colors. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on identifying plants and animals in the area (Boy Scout Handbook). • Experienced Scouts learn types of clouds and ways to predict weather. • Older Scouts work on the Venture/Varsity program or plan to build a solar reflector that could be used in camp to prepare meals or heat water, or for some other use. Make a list of materials needed. See the Energy merit badge pamphlet. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring for the outing. Any Scouts who have not been camping will need extra help. All other patrols plan activities for the campout that will help them with advancement. Plan meals for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity _____ minutes	Inchworm Pair off Scouts. They sit on each other's feet and grasp elbows or upper arms. They advance by having the Scout whose back is to the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, they simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.		

Activity	Description	Run by	Time
<p>Closing</p> <p>_____ minutes</p> <p>Total 90 minutes of meeting</p>	<ul style="list-style-type: none"> • Assemble troop • Have a First Class Scout explain the Boy Scout badge • Scoutmaster's Minute • Retire colors 	SM	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the weather bivouac. Begin work on next month's program feature.</p>		

SCIENCE

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic first aid that might be needed in a problem-solving exercise for the outing. • Experienced Scouts make arrangements to go to an auto mechanics shop or have an engine brought in to learn the basics of an internal combustion engine and how it uses energy. • Older Scouts work on the Venture/Varsity program or continue work on solar reflector. Arrange for a tour of a local power plant for the entire troop. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping procedures. All other patrols continue to plan activities for advancement at the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	<p>Human Ladder <i>Purpose:</i> To develop trust, and learn to be responsible for each other's safety. <i>Materials:</i> 6 to 10 smooth hardwood dowels about 3 feet long, 1/4-inch diameter. <i>Directions.</i> Scouts are paired and given one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds to move from one rung to another. As the climber passes by, the pair holding that rung may leave their position and go to the front end of the ladder, extending the ladder length indefinitely.</p> <p><i>Note:</i> The direction of the ladder can change at any time (make a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	

Activity	Description	Run by	Time
After the Meeting	Patrol leaders' council reviews next meeting and plans for the weather bivouac. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

SCIENCE

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on using woods tools, and learn fire preparation. Demonstrate cooking firelays. If you can do so at your meeting site, build several types of cooking fires and light them. • Experienced Scouts review lashings and other skills that may be need in problem-solving for the weather bivouac. • Older Scouts work on the Venture/Varsity program or plan several other problem-solving trails. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees.		
Interpatrol Activity _____ minutes	<i>Crossing the Gap (Patrol Leader Handbook)</i>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the weather bivouac. Continue work on next month's program feature. Have you had a family activity lately?		

SCIENCE

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts come to the meeting with backpack packed if the troop has planned a campout. Review items needed for the campout. Do Sloppy Camp ("Program Specialties" section of this book). • Experienced Scouts review first aid skills, particularly bandaging for broken bones and sprains, plus severe bleeding control. Summarize weather record-keeping for weather station; make long-range forecast for campout. • Older Scouts work on the Venture/Varsity program or finalize plans for a problem-solving trail on the campout. If that is done, get a map of the area and plan a 1-mile nature trail. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Four-Way Tug-of-War <i>Equipment:</i> About 100 feet of 1/4-inch or larger rope. Tie ends together to make a circle, then divide rope into four equal segments marked by chalk or tied rags. Lay rope into a rectangle. Equal-sized patrols line up along each of the four sides. On signal, Scouts grasp the ropes and try to pull the other patrols toward them. The winning patrol is the one that has made the most backward progress after a specified time—say, 3 minutes.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for campout. Finalize work on next month's program feature.		

SCIENCE

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Begin problem-solving trail	SPL
11:30 a.m.	Sack lunch	
Noon	Continue problem-solving trail	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
6 p.m.	Campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book. New Scouts take a 1-mile nature hike.	
11 a.m.	Break camp.	
Special equipment needed	Cameras, pens, gear needed for problem-solving trail, troop camping equipment.	

SHOOTING



Shooting sports are on the rise in this country. Archery and rifle, shotgun, and black-powder shooting are all popular.

The Boy Scouts of America has promoted safe shooting for many years. This month your troop can learn one or more of the shooting sports and have a lot of fun.

If your Scout council camp has shooting ranges, you are encouraged to use them, under proper supervision from the council. Other possible resources are archery clubs, gun clubs, black-powder clubs, the military, law enforcement agencies, and community groups.

The highlight activity can be a weekend campout with emphasis on shooting sports. Stress good camping practices for the younger Scouts. Each patrol might be asked to prepare a special activity based on a particular campcraft skill.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- The knowledge and skills to be comfortable in camp.
- A sense of communion with nature and God.
- Greater respect for the outdoors.
- Growing self-confidence.
- Improved skills in shooting sports and a knowledge of safety practices.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the campout activities,



they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping, Archery, Shotgun Shooting, and Rifle Shooting merit badges; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and nature-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for camping and shooting skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the camp.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on a campsite for the campout. If permission will be needed, assign someone to secure it.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; ask for help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if it has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for the campout activities. For example, assignments might be:
 - Patrol A—Pioneering projects
 - Patrol B—Cooking
 - Patrol C—First Aid
 - Patrol D—Survival
- Hold a junior leader training session on understanding the needs of the group (*Scoutmaster Handbook*).



FEATURE EVENT

Shooting Campout

The primary purpose of this campout will be to give the Scouts in your troop a positive camping experience and introduce them to a sport that is both safe and fun.

The campsite might be at your council camp, or perhaps you could use a military reservation or other site that is open to the public. This means you will need to present your campout as a clean and organized operation.

To encourage patrols to keep a safe, orderly campsite, conduct a formal site inspection sometime during the weekend. Scouts working on First Class rank will have an opportunity to complete a number of the outdoor-related requirements.

Campout Activities

There are many other possibilities for campout activities. The troop might concentrate on one Scoutcraft skill, such as pioneering, star study, fishing, orienteering, conservation, tracking and trailing, bird study, or nature. Or, especially if you have a lot of young Scouts, the patrol leaders' council might plan to have instruction and practice in a variety of basic outdoor skills—campcraft, outdoor cooking, estimating heights and distances, bow saw and ax safety, map and compass, and so on.

For good practice in basic skills, try the following contests from the "Program Specialties" section of this book:

- String-Burning Race
- Knot-Tying Relay
- Blindfold Compass Walk
- Nature Scavenger Hunt
- Wet-Weather Fire-Building
- Flagpole Raising
- Bow-Saw Relay
- Remote Clove Hitch Tying

If your site has a large wooded area, the patrol leaders' council may plan a wide game, too. Most wide games require at least a half-mile-square territory and last at least half an hour. The best known is Capture the Flag, which is explained in the Scoutmaster Handbook. Another good wide game is described below.

COMMANDANT. The object of this night game is for one person, the Commandant, to keep the rest of the players from making it back to home base in the dark. You will need a powerful flashlight. Establish a home base for the Commandant—a shed, boulder, or the Scoutmaster's car. The field area that you choose for play should be free of rocks, stones, and whatever else could injure Scouts.

The Commandant stands at the home base and counts to 50 slowly, while the rest of the players scatter. Each player must touch two large, announced objects (tree, cabin, etc.) in the field of play before he is allowed to try to get back to home base. These two objects must be in the Commandant's field of vision and at opposite ends of the field (or at least 90 degrees apart). The Commandant turns on his light at the end of the 50 count, which starts the game. Players at this point may be no closer than 10 yards to a mandatory-touch object. The light may then be turned off or on as the Commandant chooses.

The Commandant may either stay near the base or roam far afield to try to catch someone. A catch is made if the Commandant spots someone and can call his name. In the initial stages of the game, a name must be used. Toward the end of the game, as Scouts are dashing toward home base, simply "hitting" a player with the light beam is enough for a catch. A successful player, upon touching the home base, yells, "Free!" A caught player walks back to home base and shares humorous insights with the growing number already there. The first person to make it back free is the next Commandant if the game is to be played again.

SHOOTING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet outdoors. Let Scouts inspect some rifles, shotguns, bows, and black-powder muzzle-loaders. Explain safety rules and proper handling.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop. • Repeat Scout Law. • Present colors. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic camping techniques, campsites selection, knots, and meal planning. Play Crowded Circle ("Program Specialties" section of this book). • Experienced Scouts become familiar with parts of a bow and learn the terms used with archery. Plan an archery area that meets BSA standards and could be set up on your outing this month, or become familiar with the parts and operation and safety practices for using a rifle, shotgun, or muzzle-loader. See Rifle Shooting, Shotgun Shooting, and Archery merit badge pamphlets. • Older Scouts work on the Venture/Varsity program or join experienced Scouts in session on archery or guns. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what they will need to bring for the campout. The new Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	<p>The Tangle Knot</p> <p>Procedure: Ask a group of 10 to 16 Scouts to form a tight circle. Have everyone close their eyes and extend both hands into the center of the circle. With eyes closed, ask each person to grasp the hand of another person in each of his hands. When each hand is grasping another hand, tell the participants to open their eyes and listen to the explanation of the objective.</p> <p>Object: With out letting go of hands, the group is to unwind, freeing themselves from the seemingly impossible knot and forming a circle.</p>		

Activity	Description	Run by	Time
	<p><i>Rules:</i></p> <ol style="list-style-type: none"> 1. Hand-to-hand contact may not be broken in unwinding the knot. Grips may change and palms may pivot on one another, but contact must be maintained. 2. When the group is finally arranged in a circle, some individuals' arms may be crossed. This is part of an acceptable solution. 3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle. 		
<p>Closing</p> <p>_____ minutes</p> <p>Total 90 minutes of meeting</p>	<ul style="list-style-type: none"> • Sing "Taps" (<i>Boy Scout Songbook</i>) • Scoutmaster's Minute • Retire colors 	SM	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.</p>		

SHOOTING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice use and care of knife, ax, and bow saw. Do Split the Match ("Program Specialties" section of this book). • Experienced Scouts go to an area where you can set up an archery target range that meets BSA standards, or to a private range (indoor/outdoor). Begin shooting, under proper supervision. Or go to a rifle, trap, or BB range. Practice firing under proper supervision. Or learn how to load and fire a muzzle-loader. • Older Scouts work on the Venture/Varsity program or join experienced Scouts in their program. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	All Aboard Object: To have 12 to 20 Scouts aboard a 2-foot square platform without anyone touching the ground around it. Combine patrols to make a group. Rules: <ol style="list-style-type: none"> 1. Each person must have both feet off the ground. 2. Everyone must remain on the platform for at least 10 seconds. This exercise stimulates discussion about team effort, group and individual commitment, leadership, compassion, and group problem-solving dynamics.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

SHOOTING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on knots related to lashing, then practice the square, diagonal, and sheer lashings. Do the Ladder Relay ("Program Specialties" section of this book). • Experienced Scouts continue to practice safe shooting as in last week's program. • Older Scouts work on the Venture/Varsity program or join experienced Scouts in their program. 		
Patrol Meetings _____ minutes	<p>Finalize menus for this month's outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook, or to shoot slides to show at the troop's next family gathering.</p>		
Interpatrol Activity _____ minutes	Crab Crawl Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?		

SHOOTING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on nature requirements for First Class by learning to identify 10 kinds of wild animals and plants found in your community. • Experienced Scouts continue safe shooting exercises. • Older Scouts continue to work on the Venture/Varsity program or continue shooting exercises with experienced Scouts. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Moonball Equipment: For each patrol, a well-inflated beach ball. Method: The object is to hit the ball aloft as many times as possible before it hits the ground. Rules: <ol style="list-style-type: none"> 1. A player cannot hit the ball twice in succession. 2. Count one point for each hit. Have the patrols gather in different areas of the field or gym and begin playing. Tension and expectation may build as each "world record" is approached. Variation: Have a different colored ball for each patrol. Start the game with all patrols in the same area, and allow patrol members to hit the ball of other patrols as well as their own. Do not permit pushing and shoving to get at another patrol's ball.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

SHOOTING

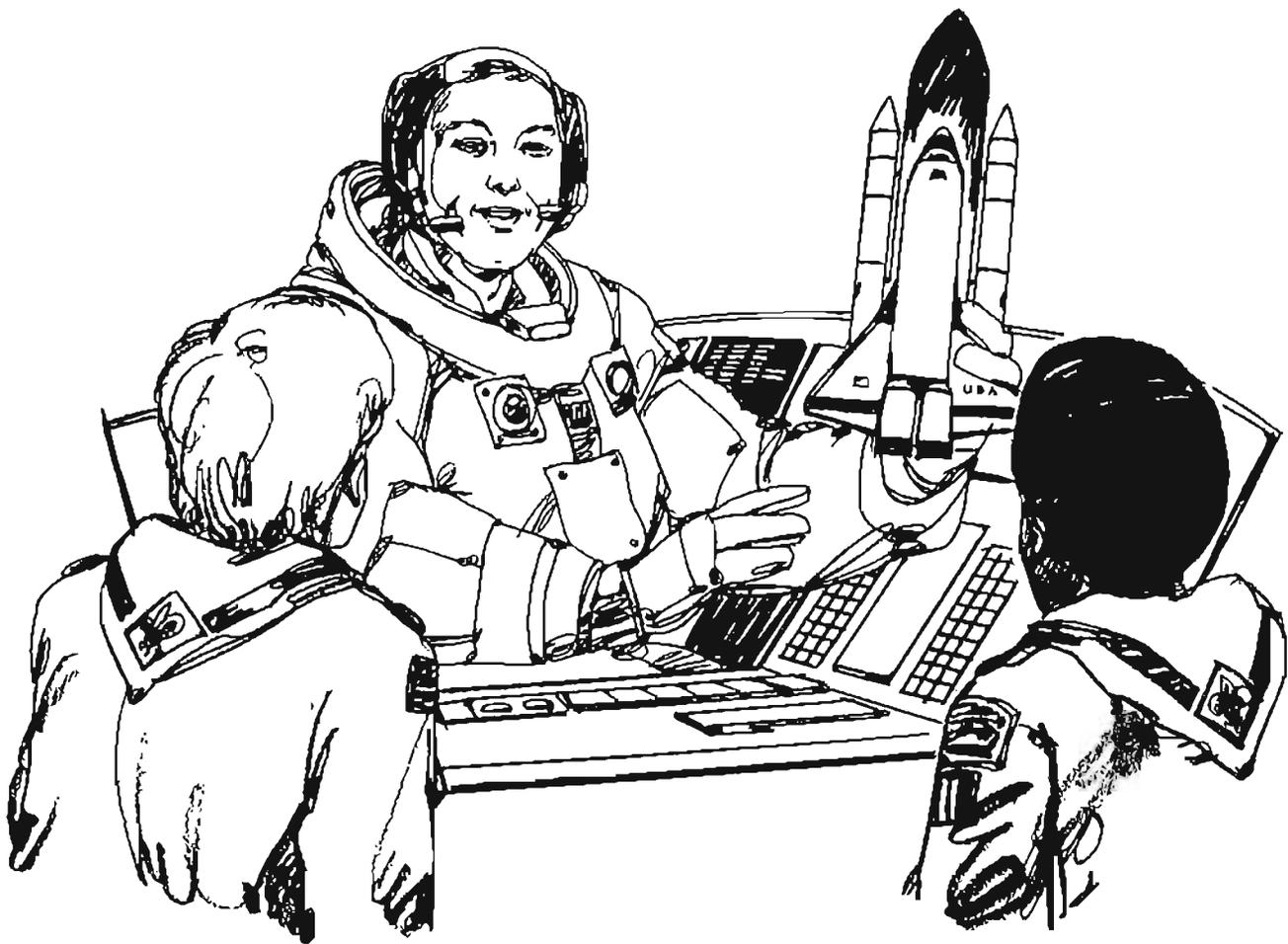
TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SP/PL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Conduct shooting activities under qualified supervision, or hold these contests from the "Program Specialties" section of this book: <ul style="list-style-type: none"> • Blindfold Compass Walk • Knot-Tying Relay • Flagpole Raising • String-Burning Race 	SPL/PL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up.	Cooks
1:30 p.m.	Continue shooting exercises under qualified supervision or play the following from "Program Specialties" section of this book: <ul style="list-style-type: none"> • Remote Clove Hitch Tying • Nature Scavenger Hunt • Roman Chariot Race, or play Capture the Flag. 	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
8:30 a.m.	Church service	

Time	Activity	Run by
9-11 a.m.	Older Scouts do orienteering course.	SPL
	Younger Scouts—play four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Troop camping equipment, topographic maps, clipboard, compasses, contest equipment.	

SPACE EXPLORATION



"Space, the final frontier!" These famous words from the "Star Trek" TV series are still quoted today. Scouts, like almost everyone else, are intrigued with space and the potential it holds for all the world.

This program feature will explore some space-related topics, keeping in mind that success in space takes a team effort. The cooperative effort makes the program successful. This month your Scouts will have opportunities to study the sky as well as work together in patrols or teams to take on new adventures.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding of their duty to country and to help other people.
- Awareness of their rights and duties as citizens.
- Some knowledge of their heritage as citizens of their community and country.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their personal fitness and citizenship requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

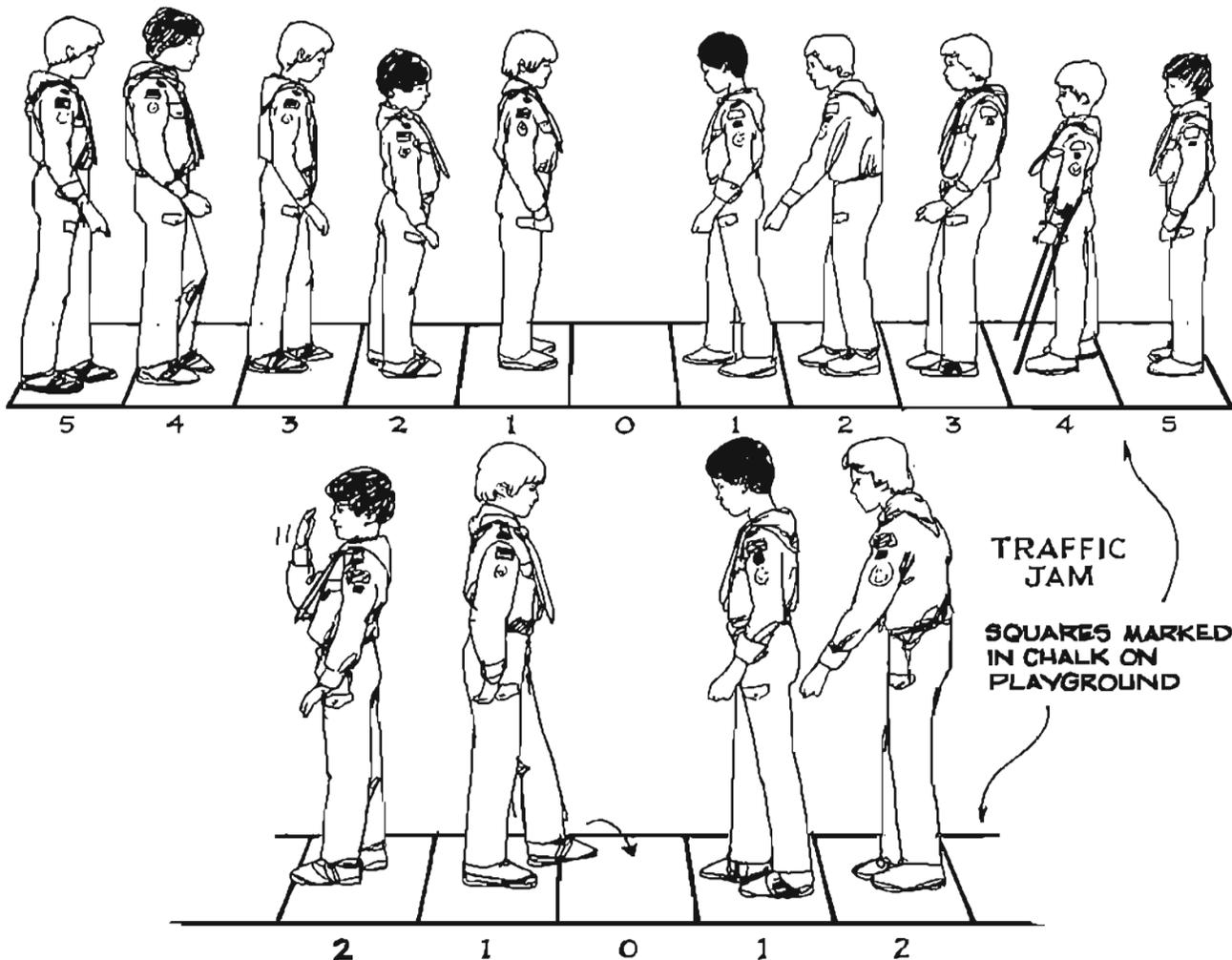
First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Citizenship and Space Exploration merit badges this month; they should be able to complete most of the requirements. Depending on activities during the month, they may also complete requirements in Cooking, Hiking, Camping, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:



- Asking those qualified to assist with instruction for camping and science skills.
- Inviting families on the outing.
- Asking them to provide transportation to the campsites.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Decide where the troop campout will be held.
- Plan the special activities for the outing.
- Inventory the troop's camping equipment, if not done recently.
- Plan the details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for completion of advancement through First Class. For example, assignments might be:

Patrol A—Show how to find five major constellations.

Patrol B—Show how to find north by any star.

Patrol C—Show how to photograph the sky.

Patrol D—Tell where to find the visible planets in the night sky (*Scoutmaster Handbook*).

INITIATIVE GAMES

As was mentioned earlier, space exploration is based on teamwork and team problem solving. Below are several games to develop teamwork. You may try some of these in troop meet-

ings and some as part of your campout. A few of these games require equipment, but it is minimal. Have fun and remember to use teamwork.

TRAFFIC JAM

The object of this largely cerebral problem is to have two groups of people exchange places on a line of squares that has one more place than the number of people in both groups.

The physical setup may be arranged almost anywhere. The boxes, indicated in the illustration, can be marked with chalk, masking tape, scratched in the dirt, or be paper plates, scrap paper, etc. The marks or markers should be placed an easy step from one another.

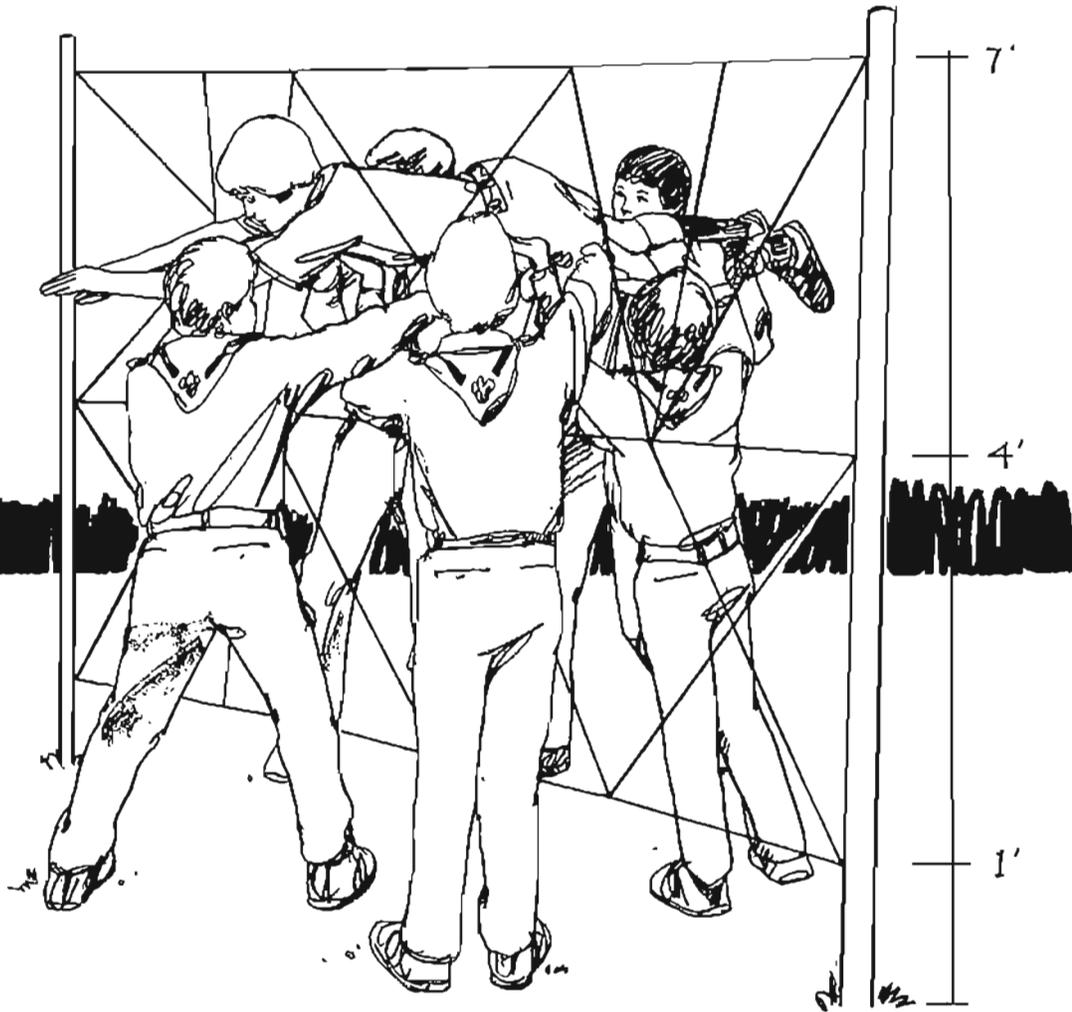


Don't worry about remembering the answer to this problem. Just get the rules straight and then look amused by the Scouts' attempts to solve it, offering an occasional "Hmmmmm" or "What do you think?" to solidify your all-knowing aura.

Rules: To begin, one group stands on the places to the left of the middle square, the other group stands to the right. Both groups face the middle unoccupied squares.

Using the following moves, people on the left side must end up in the places on the right side, and vice versa.

THE WEB



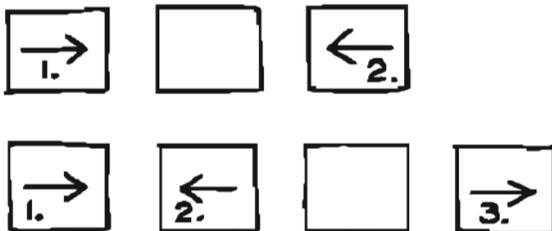
Illegal moves:

1. Any move backward.
2. Any move around someone who is facing the same way you are—that is, so that you are looking at his back.
3. Any move that involves two people moving at once.

Legal moves:

1. A person can move into an empty space in front of him.
2. A person can move around a person who is facing him.

Thus,



Here, 1 or 2 may move into the empty space.

Here, 1 may move into the empty space, because two people are facing one another.

Note: This is often a difficult problem. Thus, it is not recommended for younger Scouts.

After a solution to the problem is discovered (or chanced upon) and the group discovers that having one person give commands is the most efficient way to solve the "traffic jam," ask that individual and the group if they can quickly solve the problem again. The leader may stumble a bit in a repeated attempt, but the solution will eventually be reached more efficiently.

Ask the group to try it once again, indicating that you have an additional challenge for them and that successful completion of this addition depends upon complete understanding of the solution.

When they appear confident with their solution, have them line up on the squares in a "start" position. Indicate that completion of this challenge involves having everyone go through the solution moves of the original problem while holding his breath. The leader, who stands apart from the group, is the only one allowed to breathe; he gives commands. If anyone breathes before the last move, the whole group expires in horrible agony and must begin again!

This is one of the few problems in which a group will eventually decide to have one person take charge and for the others to be quiet and follow directions. This is worth talking about in comparison to other initiative tests, and other life situations. It can lead to a useful discussion of leadership styles, how to select a leader, the experience of being a follower, etc.

THE WEB

This initiative problem is becoming more popular, and rightly so; it's inexpensive, fits almost anywhere, can be made portable, and has the right mix of challenge and fantasy.

The object is to move your entire group through a cord nylon web without touching the web material. Four or five small bells can be tied anywhere on the web so that movement of the cords causes the bells to ring. The sounding of a bell indicates that the participant has been felt by the "spider" and he must begin again to keep from being eaten, or wrapped in silken cords to be eaten later. Try to buy a rubber spider at the dime store and dangle it from one of the nylon threads.

To make the event more challenging, a body may pass through a web opening only once. This adds to the group commitment and the need to work together. Number the group so that there are at least as many web openings as there are bodies to pass through.

Some tips:

1. Use nylon cord. The stretch characteristic of this cord allows the web to remain taut under tension. Parachute cord seems to work best—it is strong, elastic, and has a "weblike" diameter.
2. Place six anchor points in the two vertical support posts or trees. These anchors can be any type of substantial eye screw. You can use a large ($2\frac{1}{2}$ " x 5") galvanized staple as a non-critical (no belay) connector. The anchor points are placed at about the 7-, 4-, and 1-foot points.
3. Tie one end of the nylon cord to any one of the anchor points and begin weaving the free end through the other anchors in sequence, to make a rectangular outline with the cord. While doing this, take a turn around each anchor and pull the cord tight. Read Tip No. 4 before proceeding.
4. If you didn't read this and have been enthusiastically cutting and stringing cord, STOP! The loops (figure eight or butterfly knots) must be tied while stringing the cord to ensure proper placement of the loops. The loops serve as anchor points for the web strands, and allow practically an unlimited variety of web patterns.
5. Using the loops and anchors, tie a unique web arrangement, remembering that people of all sizes must be able to fit through the web gaps. If you haven't tried this initiative problem before, you will be surprised at how small an opening a person can get through.

Safety considerations and other possibilities:

- Do not allow people to dive through the web. There is the possibility of neck injury, cord burn, and web destruction.
- Allow participants to go under the web, but not over.
- Try to fabricate a web that will allow a put-up-take-down

function, perhaps using short elastic shock cords at the anchor points.

- Try using waxed nylon cord for the actual web strands. It's thinner than parachute cord and has a more weblike look. Waxed cord also holds a knot well.

THE BOY SCOUT SHUFFLE

For this initiative test, you need a 30-foot telephone pole. With a few strong friends, place the telephone pole horizontally on a flat area. Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file. They have the two groups exchange ends of the pole without any team members touching the ground. Time the entire procedure and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a "personal best" is the best kind of competition.

SHIPWRECK

A peripatetic "all-aboard" problem. The object of Shipwreck is to gain the most points during the activity through group cooperation and fast action. Play it on a large field.

Materials: $\frac{1}{2}$ -inch plywood circles 3 or 4 feet in diameter for each group to use as a "ship." Sand the sharp edges and splinters from each side of the plywood.

Procedure:

- Divide participants into two groups, each with 8–10 members.
- Give each group a plywood circle "ship" and instruct all members to hold onto its sides as they run the length of a playing field.
- Groups run with their ship until a staff member yells, "Shark!" Then all members jump on board the ship. The first group with all feet off the ground gains a point. Repeat this procedure several times. The first group to reach the finish line gains three points.
- Add up points to decide the winner.
- Debrief with specific suggestions on how to improve next time.
- Repeat the activity if the group had fun the first time. For younger or larger groups, use hula hoops in place of the plywood sections.

SPACE EXPLORATION

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Nitro Challenge: Three members of the patrol join hands. They are "nitro" and must be transported as carefully as possible to a designated spot without touching the ground. The rest of the patrol must move them without breaking the grip or changing the position of the three people's hands.		
Opening Ceremony _____ minutes	Scouts salute the troop flag and repeat after the senior patrol leader the troop's special pledge, along this line: "As a member of Troop _____, I pledge that I shall always strive to be a good member of my patrol, to take part in all troop activities, to advance in Scouting, and to conduct myself properly at all times."		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts are tested for pushups, standing long jump, 500-yard run/walk. Record their results. • Experienced Scouts begin building a model rocket and plan a rocket derby for the campout. (Maks sure you can launch a rocket legally at the campsite.) • Older Scouts work on the Venture/Varsity program or begin planning a canoe trip. 		
Patrol Meetings _____ minutes	Discuss plans for this month and make sure everyone knows what their assignments are and what to bring for the campout. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan advancement activities. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Foggy Harbor Challenge: The group must maneuver an "oil tanker" (one member of the patrol) without bumping into the other "ships" (the remaining patrol members). The "oil tanker" must be blindfolded. He is not to touch any of the other "ships." These ships are distributed throughout the area. They remain stationary. As the oil tanker approaches on hands and knees, the nearest ship starts giving a warning signal, like a foghorn. The oil tanker then approaches slowly and attempts to maneuver through the harbor without colliding.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors • Repeat Scout benediction 	SM	

Activity	Description	Run by	Time
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

SPACE EXPLORATION

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tent pitching and making a ground bed. Also learn campsite selection. • Experienced Scouts continue building rockets and planning a rocket derby for the campout. • Older Scouts work on the Venture/Varsity program or continue planning their canoe trip. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	The Maze Challenge: The patrol forms a circle. Next, each member of the patrol reaches across with his right hand and takes someone else's right hand. Then each group member does the same with his left hand, but it must be a different person. Once this is done, a leader says "go" and two people will let go of their right hands (predetermine who that will be). No one else can let go. Those two "loose ends" will attempt to straighten out the maze of hands into a straight line.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

SPACE EXPLORATION

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn clothing and equipment necessary for a troop campout and become familiar with the troop's camping gear. If possible, set up a dining fly and two-man tent outside. Also discuss what to do if lost (<i>Boy Scout Handbook</i>). • Experienced Scouts complete model rocket. Test-fire the rocket if local regulations allow. • Older Scouts work on the Venture/Varsity program or continue to plan canoe trip. 		
Patrol Meetings _____ minutes	<p>Finalize menus for this month's outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering.</p>		
Interpatrol Activity _____ minutes	<p>Two-by-Four This is usually played with red and black checkers. We will substitute Scouts—four from each of two patrols. The eight Scouts line up shoulder to shoulder, alternating patrols (Scout from patrol A, then B, A, B, etc.). The object of this noncompetitive game is get all members of patrol A on one end of the line and all members of patrol B on the other end by moving in pairs.</p> <p>Rules:</p> <ul style="list-style-type: none"> • All moves must be made as pairs. (Members of different patrols may move together.) One pair moves at a time. • As a pair moves, it leaves an empty space in the line, which must remain open until it is closed by another pair. • Pairs may not pivot or turn around. • The final line must be solid—no gaps. • Four moves is the minimum, but don't announce this until the group has made a first try. <p>The following sequence shows the four-move solution:</p>		

Activity	Description	Run by	Time
	<p>If the group is frustrated, give them the first correct move. Such a gift increases the group's belief that the solution is imminent and, depending upon their outlook, that's either one less move than four or three moves to go. If you forget the solution or neglect to draw the above solution on your palm, don't panic, just appear slightly amused at their attempts. Couple that with an occasional smile or slight affirmative nod of the head until the Scouts eventually hit on the right combination. If two or three hours have gone by and your nod is more weary than reinforcing, you may have to postpone the solution (Escape Route No. 7) by suggesting that they "sleep on it."</p>		
<p>Closing _____ minutes Total 90 minutes of meeting</p>	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	<p>SM</p>	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?</p>		

SPACE EXPLORATION

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts work on map and compass skills. Also retest them on physical fitness tests and record the results. Compare results with those from the first week. • Experienced Scouts finalize plans for the rocket derby and share them with the rest of the troop. ▪ Older Scouts work on the Ventura/Varsity program or complete plans for their canoe trip. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	<p>Human Ladder Purpose: To develop trust, and learn to be responsible for each other's safety. Materials: 6 to 10 smooth hardwood dowels about 3 feet long, 1/4-inch diameter. Directions. Scouts are paired and given one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds to move from one rung to another. As the climber passes by, the pair holding that rung may leave their position and go to the front end of the ladder, extending the ladder length indefinitely.</p> <p>The direction of the ladder may change at any time (make a right-angle turn, for example). Obstacles can be added, and the height of the rungs may also vary.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

SPACE EXPLORATION

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Play The Web, The Boy Scout Shuffle, and Shipwreck. (See Troop Meeting Plans)	SPL
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up.	Cooks
1:30 p.m.	Play Capture the Flag	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel, star gazing	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9 a.m.	Older Scouts run orienteering course planned for this campout. Younger Scouts play four games from the Patrol Leader Handbook or Scoutmaster Handbook.	
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	
Reminder:	Have you scheduled your rocket derby?	

SPECIAL COOKING



Here is a program feature for a troop that has gone beyond the basics of cooking. Scouts will learn how to use the Dutch oven and reflector oven and practice cooking with camp stoves, charcoal, and aluminum foil.

Since good meals are so important in camp, your patrol leaders' council will want to use this feature as soon as most Scouts have mastered the basics of cooking.

If possible, hold troop meetings outdoors where fires are permitted so that you can cook and sample the results. For at least one meeting, use the fuel that will be used to cook your camp banquet, this month's highlight activity.

The banquet should be just that—a real feast, with each patrol taking pains to prepare a full course dinner, from soup or salad to dessert. Encourage them to tackle special dishes that require a Dutch oven or reflector oven.

Some troops have a camping tradition of laying out a real spread for their adult leaders several times a year. They have tablecloths, flowers, china, and silverware, with the Scouts serving as waiters as well as cooks. That may be taking gourmet cooking a little further than your PLC wants to go, but it's a fun time.

Whether or not you go that far, consider inviting the Scouts' families to the camp banquet. The banquet can be the end of a day's outing in the woods or the highlight of a weekend campout.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Considerable improvement in cooking skills.
- Greater confidence in their ability to live comfortably in the outdoors.
- An opportunity to use new styles of cooking.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their cooking requirements through First Class. Depending on the highlight activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping, cooking, nature
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

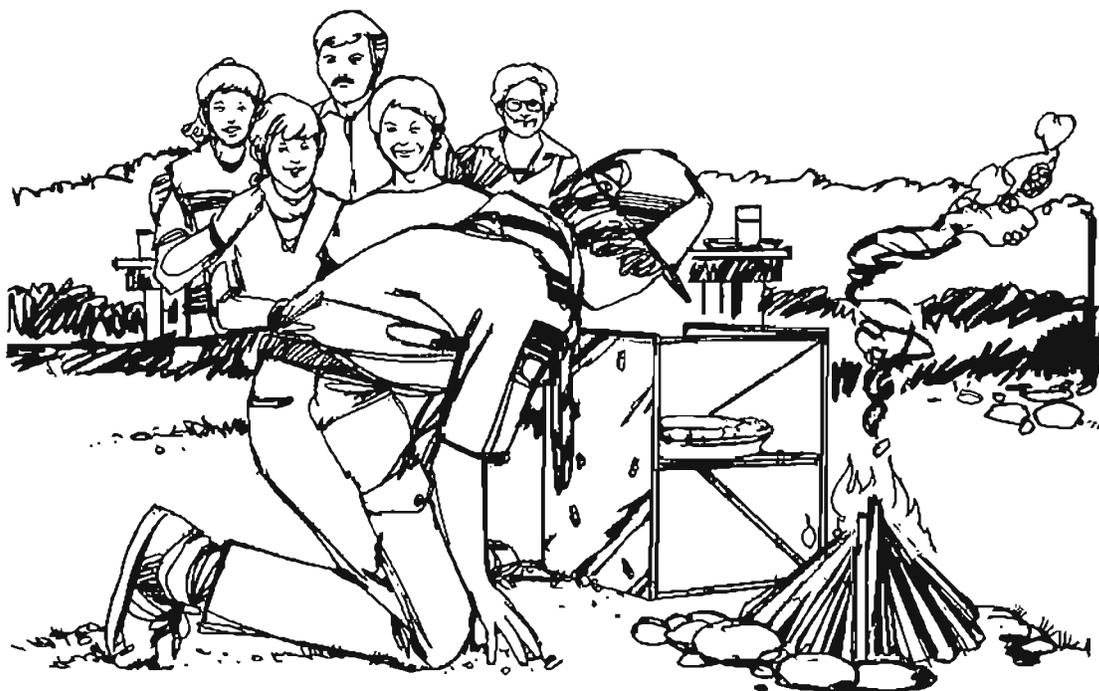
- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Cooking merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Cooking, Hiking, Camping, Backpacking, Wilderness Survival, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with cooking instruction.



- Borrowing recipes that might be used for the camp banquet.
- Inviting families to the camp banquet.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Choose a site for the camp banquet. Assign someone to secure permissions, if needed.
- Decide whether the camp banquet will be a 1-day activity or the highlight of a campout.
- Plan activities for the outing, in addition to preparing and serving a meal.
- Inventory the troop's cooking gear (Dutch ovens, reflector ovens, camp stoves, charcoal burners, etc.). If the supply seems low, ask for help from the troop committee in obtaining more. For a homemade reflector oven, see diagram at end of this program feature.
- Plan details of troop meetings for the month. Consider inviting a Cooking merit badge counselor to help with instruction. Review the use of ovens and stoves.
- Schedule troop meetings at an outdoor site where fires are permitted, if possible.
- Hold a junior leader training session on setting the example (*Scoutmaster Handbook*).

FEATURE EVENT

Camp Banquet

Anyone who has ever smelled bacon frying and corned beef hash sizzling on an outdoor fire knows that simple cooking can produce delightful results. But you can't bake a peach cobbler in a thin aluminum pot or an apple pie in a pot over a bonfire. So there is a lot to be said for expanding the Scout cook's horizons.

That's why patrols should be encouraged to use reflector ovens and Dutch ovens in preparing their banquet. Also encourage them to try different heat sources, too—charcoal and camp stoves. The skills involved are different, and learning them will make better cooks of your Scouts.

The patrol leaders' council may want to invite the troop's families to the banquet. The serving plan may be for each patrol to have a banquet for its own families, or all dishes might be served buffet-style to all Scouts and families.

Other Activities for the Outing

Preparation, serving, and clean-up for the banquet will no doubt take several hours, but the PLC will want to plan activities, too, particularly if the big event is a campout. One logical tie-in to this feature might be instruction and practice in recognizing edible wild plants in your area and learning how to prepare them for eating. Make sure the instructor is an Expert in Identifying Wild Plants!

Other possible activities, depending on what's available at your site, include swimming, fishing, wide games, and inter-patrol contests requiring Scoutcraft skills. In addition, individual Scouts or small groups might work on various outdoor merit badge requirements.

Dutch Oven Cooking

Many outdoorsmen claim that Dutch oven is the most useful and versatile cooking implement in camp. The only drawback for trail cooking is its size and weight, but that is not a handicap for a campout or long-term camp.

A Dutch oven can be used as an ordinary cooking pot, or for baking. When it is used for baking, it's a good idea to set the baking pan on pebbles or an inverted pie pan in the bottom of the oven to prevent burning the food.



Drop Biscuits

1 cup all-purpose flour
 1 $\frac{1}{4}$ tsp. baking powder
 $\frac{1}{4}$ tsp. salt
 1 Tbsp. shortening
 1 Tbsp. sugar
 $\frac{1}{2}$ cup water or milk

Stir dry ingredients with a fork to work air into them. Put melted shortening into water or milk and stir quickly so shortening does not harden. Then add it to dry ingredients gradually until you get a thick dough—a little thicker than for pancakes.

Preheat the Dutch oven and put a baking pan in the bottom. Drop biscuit mix by tablespoons onto the pan. Put on the lid and place coals on top. The heat is about right if the biscuits have risen and started to brown in 5 minutes. Bake 10 minutes more.

Pot Roast

4 lbs. chuck or round roast
 8 medium onions, sliced
 8 potatoes, sliced
 8 carrots, sliced
 Cooking oil
 Salt and pepper

Preheat oven and lid and place on coals. Rub flour on the roast and brown all sides in a small amount of oil in the oven. Add $\frac{1}{2}$ inch of water. Put the lid on the pot and cover with a layer of coals. Simmer 3 to 4 hours. Check occasionally and add water if necessary. After about 2 $\frac{1}{2}$ hours, add the vegetables. Put lid back on and continue simmering until everything is tender. Serves 8 to 10.

Peach Cobbler

2 No. 2 $\frac{1}{2}$ cans sliced peaches
 2 cups biscuit mix
 $\frac{1}{2}$ cup sugar

Preheat Dutch oven slightly over hot coals. Put a baking pan in the bottom and pour in peaches. Reserve some of the juice so the cobbler won't be mushy. Mix biscuit mix with milk or water. Pour the dough on top of the peaches and sprinkle with sugar.

Put the lid on the oven and place coals on top. Bake until crust is golden brown. Serves 10.

Oven-Fried Chicken

Use half of a frying chicken per person. Wash chicken in water. Cut away skin and fat. Discard. Cut the chicken into pieces, dip into cold water, and wipe dry. Shake the chicken pieces in a paper bag with seasoned flour (flour, salt, pepper).

Preheat the Dutch oven. When it is hot, add 2 tablespoons of cooking oil and the chicken pieces. Brown them on both sides.

Put the lid on the oven and add coals on top. Bake, basting the chicken occasionally, for 15 minutes. Then turn the pieces over and cook until tender—about 15 minutes.

Reflector Oven Cooking

The reflector oven can be used for baking, too, and is a much lighter than the Dutch oven. Most reflector ovens are made with heavy-duty aluminum foil. See diagram for plans.

As the name implies, the reflector oven bakes by reflecting heat from a *fizzing* fire onto the food. Because you don't have to wait for coals, baking is faster with a reflector oven.

Berry Pie

Pie crust mix
 1 pint berries
 $\frac{1}{2}$ cup sugar
 2 Tbsps. flour
 Cinnamon
 Rolling pin or substitute

Mix the pie mix according to directions on the box. Roll out dough on a little flour to about $\frac{1}{8}$ -inch thickness. Line the baking pan with half of the dough.

Mix berries, flour, sugar, and dash of cinnamon. Fill crust with this mixture. Add the top crust, making it an inch wider than the pan. Crimp the edges and use a fork to pierce small holes in the crust to vent steam. Put the pie on the reflector oven shelf in front of a bright fire. Turn it occasionally to bake evenly. Bake until crust is golden brown.

Sourdough Biscuits

Old-time prospectors carried sourdough mix as a starter for their bread or biscuits. You can make some by dissolving a packet of dry yeast in a cup of water or milk and adding a cup or more of flour to make a smooth batter. A teaspoon of sugar will speed up fermentation, but it's not vital. Let this mix stand in the sun for several hours in a glass or ceramic bowl until it seems to grow and is full of bubbles. (Don't use a metal bowl because the sourdough's acids can eat through metal—but not through your stomach!)

Use this starter mix to make biscuits as follows.

- 1 cup sourdough starter mix
- $\frac{1}{4}$ tsp. soda
- 1 egg
- 1 Tbsp. fat or cooking oil

Flour

Mix ingredients into a dough that you are able to knead. Roll the dough flat on a floured surface such as foil or plastic. Cut dough into biscuit-sized pieces. Let it rise for an hour or so, then bake in the reflector oven until golden brown.

Cooking Tricks

Here are some gimmicks for advanced cooks who don't want to use utensils.

BROWN BAG BISCUIT. Saturate the bottom and sides of a paper bag with cooking oil. Mix a prepared biscuit mix and put three or four pieces of dough in the bag. Hang the bag over a fire—not too high. When biscuits are golden brown, they should be done. Test with a wood sliver.

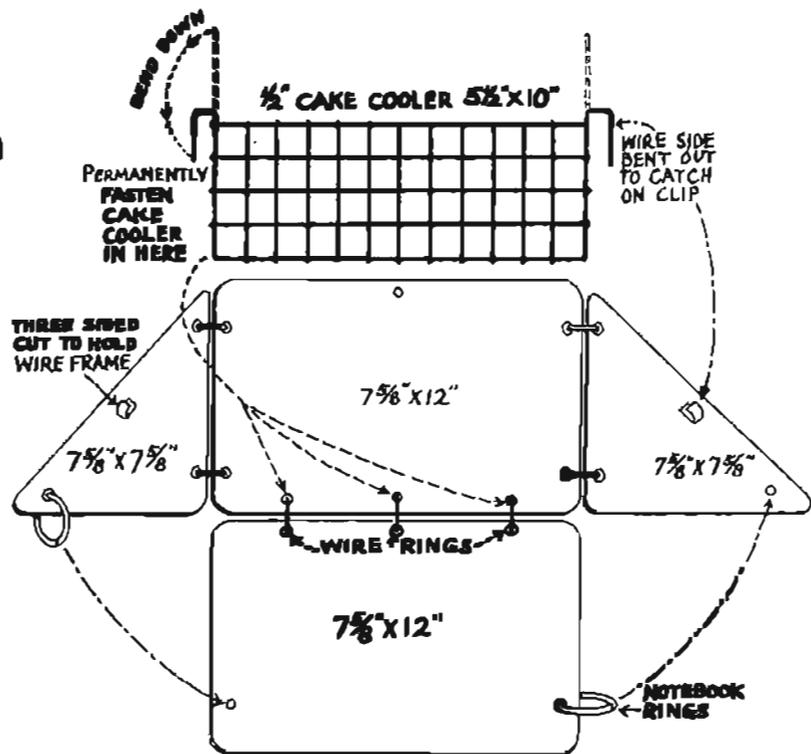
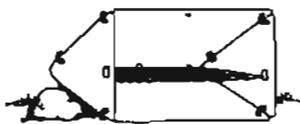
EGG ON A STICK. Use a knife point to make small holes in each end of an egg. Run a sliver through the egg and heat over coals.

ORANGE OR ONION SHELL EGGS. Cut an orange in half and remove fruit. Crack an egg into the peel and place directly on coals. Try the same thing with a large onion.

MUDDY EGGS. Cover an egg with about half an inch of mud and bury in hot coals for 20 minutes, or less if you like soft boiled eggs.

Rodgers Reflector Oven

This reflector oven folds flat, and is light weight.



SPECIAL COOKING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	If possible, meet outdoors where open fires are permitted, or use charcoal grills. Practice firelays and lighting them. Keep the fires going for later use.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into single line. Have one Scout at a time recite one point of the Scout Law and state its meaning in his own words. • Hold uniform inspection • Repeat Pledge of Allegiance 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on firelays and aluminum foil cooking techniques. Do Blindfold Compass Walk ("Program Specialties" section of this book). • Experienced Scouts work on preparing a single dish in a Dutch oven. • Older Scouts work on the Venture/Varsity program or plan an orienteering course for the troop as part of the overnight campout. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows what their assignments are, and what to bring. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. In addition to the camp banquet, plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity _____ minutes	Sample the Dutch oven dishes made earlier. Play Rubber Ball Relay ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols, and repeat Philmont Grace • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Begin work on next month's program feature.		

SPECIAL COOKING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn basic cooking techniques and sanitation procedures (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). • Experienced Scouts make a reflector oven (page 00). • Older Scouts work on Venture/Varsity program or continue plans for orienteering course. 		
Patrol Meetings _____ minutes	<p>Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. Practice map and compass skills for the orienteering course.</p>		
Interpatrol Activity _____ minutes	<p>Do Pony Express Race ("Program Specialties" section of this book).</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Continue work on next month's program feature. Troop committee holds board of review. Schedule a court of honor, if needed.</p>		

SPECIAL COOKING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on safety practices in lighting and care of liquid fuel stoves. Learn how to prepare trail foods. • Experienced Scouts prepare several different types of foods in the reflector oven that they made last week. • Older Scouts work on the Ventura/Varsity program or work on cooking skills with the younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for the banquet this month and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice map reading skills.		
Interpatrol Activity _____ minutes	Flapjack Flipping Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Continue work on next month's program feature. Have you had a family activity lately?		

SPECIAL COOKING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice preparing a simple dish in a Dutch oven that can be sampled later (Cooking merit badge pamphlet). • Experienced Scouts work on procedures to dehydrate food for a campout or hike. • Older Scouts work on the Venture/Varsity program or help the younger Scouts with Dutch oven cooking. 		
Patrol Meetings _____ minutes	<p>Review plans and assignments for the campout and banquet. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.</p>		
Interpatrol Activity _____ minutes	Dodge Ball ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> ▪ Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for troop campout. Finalize work on next month's program feature.		

SPECIAL COOKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
	Pack canoes for trip, if planned.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Patrol games—use four games from the “Program Specialties” section of this book.	SPL
11:30 a.m.	Cooks and assistant cooks return to site to prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up meal.	Cooks
1 p.m.	Begin preparations for special patrol feast.	
	Tenderfoot—prepare firelays. Second Class—assist in food preparation and cleanup. First Class—prepare food and supervise cleanup.	
4 p.m.	Prepare campfire for evening. Gather tables in central location and set up.	
4:30 p.m.	Parents and guests begin to arrive. Have entertainment prepared for parents.	SPL
4:45 p.m.	Bring food to central location, set up buffet	
5 p.m.	Supper	SPL
6:30 p.m.	Clean up meal—songfest with parents	
7:30 p.m.	Campfire	
8:30 p.m.	Campfire ends—parents return home	
9:30 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	

Time	Activity	Run by
8:30 a.m.	Church service	
9 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Dutch ovens, dining flies, charcoal starters, troop camping equipment.	



COLLECTIVE BLANKETBALL

Most Scouts crave physical activity. With this program feature you can provide a variety of ways for them to get it. Many sports, both team and individual, are available in Scouting's programs.

Use them to encourage your Scouts to become physically fit. Point out that only by becoming fit can they perform at their best level in any sport.

Stress teamwork, too. Obviously, team sports require each member of the team to act in harmony with the others. Even in individual sports, teamwork is important because often the individual needs the help of others in training for and practicing his sport.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- A greater understanding that physical fitness is essential for a fulfilling life.
- Awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol.
- Enhanced self-confidence as a result of improving physical fitness.
- Familiarity with a variety of sports.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their physical fitness requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping
- Citizenship—Flag ceremonies

- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, drug awareness

Second Class

- Outdoor—Camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning, drug awareness

First Class

- Outdoor—Camping, hiking, cooking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—Health, conditioning

Merit Badges. Older Scouts can concentrate on the Personal Fitness and Sports merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Camping, Athletics, Swimming, Skating, Skiing, Cycling, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking those qualified to assist as judges, scorers, timekeepers, etc.
- Inviting families on the campout.
- Asking parents to coach Scouts in a sport.



BULL'S EYE



PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide whether to make the outing a 1-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the events for the outing. See the ideas on the following pages.
- Arrange to secure the necessary equipment; ask for help from the troop committee if necessary.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Consider inviting counselors for the Sports or Athletics merit badges to help with instruction.
- Make a list of possible patrol Good Turns for the community.
- Hold a junior leader training session on planning (Scoutmaster Handbook).

FEATURE EVENT

Sports Outing

This outing can be a campout or a daylong event with several features. You may want to have several conventional sports activities plus some cooperative events. You might even

recruit a professional athlete to work with the troop on a particular sport.

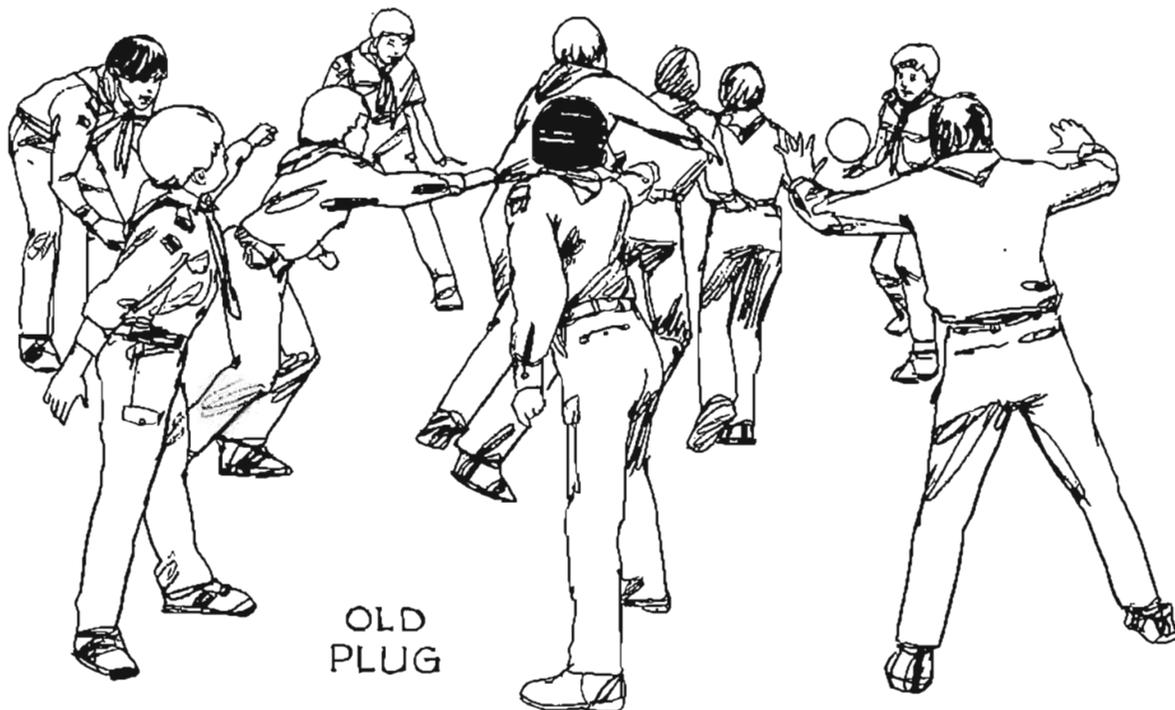
This outing could be done with another troop or several troops, and with some competitive events between the troops. Or your outing might be a family gathering at a sports event; attendance at the event could be one portion of a daylong activity.

COLLECTIVE BLANKET BALL

Two patrol teams of about eight or ten players spread out around two sturdy blankets or similar-sized pieces of durable material. They grasp the edges of the blanket, and a beach ball or monster ball is placed in the middle of one. To warm up, groups toss the ball into the air and catch it again in the blanket, or roll the ball around the outside edges of the blanket. Teams then pass the ball back and forth by tossing it toward the receiving team. One team can even toss the ball straight up and dash out of the way to let the other team race under it to catch it with its blanket.

You can also give each team its own ball and have them play catch with two balls.

For groups seeking additional challenge, juggling can be attempted by trying to get two or more balls going in the air in a continuous manner. This can be attempted initially by one team alone, making sure one of the two balls is always in the air, and later by tossing balls from team to team. To involve more people, use a sturdy bedspread, a large piece of



lightweight canvas, or an old parachute. A variation of this game, known as Collective Netting, can be played in shallow water with a fishnet instead of a blanket.

Collective-Score Blanket Ball

Two teams use a blanket to toss a beach ball (or a large punchball) back and forth over a volleyball net. Every time the ball is tossed over the net by one team and caught successfully in the blanket held by the other team, one collective point is scored. This game is cooperative because every team member is a part of every toss and every catch. There is also the collective challenge of scoring as many points in a row as possible.

Everybody Up

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with soles of their feet touching, knees bent, and hands tightly grasped. From this position they try to pull themselves into a standing position. If they are successful, ask another Scout to join them and try standing up with three Scouts, then four, etc. As the group grows, all players must be grasping the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get everybody up.

Variation. Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. Do not allow interlocked arms for safety reasons (possible shoulder dislocations).

Inchworm

Pair off Scouts. Have them sit on each other's feet and grasp elbows or upper arms. They advance by having the Scout

whose back is to the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, they simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

Human Ladder

Purpose: To develop trust, and learn to be responsible for each other's safety.

Materials: 8 to 10 smooth hardwood dowels about 3 feet long, 1/4-inch diameter.

Directions. Scouts are paired and given one "rung" of the ladder. Several pairs, each holding a rung at shoulder height and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds to move from one rung to another. As the climber passes by, the pair holding that rung may leave their position and go to the front end of the ladder, extending the ladder length indefinitely.

The direction of the ladder may change at any time (make a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.

The Boy Scout Shuffle

For this initiative test, you will need a 30-foot telephone pole laying on a flat area. Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action

and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a "personal best" is the best kind of competition.

Sports Tourney

This can either be held outdoors or indoors in a gym, depending on your climate. Have an interpatrol competition in two or more team sports—basketball, volleyball, team handball, indoor soccer.

Play patrol against patrol in abbreviated games (two 5-minute halves of basketball, for example). If possible, have every patrol play all other patrols.

If the patrol leaders' council desires a full scale tourney, with regulation games, schedule one that covers two or three Saturdays.

Bike Games

BULL'S EYE. For each patrol, set out four empty 1-pound coffee cans, open end up, about 8 feet apart in a straight line. Give each Scout four marbles. The object of the game is to drop one marble into each can while riding down the line at any speed. Score one point for each hit; subtract one point if the rider touches his foot to the ground.

SLALOM RELAY. For each patrol, set out four empty 1-pound coffee cans about 6 feet apart in a straight line. The rider must weave in and out without touching a can and without his feet touching the ground. If he touches a can or the ground, he must return to the starting line and begin over. Run as a relay. The fastest patrol wins.

SNAIL RACE RELAY. Mark a 3-foot wide lane about 50 feet long with string or chalk for each patrol. Half of the patrol lines up at either end of the lane. The object is to ride as slowly as possible without touching the ground or allowing a bike wheel to touch a line. The race starts with the first rider at one end riding to the other end of the lane; there the first Scout in line rides the other way, and so on until all patrol members have ridden the course. The slowest patrol time wins.

SPORTS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Post a fitness chart with basic requirements needed for the Tenderfoot rank. Begin testing. Post everyone's scores; have them practice all month and check for improvement.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Assemble the troop. • Hold uniform inspection. • Have new Scout lead the Oath and Law. • Present colors. • Recite Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue fitness tests. Post scores for comparison at the end of the month. Practice tautline hitch, two half-hitches, and bowline. • Experienced Scouts choose a sport and begin practice. Or invite parents who are golfers to explain the game and give instruction in basic golf swings. • Older Scouts work on the Ventures/Varsity program or begin instruction in one of three types of skiing-water, downhill, or cross-country. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month. Determine any special patrol needs. If the troop is having some sort of competitive activity, practice for the event.		
Interpatrol Activity _____ minutes	Catch 10 Use a football, basketball, or volleyball. Divide the troop into two teams. Have one team tie neckerchiefs on their arms to identify themselves. The object of the game is to pass the ball 10 consecutive times between teammates without being intercepted. Each time a pass is completed, the player who made the catch calls "one," then "two," then "three," etc. When the ball is intercepted, the count starts anew. The first team to reach 10 wins.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble troop • Sing "Scout Vespers" • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

SPORTS

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts have a presentation by a college athlete or health cub instructor. Demonstrates exercises and discuss nutritional diets and an exercise plan. • Experienced Scouts continue working on their sport. • Older Scouts work on the Venture/Varsity program or practice the following games: Everybody Up Inchworm Human Ladder The Boy Scout Shuffle Prepare to demonstrate them for the troop, or continue work on skiing. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two of the events for the outing. All patrols plan activities to work on advancement. Should you do a Good Turn this month?		
Interpatrol Activity _____ minutes	Izzy Dizzy Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> ▪ Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program features. Troop committee holds board of review. Plan a court of honor if one is needed.		

SPORTS

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts go to a pool or aquatics area that meets BSA standards, and work on First Class swimming requirements. • Experienced Scouts continue work on selected sport or plan a bicycle competition. • Older Scouts work on the Venture/Varsity program or continue practice of skiing techniques. 		
Patrol Meetings _____ minutes	Review plans for the troop outing. If meals are planned, finalize the menus and make final assignments for duties at the site.		
Interpatrol Activity _____ minutes	Old Plug ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?		

SPORTS

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts are tested for pushups, pullups, situps, standing long jump, and 500-yard run/walk. Post scores and check improvement from the first week. • Experienced Scouts finish plans for a bike competition or continue practicing their sport. • Older Scouts work on the Venture/Varsity program or assist with testing new Scouts. 		
Patrol Meetings _____ minutes	Review final plans for the outing. If the outing is going to be a campout, make sure that everyone has the necessary camping gear. Also review all the events and make sure everyone is prepared.		
Interpatrol Activity _____ minutes	Corner Ball Four patrols play at a time. Use a volleyball. Mark four 8-foot squares on the floor. Each patrol lines up with the first player in their square. The player in square 1 serves the ball in volleyball fashion so that it bounces in square 3; he then runs to the rear of his patrol's line. The player in square 3 hits the ball on the first bounce to either square 2 or 4. The game continues with each player hitting the ball so that it bounces into either of the two opposite squares. He cannot return it to the square it came from. After each hit, the player goes to the end of his patrol line, and the new front man becomes the player for his patrol. Score one point against a patrol that fails to return a shot properly. The patrol with the fewest points wins.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program features.		

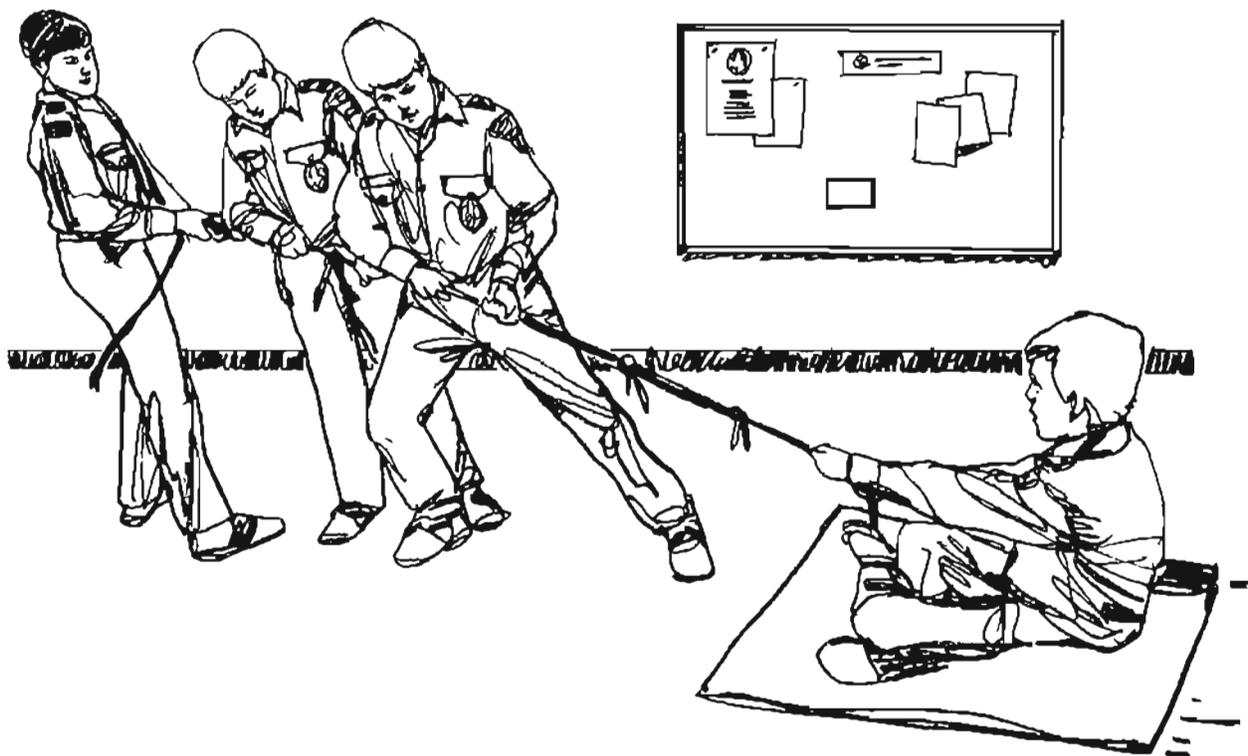
SPORTS

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Sports events	SPL
Noon	Sack lunch	
1 p.m.	Continue sports events	SPL
4:30 p.m.	Start supper preparation	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	
6 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	
11 a.m.	Break camp.	
Special equipment needed	Sports equipment, troop camping equipment.	

TRACKING



Tracking, trailing, and stalking have been popular with Scouts for many years. The highlight activity and troop meeting practice this month will feature all three skills.

Especially in snow country, it's easy to develop activities related to tracking. Scouts might be asked to follow actual animal tracks for a distance. In the absence of animal tracks, they could follow man-made tracks. In either case, reading the main meaning of the track is required. Where there is no snow or soft earth, the use of tracking irons or wifflepoof will make tracking fun possible. (For a wifflepoof, see page 249, *Boy Scout Handbook*).

Trailing is following man-made trail signs. The signs may be put in position by one patrol and followed by another.

Stalking is perhaps the most fascinating of these three skills since it pits one Scout against another in a duel of training and wits. Stalking is a great imagination-developer because it is a skill related to the hunting of wild game and to survival in the early years of our nation.

In one stalking game, a Scout leaves the general camp area and, when safe to do so, one or more other Scouts attempt to follow him without being seen. Since he knows he is being followed, it isn't fair for him to stop to ambush the other fellows; rather, he should walk at a leisurely pace, pausing now and then to admire the scenery, including that behind him. This will give the following Scouts a chance to take cover. However, if he hears one of the trailing Scouts, it's another story. In this case, he will turn around quickly to see if he can spot who made the noise.

In addition to the tracking, trailing, and stalking aspects of the troop outing this month, features such outdoor activities as fire building, cooking, and a campfire program.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God.
- A greater understanding of how pollution affects the natural world and how Scouts can help to stop it.
- A strengthened resolve to do their "duty to country" through good conservation practices.
- Growing self-confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic nature requirements through First Class. Depending on the outing, they may also complete all or part of the following rank requirements:

Tenderfoot

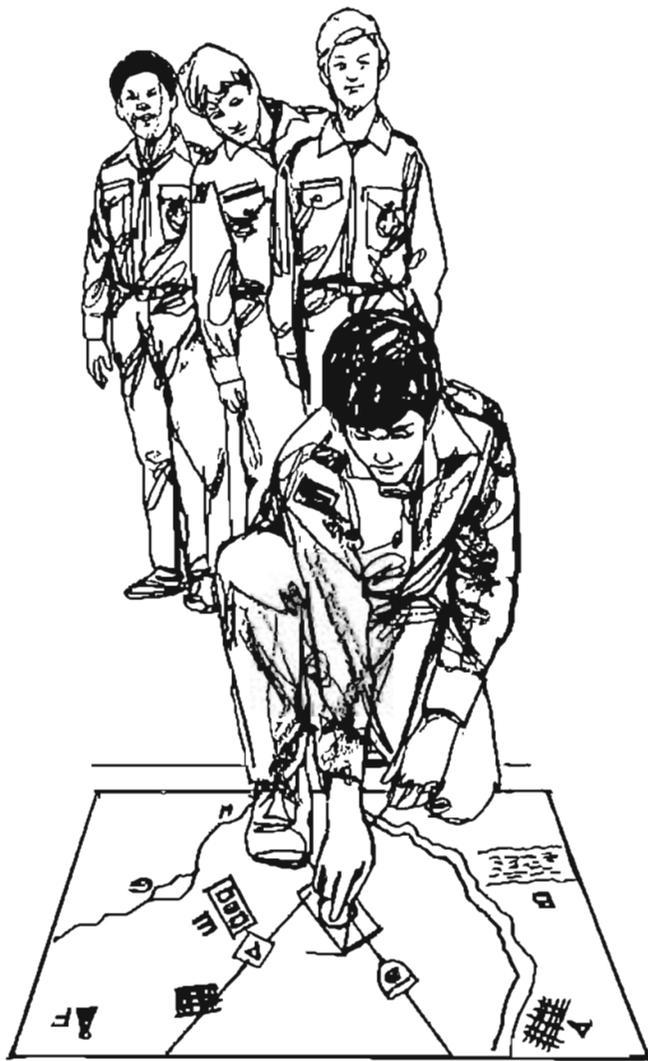
- Outdoor—Cooking, hiking, camping, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, nature, camping, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies



- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Nature and Camping merit badges this month; they should be able to complete all but the last two requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Mammals, Geology, Fish and Wildlife Management, Insect Life, Botany, and Wilderness Survival.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for camping skills.
- Inviting parents on the campout.
- Asking parents to provide transportation to the campsite.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't

complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the campsites for the campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear will be needed, assign someone to obtain it. Seek help from the troop committee, if necessary.
- Review camping skills outlined in the *Fieldbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Plan activities for the campout. Remember that everything is likely to take longer in a winter camp.
- Hold a junior leader training session on evaluation (*Scoutmaster Handbook*).

FEATURE EVENT

First-Class Outing

This should be a first-class campout in two ways—first class in quality and first class as an opportunity for helping Scouts complete their requirements for First Class rank. Your Scouts may be seasoned old-timers in this camping game, or they may not. If yours is a new troop, you have a real treat in store on your first campout. If your council or district is not holding a camporee this month, why not try a camporee of your own in preparation for this larger experience?

What is a camporee? A camporee is a demonstration of the camping skill of patrols and troops. They set up their own camps for one or more days and nights for fun, good fellowship, and the opportunity to learn more about camping from each other. Talk with your senior patrol leader and get him started in this project.

Next, meet with your patrol leaders' council and get the patrol leaders enthusiastic about the troop camporee. Now comes detailed planning for the organization and operation of the camporee. Depending on your and your junior leaders' wishes, you determine whether you want a detailed and complete rating plan or whether you want to adopt a simple, self-rating scheme.

Some troops stress the camporee for fun, good fellowship, and demonstrations. Others go in more for competitive ratings and activities. You may want to make your camporee a demonstration of the camping skills of each of your patrols and not the crowning of just one patrol as the winner.

Keep It Simple

If you do rate your patrols, keep the plan simple and make sure that everyone gets recognition for the things that they do well. Give special recognition to those patrols that demonstrate outstanding performance. If you present some kind of tangible award, make it a simple pennant, wooden plaque, or other homemade recognition. Why not have some of the parents make them?

Base activities, demonstrations, and competitive events on the Tenderfoot, Second Class, and First Class requirements. The "Program Specialties" section of this book presents unlimited possibilities for contests, relays, and just plain fun that will fit your troop camporee program in first-class fashion.

Invite parents to visit your camporee and see what good campers their young hopefuls are. Get the parents together for a short session to talk about summer camp.

The camporee is an excellent way to help spruce up the uniforming of your gang. You can use shorts and T-shirts for the rougher activities, but for flag ceremonies, inspections, dinner, and campfire get the gang in full uniform. It will do wonders for the appearance of the troop and they'll look and feel like Scouts.

Winding it Up

Wind up your day's activities with an evening campfire that includes songs, campfire games, a good campfire story, recognition of patrols for their performance in the camporee, and some inspiration that will send them home saying, "Boy, haven't we had fun! There's nothing like being a Scout!"

SUGGESTED GAMES

Knot-Tying Relay

Equipment: One 8½-foot rope and Scout staff or long stick for each patrol.

Method: Patrols line up in relay formation, with the first Scout about 10 feet from the staff, which is held horizontally 30 inches off the ground. On signal, "Bowline! (or other knot)—Go," the first Scout runs up, rope in hand, ties the rope to the staff with a bowline, has it okayed by the judge, unties it, runs back, and gives the rope to the second Scout, who runs up, repeats the performance with a different knot, and so on until eight knots have been tied.

Scoring: The first patrol to score 100 points wins.

Note: Square knot, sheet bend, fisherman's knot—for these, join ends of the rope with a taut knot, with the staff running through the loop. Glove hitch, two half-hitches, timber hitch—tie rope to staff, pull taut. Taut-line hitch, bowline—tie knots so that staff runs through loop.

Rescue Race

Equipment: A four-foot piece of rope for each Scout.

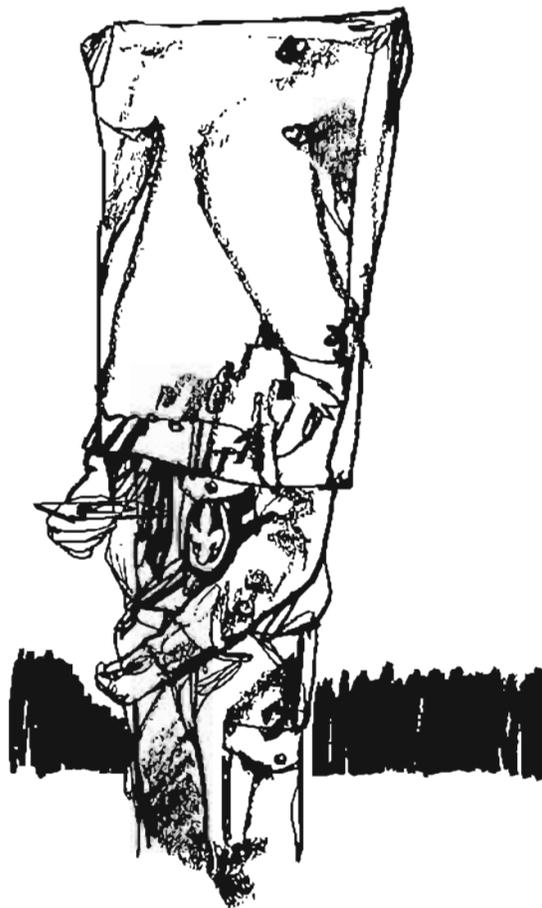
Method: Patrols line up, relay fashion. Patrol leaders are 20 feet in front of the first Scout. The patrol leader is supposedly drowning and must be rescued by a thrown line. On signal, all patrol members tie their ropes together to make a long line. The first Scout in line then coils the rope and throws it to the patrol leader, and the whole patrol pulls him to "shore." (It is best to trade patrol leaders around so that no leader is rescued by his own patrol.)

Scoring: The object is to get the patrol leader across the line before any other patrol does. Give 100 points to the first patrol bringing the leader "ashore," 80 points to second, and 60 points to third patrol. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Direction-Finding Relay

Equipment: For each patrol, a map, compass, and eight 3 × 5-inch cards. The names of two towns (or other points) appearing on the map are written on each card.

Method: Patrols line up in relay formation. The map and cards are 15 feet in front of each patrol. At the signal "Go" the first Scout runs, selects a card, and determines the compass bearing from the first point mentioned on card to the second point.



The Scout writes this bearing on his card and hands it to the leader-judge assigned to his patrol. He then runs back to his patrol and touches off the next Scout, who repeats the action, and so on until all have run.

Scoring: 10 points within 5 degrees of being correct; 5 points if within 10 degrees.

Map Orienting Variation: First Scout runs up to map and orients it, using compass. He returns to touch off second Scout. Meanwhile, leader checks orientation, and spins map around for the second Scout.

String-Burning Race

Equipment: For each team, two 2-foot sticks, two 3-foot lengths of twine, two matches.

Method: Before the race, a fire area is cleared, and the two sticks are pushed perpendicular into the ground, 24 inches apart; one piece of string is tied between sticks 12 inches off the ground; the other, 18 inches above ground. The patrol gathers native tinder and firewood. Each patrol then selects two representatives. On signal, the two Scouts lay the fire (but not higher than the lower string) and light it. After lighting, the fire must not be touched, nor may more wood be added.

Scoring: The team whose fire burns through the top string first wins.

Water-Boiling Race

Equipment: For each team, one No. 10 can (or other size, the same for each team), one teaspoon soap powder or detergent, two matches.

Method: Before the race, the whole patrol gathers native tinder, firewood, and three rocks or logs for the fireplace. Each can is filled with water to within 1 inch of the top, with soap or detergent added. The patrol then selects its two representatives.

On signal, the two Scouts set up their fireplace, lay and light a fire, place a can of water over the fire, and keep feeding the fire until water boils.

Scoring: The first team to get water to boil over wins.

Variations: Have two-man teams start fires by flint and steel or by friction; or, one log is allowed per team, and wood for fires must be chopped from a log during the race. Stress that speed is not a factor in the second variation.

Blindfold Compass Walk

Equipment: For each patrol, eight small, numbered stakes, set in ground 5 feet apart in a north-south line. For each Scout an orienteering compass and one large paper bag.

Method: One Scout from each patrol starts at each of the eight stakes. Scouts from one patrol set their compasses at bearings between 45 degrees and 135 degrees, and boys from the opposing patrol set theirs between 225 degrees and 315 degrees. The paper bag is then placed over the head and shoulders of each Scout, making him just able to see the ground at his feet and the compass in his hand. Each Scout turns around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows back bearing—180 degrees from first reading by orienting the arrow pointing toward him instead of away from him—for 95 steps. Scouts within 10 steps of their starting marker score.

Scoring: The patrol with the highest scoring boys wins.

TRACKING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet outside. Set up sample trail signs, and have Scouts identify signs and tell their meaning (Boy Scout Handbook).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> ▪ Form troop into open columns of patrols. ▪ Hold uniform inspection. ▪ Repeat Outdoor Code. ▪ Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tying half-bowline, and clove hitches, square knot, and bowline. Do Knot-Tying Relay ("Program Specialties" section of this book). • Experienced Scouts plan two trail signs, one for day and one for evening for the campout. • Older Scouts work on the Ventura/Varsity program or use a topographic map of the campout area to plan an orienteering course. 		
Patrol Meetings _____ minutes	Plan for the outing this month. Make sure everyone knows what he will need to bring and what his assignments are for the campout. New Scouts need to know what support they will provide for the campout. Scouts who have never camped will need extra help in planning their role. All other patrols plan activities to work on advancement. Patrol leaders also review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Granny's Footsteps ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form troop into patrols, and call patrol leaders forward to give patrol yells • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

TRACKING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tent-pitching and making a ground bed. Also practice topographic map-reading. • Experienced Scouts finish planning trails with trail signs. Begin designing pioneering projects that could be built on the campout. • Older Scouts work on the Venture/Varsity program or make plans to make a lean-to and sleep in it one night at the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning advancement activities for the campout. Practice interpatrol activities for the campout. Plan campout menus.		
Interpatrol Activity _____ minutes	Tent Pitching Contest and Tent-Striking Contest ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

TRACKING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on cooking plans for the campout. Check menus and determine what utensils you will need. Review camp sanitation procedures. • Experienced Scouts decide what nature requirements could be worked on at the campout. Also consider merit badges that might be worked on. • Older Scouts work on the Venture/Varsity program or inventory and repair the troop's camping equipment. 		
Patrol Meetings _____ minutes	Finalize menus for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If the patrol needs a shake-down campout or practice for patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout for the troop scrapbook or plan to shoot slides for the troop's next family event.		
Interpatrol Activity _____ minutes	Sleeping Pirate ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?		

TRACKING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts should come to the meeting with their pack all packed for campout to see if it has been done properly. Practice making firelays and play Fuzz Stick Relay ("Program Specialties" section of this book). • Experienced Scouts review map and compass skills that will be tested on campout. • Older Scouts work on the Venture/Varsity program or finish inventory and repair of troop camping equipment. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities for the campout.		
Interpatrol Activity _____ minutes	Four-Way Tug-of-War. Equipment: About 100 feet of 1/4-inch or larger rope. Tie ends together to make a circle, then divide rope into four equal segments marked by chalk or tied with rags. Lay rope into a rectangle. Equal-sized patrols line up along each of the four sides. On signal, Scouts grasp the rope and try to pull the other patrols toward them. The winning patrol is the one that has made the most backward progress after a specified time—say, 3 minutes.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

TRACKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for campsite. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up, prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Patrol competitions. Use the following from the "Program Specialties" section of this book: <ul style="list-style-type: none"> • Blindfold Compass Walk • Knot-Tying Relay • Rescue Race • String-Burning Race 	SPL
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up	Cooks
1:30 p.m.	Patrol competitions on Trail Sign Trails and orienteering course	SPL
4:30 p.m.	Start supper preparation	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Night Tracking Trail	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up and prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up	Cooks
	Patrols put up the gear for morning activities. Clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games. Older Scouts run an orienteering course planned for this campout. Younger Scouts play four games from the "Program Specialties" section of this book.	

Time	Activity	Run by
11 a.m.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, and other contest materials, troop camping gear.	



Early man practiced wilderness survival because he had to. We practice it today because it is a challenge and because even today we might confront a situation requiring knowledge of survival techniques in the wild.

Wilderness survival requires the ability to evaluate circumstances, make decisions, and keep a clear mind. Plan to test your troop's members for these attributes.

The survival weekend highlight could be held in a Scout camp or in a wild area that will challenge their ability to build shelters and find food. Make sure that you have the necessary permissions if it is private property.

Do not purposely destroy the environment in order to work on your skills. In some cases, you may have to simulate experiences to avoid damaging the environment. Keep in mind that the troop's aim is not to become survival experts but to gain some basic skills that would be useful in an emergency. As the patrol leaders' council plans activities, remember to consider the skill levels of your Scouts.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Basic outdoor skills.
- Enhanced skills in using natural resources to survive.
- A greater understanding of the importance of conservation.
- Improved ability in making decisions.
- Growing self confidence.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements for First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, first aid
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping and Wilderness Survival merit badges this month; they should be able to complete most of the requirements. They may also complete requirements for Cooking, Hiking, Orienteering, and some nature-related merit badges.



PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction.
- Inviting parents on the campout.
- Asking parents to provide transportation to the campsites.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the campsites for the survival weekend. If your council's camp does not have raw materials for shelters and other projects, try other sources. Do not plan to disturb the environment or use materials at a campsites without the owner's permission.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Practice knots and lashings, if equipment is available.
- Hold a junior leader training session on communication (*Scoutmaster Handbook*).
- Study and practice survival techniques for your particular locale, including how to find edible wild plants, etc.

FEATURE EVENT

Survival Weekend

Basic camping skills are used regardless of how many times you go camping or the types of challenges you face in a survival circumstance. No matter what your skill level is, this weekend will test your ability to deal with living in the out-of-doors.

As you make plans for this weekend, make sure your program meets the skill levels of your Scouts. New Scouts will need some extra attention in preparing for their first campout. The older Scouts may also experience some new outdoor challenges.

Campout Activities

Obviously activities will depend in part on the time of year you have chosen. You may want to consider a similar program at different times of the year, and in different locations.

Several activities are summarized in the following section. Select one or more of these or make up your own. The younger Scouts may need to spend most of their time working on basic camping skills.

DOWNED PLANE. You are in a small plane flying over a heavily-wooded area. You develop engine trouble and must land. The pilot spots a clearing and starts his approach. A wheel on the aircraft hits a treetop and breaks off. You bally-land, slide into a clump of trees, and a fire breaks out. The pilot is knocked unconscious. You are on the side of a moun-



tain at an elevation of 8,000 feet, 60 miles from the nearest civilization. The pilot did radio for help, but you aren't sure if the message was received. A thunderstorm is moving in; you have no food, except two candy bars, and a bag of clothes. There is a small first aid kit in the plane, 1 gallon of water, a blanket, and a pocketknife. It may take several days before a rescue party can find you. Demonstrate how you would survive.

AUTO ACCIDENT. You are driving through the mountains. A freak snowstorm hits; the car you are in slides off the side of a steep embankment into a ravine. The driver is knocked unconscious and breaks his leg. The snowstorm closes the road for 24 hours. In the car you have 50 feet of $\frac{1}{4}$ -inch rope, two blankets, three candles, some canned goods, a penknife, and a book of matches. No one knows you were on the road. How would you survive?

THE FLOOD. Your patrol is on a campout. A flash flood comes and washes away your campsite. You climb into some tall trees to avoid the water. You manage to save one canteen with water, a flint and steel set, two blankets, a poncho, 100 feet of $\frac{1}{4}$ -inch rope, and a personal first aid kit. You are 10 miles from a ranger station and your leaders were upstream fishing when the flood happened. How would you survive for 2 days?

LOST SCOUTS. You and your patrol buddy are on a nature hike and lose your directions to your campsite. You forgot to tell someone you were leaving, so it is several hours before you are missed. You had hiked 5 miles from camp with only your canteen, a candy bar, and your note pad. One of you had a Scout pocketknife and a book of matches with three matches left in it. A storm is moving in and you must seek shelter. How will you survive?

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have Scouts work on finding directions without a compass or telling time without a watch.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Each patrol gives patrol yell • Present colors • Repeat Pledge of Allegiance • Recite Outdoor Code 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on half-hitch and tautline hitch, and knife and ax skills. Do Split the Match relay ("Program Specialties" section of this book). • Experienced Scouts work on starting a fire without using matches and on reviewing survival situation priorities. • Older Scouts work on the Venture/Varsity program or make plans to live on wild edible plants in the area on the survival weekend. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If it will be an overnight, begin meal planning and patrol roster duties. Plan for equipment distribution and tentage needs. Scouts who have not been camping will need some extra help. All other patrols work on plans for activities toward your next rank advancement.		
Interpatrol Activity _____ minutes	<p>Shipwreck. A peripatetic "all aboard" problem. The object of Shipwreck is to gain the most points through group cooperation and fast action. Play it in a gym or on a large field. Equipment: 1/2-inch plywood circles, 3 or 4 feet in diameter, for each patrol to use as a "ship." Rasp and sand any sharp edges and splinters.</p> <p>Method: Give each patrol a "ship." Scouts hold onto the sides as they run the length of the playing field. Patrols are to run with their "ship" until a leader yells, "Shark!" Then all members jump on board the "ship." The first group with all feet off the ground gains a point. Repeat several times. The first patrol to reach the finish line earns three points.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form circle, cross arms and grasp neighbors' hands, and repeat Scout benediction • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Begin work on next month's program feature.		

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on building a fire, and on first aid for simple blisters and scratches, minor burns or scalds. Do Fuzz Stick Relay ("Program Specialties" section of this book). • Experienced Scouts work on designing or building survival shelters. • Older Scouts work on the Venture/Varsity program or continue work with edible plants and prepare some meals with them. 		
Patrol Meetings _____ minutes	<p>Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement for the outing. Practice interpatrol activities. New Scouts plan a menu to be used on the campout and determine who will get the food.</p>		
Interpatrol Activity _____ minutes	<p>Moonball Equipment: For each patrol, a well-inflated beach ball. Method: The object is to hit the ball aloft as many times as possible before it hits the ground. Rules:</p> <ol style="list-style-type: none"> 1. A player cannot hit the ball twice in succession. 2. Count one point for each hit. <p>Have the patrols gather in different areas of the field or gym and begin playing. Tension and expectation may build as each "world record" is approached.</p> <p>Variation: Have a different colored ball for each patrol. Start the game with all patrols in the same area, and allow patrol members to hit the ball of other patrols as well as their own. Do not permit pushing and shoving to get at another patrol's ball.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	

Activity	Description	Run by	Time
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn what to do if they got lost in the wilderness. Also review first aid for puncture wounds, heat exhaustion, and shock. Do Two-Man Carry Relay ("Program Specialties" section of this book). • Experienced Scouts work on signaling techniques for ground-to-air and on purifying water techniques. • Older Scouts work on the Ventures/Varsity program or make a survival kit to fit into a 35mm film canister. 		
Patrol Meetings _____ minutes	New Scouts finalize the menu for the outing this month and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Inchworm Sit on the turf facing your partner. Inch toward one another until you are close enough to sit on each other's feet. Grasp your partner's elbows or upper arms with each hand. Now decide which direction you would like to travel. The partner in whose direction you're headed lifts his bottom off the ground and moves 12 inches or so toward your goal. The second partner now lifts off the ground and, in a cooperative, buglike movement, duplicates the step above and moves toward his partner.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.		

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on camp sanitation, tent pitching, and campsite selection. • Experienced Scouts review map and compass techniques. • Older Scouts work on the Venture/Varsity program or review materials needed for campout. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Frantic Object The aim is to keep several tennis balls in constant motion for as long as possible. Method: Everyone in the group is given a worn-out tennis ball or two. Play on a smooth surface that is bounded by walls. The group attempts to keep every tennis ball in motion. The activity starts upon a given command. Referees are used to spot balls that have stopped moving. Variations: <ol style="list-style-type: none"> 1. During the activity, additional tennis balls may be added, increasing the difficulty. 2. The activity may be allowed to continue until the referees have spotted three balls that have stopped moving. 		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the survival weekend. Finalize work on next month's program feature.		

WILDERNESS SURVIVAL

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. When you arrive at the campsites, unload equipment. Set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30–11:30 a.m.	Young Scouts take a nature hike, and work on nature requirements for Tenderfoot through First Class. Experienced Scouts begin survival problems.	SPL
11:30 a.m.	Cooks prepare lunch	Cooks
Noon	Lunch	
12:30 p.m.	Clean up lunch, free time	Cooks
1 p.m.	Younger Scouts practice simple survival problems, other Scouts continue solving survival problems.	SPL
4:30 p.m.	Start supper preparation	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	SPL
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol sites.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games—use four games from the "Program Specialties" section of this book.	SPL
11 a.m.	Break camp. Older Scouts return from survival problem.	
Special equipment needed	Troop camping equipment, materials for survival problems.	

WILDLIFE MANAGEMENT



A major concern in this country is vanishing wildlife and wildlife habitat. Some of this loss comes from a lack of knowledge about the creatures of nature.

This program feature will help Scouts in the troop to appreciate wildlife and how it lives, and to develop a sense of what Scouts can do to protect and preserve the animals around them.

If you live in the city, this program feature will give you an opportunity to go to a rural location to observe nature, or to visit a zoo. If you live in a rural area, this feature may reactivate your awareness of wildlife around you and what you can do to protect it.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God.
- A greater understanding of how pollution affects the natural world and how Scouts can help stop it.
- A strengthened resolve to do their "duty to country" through good conservation practices.
- Growing self-confidence.
- A desire to protect the wildlife of our country.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic nature requirements through First Class. Depending on this month's activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—Hiking, camping, nature, cooking
- Citizenship—Flag ceremonies
- Patrol/troop participation—Patrol identification
- Personal development—Scout Oath and Law
- Physical fitness

Second Class

- Outdoor—Cooking, camping, hiking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the Nature and Camping merit badges this month; they should be able to complete almost all of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Mammals, Fish and Wildlife Management, Insect Life, Botany, and Wilderness Survival.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking those qualified to assist with instruction for camping and nature skills.
- Inviting families on the outing.
- Asking them to provide transportation to the campsite.



FISH RESTOCKING

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at PLC meetings after each troop meeting.

- Decide on the place for the campout. If possible, choose a location with a variety of nature environments so that Scouts will find a wide range of trees, plants, and mammals. If the location is in the vicinity of a fish hatchery or game or forest preserve, arrange for the troop to visit. Assign someone to secure permissions, if necessary.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them. Seek help from the troop committee, if necessary.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Exchange ideas for conservation projects that might be completed by individual Scouts or patrols for requirements for Tenderfoot through First Class.

FEATURE EVENT

Wildlife Management Outing

An animal is generally referred to as any living organism other than a plant. Wildlife lives in a basically free condition, providing for its own food, shelter, and other needs in a suitable habitat. Wildlife may be organisms only visible through

a microscope, or it may be as large as a whale. Wildlife includes insects, spiders, birds, reptiles, fish, amphibians, and mammals.

All around us, wildlife habitat is being lost. Whenever land is paved for a shopping center, excavated for homes, or plowed to grow food, small animals lose their homes and frequently their sources of food and water. As small animals disappear, so do the larger animals that prey upon them.

How can Scouts help the wildlife in your area? First they can become aware of what habitats are being threatened, know what wildlife lives around them, and work with local agencies to help protect the wildlife.

Wildlife Project Ideas

- Photograph or document the wildlife in your area so you can identify it.
- Contact local government or other agencies that you can work with in wildlife management.
- "Adopt" a wildlife habitat and observe and protect it.
- Work with local parks or zoos and "adopt" an animal that you can care for and protect.
- Become aware of areas that are being commercially or privately developed and what impact that will have on the environment.
- Share with the public what wildlife exists in their area by showing a display of wildlife in a mall or shopping center.
- At your troop meetings each week, feature a different animal that is endangered. Talk about how Scouts can protect it from extinction.

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	If your community has a wildlife refuge or zoo, have an expert bring one of the animals to the troop meeting and talk about what they do to benefit the animal.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • One point of the Scout Law is assigned to each of 12 Scouts. Each Scout in turn steps forward, salutes, recites his point of the Law, and steps back in line. • Repeat Outdoor Code. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on identifying poisonous plants and reptiles in your area. Learn first aid for poisonous plants and reptile poisoning. Learn to identify five mammals found in your area. • Experienced Scouts begin plans for a nature hike or conservation project. Ask for help on this project from wildlife conservationists. • Older Scouts work on the Venture/Varsity program or plan a weekend canoe trip. Be sure to review Safety Afloat rules. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows their assignments. If it will be an overnight, plan meals and patrol duties roster, equipment distribution, and tentage. Any Scouts in the new Scout patrol who have not been camping will need some extra help. All other patrols plan activities to work on advancement that relate to nature and outdoors.		
Interpatrol Activity _____ minutes	<p>Fun Relays (each patrol runs eight Scouts in each relay).</p> <p>Luck Relay. In front of each patrol is a junior leader with a coin in one hand. The first Scout runs up and guesses which hand holds the coin. If wrong, he continues running up until he guesses correctly, with the leader changing the coin position at will. If correct, he returns to the patrol and touches off the next Scout. The first patrol to finish wins.</p> <p>Izzy-Dizzy Relay. The first Scout runs up to a line, puts one finger on the floor, circles around his finger seven times, then races back and touches off the second Scout, and so on.</p> <p>Grasshopper Race. Each runner hops to line and back with a Scout cap between his knees.</p>		
Closing _____ minutes	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors • Sing "Scout Vespers" (Boy Scout Songbook) 	SM	
Total 90 minutes of meeting			

Activity	Description	Run by	Time
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts go outside the meeting place, stake out a 3-foot square area, and study it. Identify all nature items found in it; look for creatures like salamanders, spiders, worms, etc. Return all objects to the square. • Experienced Scouts continue work on a nature hike or conservation project. • Older Scouts work on the Venture/Varsity program or continue plans for a canoe trip. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing.		
Interpatrol Activity _____ minutes	Crab Crawl Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> ▪ New Scouts learn how to tell time without a watch and find directions without a compass (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize plans for the outing and share plans with the rest of the troop. Make a note of equipment needed for conservation project. • Older Scouts work on the Venture/Varsity program or finalize plans for a canoe trip. 		
Patrol Meetings _____ minutes	Finalize menus for this month's outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any projects your patrol is planning.		
Interpatrol Activity _____ minutes	Cannibal Rescues ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute ▪ Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.		

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts review troop camping procedures and their part in the troop campout. Gather plants and identify them. • Experienced Scouts complete preparations for the nature hike or conservation project for the troop campout; share plans with the rest of the troop. • Older Scouts continue work on the Venture/Varsity program or review plans for their canoe trip. Make sure all members have met prerequisites and all assignments have been made. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Make sure they have any special equipment they will need for their nature projects.		
Interpatrol Activity _____ minutes	Double Dodge Ball ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minutes • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program features.		

WILDLIFE MANAGEMENT

TROOP OUTDOOR PROGRAM PLAN

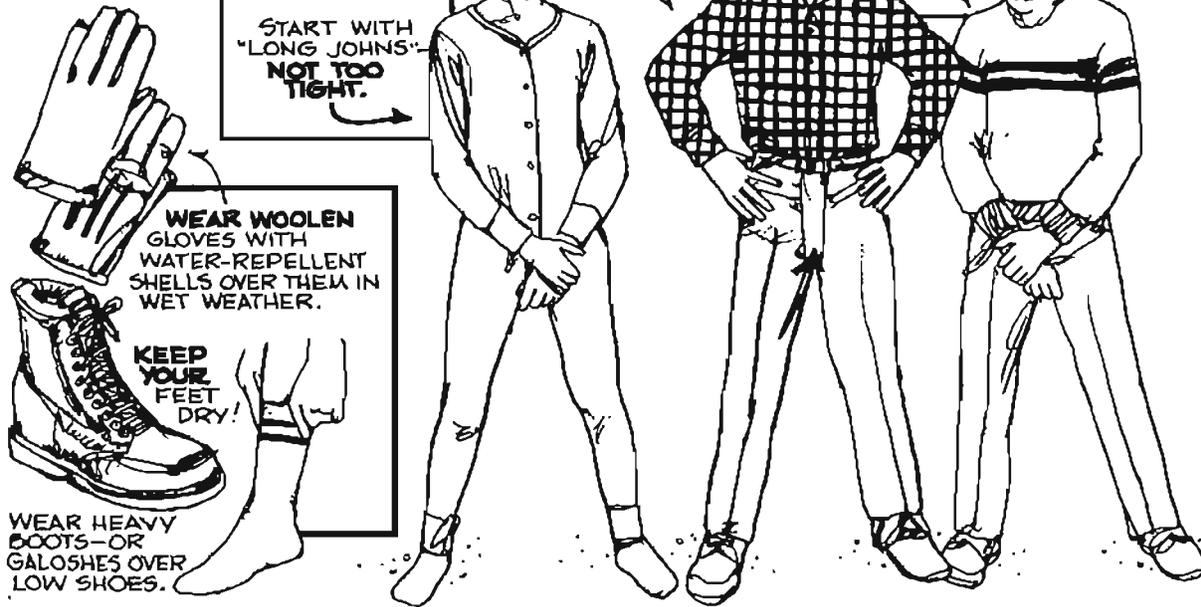
Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute. Arrive at campsite, unload equipment and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class rank.	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Wildlife conservation project	SPL
11:30 a.m.	Sack lunch	
Noon	Continue wildlife conservation/nature activities	
4:30 p.m.	Start supper preparation	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Campfire	
9 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 6:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
8:30 a.m.	Church service	
9–11 a.m.	Patrol games. Play four games from the Patrol Leader Handbook or Scoutmaster Handbook.	
11 a.m.	Break camp.	
Special equipment needed	Cameras, pens, tools for conservation project, troop camping equipment.	

WINTER CAMPING

CLOTHING FOR WINTER CAMPING

IN COLD WEATHER,
WEAR LOOSE FITTING
CLOTHES IN LAYERS
OR "SHELLS"
KEEP IT DRY!



Say the word "camp" and most Scouts and Scouters will conjure up an image of sunny skies, the balmy air of spring or fall, or the heat of summer, and lots of outdoor fun.

But there's plenty of fun in winter camping, too. Admittedly, conditions can be rough, especially in the northern states when snow blankets the ground and temperatures dip into the teens or lower. Curiously, though, your troop is likely to remember with pleasure the outings when the Scouts overcame cold, wet, and mud and had a memorable time anyway.

Winter camping is one thing in northern Minnesota or Maine, quite another in Florida, southern California, or Hawaii. Adapt the suggested program on these pages to your climate and conditions. In warm weather climes, troops may want to concentrate on wet-weather skills instead of those highlighted here.

The troop meeting plans call for instruction and practice in the skills required to be comfortable and safe while camping in low-temperature periods when snow may be on the ground. The primary resource is the *Fieldbook*.

The importance of being prepared is stressed because the winter environment is unforgiving. In summer, if a Scout forgets to bring extra socks and underwear on a campout, it's no big deal. But in winter, such forgetfulness is serious because of the danger of getting wet and having no change of dry clothes. Being cold and wet could reduce the body's core temperature, leading to hypothermia.

The big event will, of course, be a cool campout. If your troop has a lot of young Scouts, consider choosing a site with access to cabins or other shelters in case the weather gets beyond their capabilities.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- The knowledge and skills to be comfortable in camp.
- A sense of communion with nature and God.
- Greater respect for the outdoors and resourcefulness in learning to deal with difficulties.
- Growing self-confidence.
- Esprit de corps from having worked together to defeat the elements.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

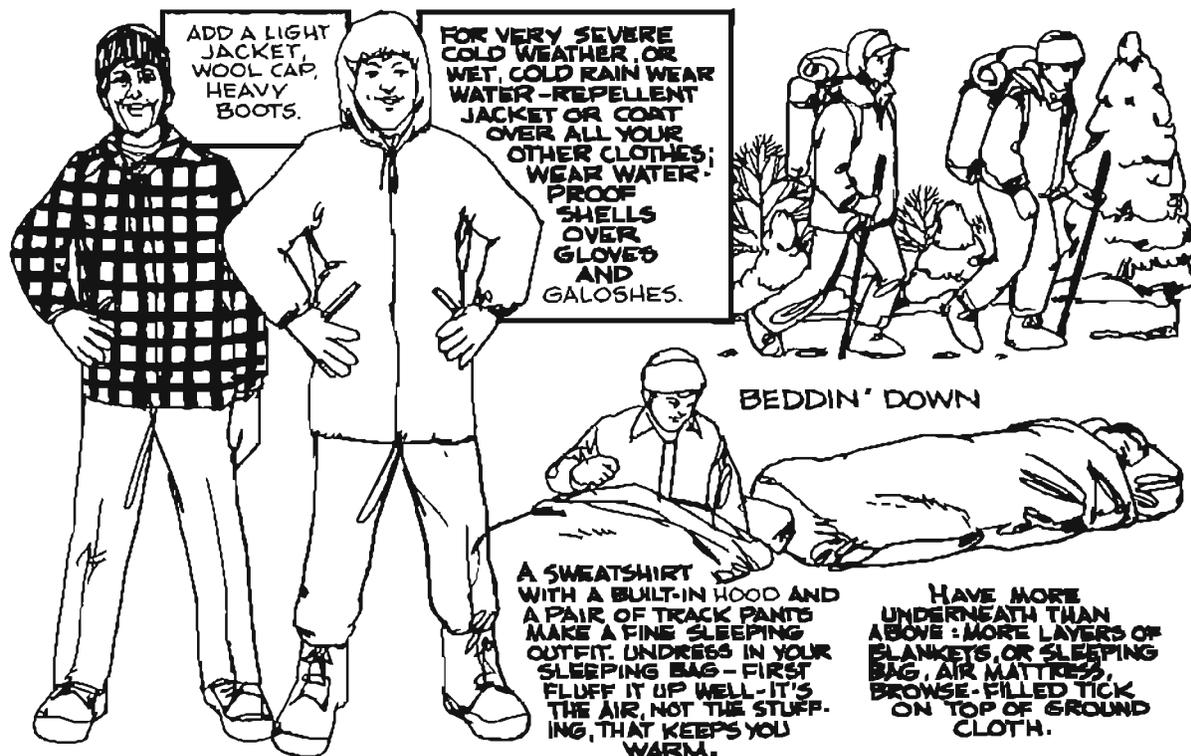
- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn
- Patrol/troop participation—Patrol Identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—Cooking, camping, hiking
- Citizenship—Flag ceremonies, Good Turn, first aid
- Patrol/troop participation—Leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—Cooking, camping, nature, hiking
- Citizenship—Flag ceremonies, Good Turn, first aid



- Patrol/troop participation—Leadership
 - Personal development—Scout Oath and Law
- Merit Badges.** Older Scouts can concentrate on the Camping merit badge this month; they should be able to complete all but the last two requirements. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and nature-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for camping skills.
- Inviting parents on the cool campout.
- Asking them to provide transportation to the campsites.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Choose a campsites for the cool campout.
- Review winter camping skills. See the Fieldbook and the Camping merit badge pamphlet.
- Inventory the troop's camping equipment. Check the condition of tents, flies, stoves, and tools. If repairs or replacements are needed, ask the troop committee for help.
- Plan activities for the campout—games, contests, skills instruction, etc. But avoid sweating from over-exertion, because clothes will become damp and unable to keep the wearer warm.

- Plan details of troop meetings for the month. Consider inviting Camping, Wilderness Survival, and First Aid merit badge counselors to help with instruction.
- Hold a junior leader training session on evaluation (Scoutmaster Handbook).

FEATURE EVENT

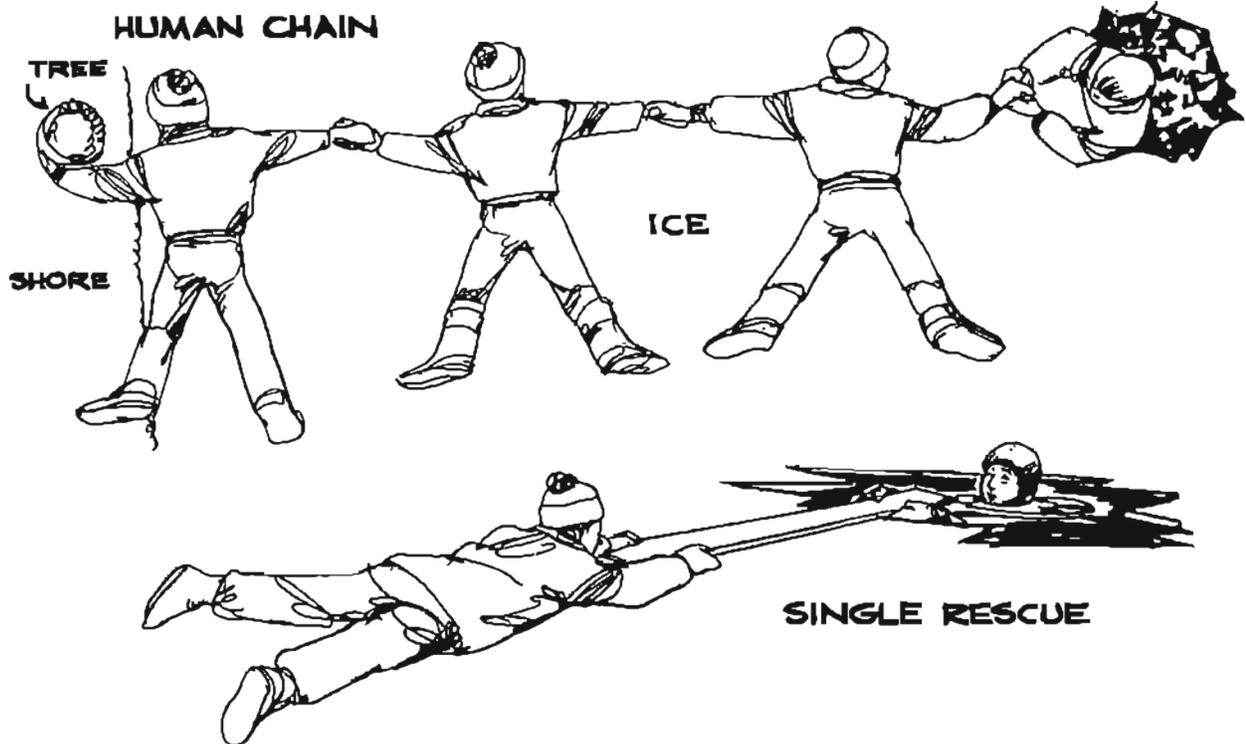
Cool Campout

Choose your campsites with regard to the experience of your troop, especially if low temperatures can be expected. If it's reasonable to anticipate temperatures in the 20s or below and you have a lot of first-time winter campers, it might be a good idea to camp near some cabins or other building in case of really severe weather.

But don't pamper the Scouts by planning a cabin camp. Even the beginning campers will enjoy the challenge of tent camping in winter and learning how to be comfortable in adverse conditions.

The patrol leaders' council should take extra care in preparing for the campout. Make sure that all Scouts know how to dress properly, how to pitch a tent for maximum protection from the wind, and how to recognize signs of frostbite and hypothermia, the chief dangers in a winter camp. Don't let anybody leave the site without at least one buddy accompanying him in case one of them gets into trouble.

In planning activities for the campout, the PLC should remember that everything takes longer in a winter camp. Preparing for and conducting contests, making cooking fires, and cooking will take more time. And, of course, it gets dark early, so Scouts should start gathering fuel early for supper, if you are cooking with wood.



Campout Activities

Obviously your activities will depend in part on the weather conditions. These are some possibilities for a cold, snowy weekend.

- Instruction and practice for the Skating and Skiing merit badges.
- Hikes and races with skis, sleds, and skates.
- Seal Race—Scouts slide on their bellies over ice, perhaps using ice awls to propel themselves.
- Snow Snake Contest—Make a track through fresh snow with a car or bicycle; the track can have gentle bends but no sharp turns. Let the track freeze overnight. The "snow snakes" are Scout staves or handles from old brooms. The object of the contest is to see how far Scouts can slide their snow snakes.
- Establish a snow slide in an area that is free of trees, rocks, or other hazards. Use inner tubes, Frisbees, old garbage can lids without handles, or heavy cardboard for sleds.
- Have a tug-of-war between two patrols with a wall of snow between them. The losers get pulled through the snow.
- Play Snow Golf—Same as miniature golf except that the fairways are snow-covered and the greens are packed-down areas with an open can buried to its rim. Balls are hockey pucks; for clubs, use old golf clubs or hockey sticks.
- Follow animal tracks in the snow. Try making plaster casts of the tracks. If the temperature is well below freezing, spray water in the track and let it freeze before casting in plaster.
- Alaskan Serum Race—Each patrol has a sled with two 8-foot ropes tied to the front, and each sled carries a "bottle of serum." Four stations are set up about 100 yards apart in a square.

During the race, each patrol member becomes a sled puller. It works like this: to Station 1, Scouts 1 and 2 pull the sled and

Scout 3 rides; to Station 2, Scouts 3 and 4 pull and 1 rides; to Station 3, Scouts 5 and 6 pull and 4 rides; to Station 4 (the finish), Scouts 7 and 8 pull and 5 rides. At the finish, Scout 5 leaps off the sled and delivers the "serum" to the "doctor." The first patrol making the delivery wins.

Cold-Weather Camping Tips

- On expeditions away from the camp, use the buddy system. Buddies can watch each other for frostbite (specks of white on the skin) and make sure no one gets lost or wet, with the consequent danger of hypothermia.
- If a Scout has a cap without earflaps, have him tie a neckerchief or scarf over the cap to cover his ears.
- In wind, tie a neckerchief or scarf over the nose and ears and let the point hang over the chin.
- If mittens get wet, use an extra pair of dry woolen socks as mittens.
- Use a wool cap or large woolen sock as a nightcap in cold weather. The body loses lots of warmth through an exposed head.
- For a bed warmer, fill a canteen with piping hot water.
- Tie trouser bottoms over the top of shoes or boots to keep out snow, pebbles, etc.
- Paper (even newspaper) wrapped around the legs, thighs, back, and chest will add insulation.
- Remember that dampness in any form is the No. 1 enemy to safety and comfort in cold weather. Wet feet are especially bad.
- For an emergency poncho, cut a slit in a plastic trash bag or old shower curtain and pull it over your head.
- Don't permit skating by a patrol-size group unless the ice is at least 3 inches thick. Even then have some rescue gear close by in case a Scout breaks through—an ice rescue cross

made of 8-to-10-foot lengths of 2" x 4" with 50 feet of line attached; or a ladder or ring buoy with rescue line. Four-inch-thick ice is safe for troop-sized groups.

- Do not eat ice or snow on the trail. It is not pure and it can reduce the body temperature. Melted snow or ice can be used for drinking only after boiling.
- On a slippery trail, stay far back from cliff or canyon edges.

Cool Camp Cooking

If you plan to cook with wood, remember that tinder may be hard to find if there is snow on the ground. Smart campers bring it in a tinder bag. Before your outing, gather small dry twigs and put them into a plastic bag. Don't use all the tinder on your first fire unless you know you won't need to make another.

If there is snow or if fallen wood is frozen to the ground, you may have to find dead branches on standing trees for your fuel. On an overnight camp, gather twice as much fuel during daylight as you think you will need for supper fires. Remember that night comes early, so get started on fires for supper by 3:30 p.m. Caution Scouts not to work up a sweat while collecting and chopping wood. Staying dry is half the battle of keeping warm.

Plan simple meals for winter camping. Here are some favorites that will feed six to eight Scouts.

Slum Gullion

- 3 lbs. hamburger
- 8-10 medium potatoes
- 1/2 lb. bacon
- 4 medium onions
- 2 8-oz. cans tomato puree
- 1 lb. cheddar cheese

Put 2 to 3 cups of water and 1 tsp. of salt in cooking pot and place over fire. Peel, wash, and dice potatoes, add to water, and bring to boil.

While potatoes are cooking, dice the bacon in 1/2-inch squares and fry to a crisp brown in another pot. When the bacon is done, drain off grease and add finely chopped onions. Then add crumbled hamburger a little at a time, stirring constantly as it browns. Next add the tomato puree and the cheese, cut into 1/2-inch cubes. Keep over low fire and stir frequently until cheese is melted.

When the potatoes are done, drain off water and add to hamburger mixture. Season to taste.

Chicken Stew with Dumplings

- 3 envelopes dehydrated chicken noodle soup
- 3 12 to 14 oz. cans of chicken fricassees with boned chicken
- 3 3/4 cups biscuit mix

Put the soup mix in a large kettle. Add 4 tablespoons of the biscuit mix and stir in 9 cups of water. Add the three cans of boned chicken, place on the fire and bring to a boil, stirring occasionally. Mix the remaining 3 cups of biscuit mix with 1 1/4 cups water in a small pot. This will become a thick batter.

When the soup mix has been boiling about 10 minutes, drop 10 to 12 large spoonfuls of the mixed dough into it. Cook uncovered for about 10 minutes, then cover and let simmer until dumplings are completely cooked (about 10 minutes more). The stew should be simmering throughout the cooking time.

Campfire Hash

- 3 lbs. hamburger
- 8-10 medium potatoes
- 3 medium onions
- 8-oz. can of tomato sauce

Dice the potatoes, put them in a pot with enough water to cover, and bring to a boil.

Mince the onions. When the potatoes are soft, drain them and add onions and hamburger. Mix well.

Grease a large frying pan and put it on the fire. When the grease is hot, add the hash mixture. Brown on one side, then turn and brown on the other. When the hash is almost done, add the tomato sauce and heat for a minute or two.

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	If snow is on the ground, send Scouts out to practice making "dead man" for tying down tents. Or, play Steal the Bacon.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into horseshoe. • Hold uniform inspection. • Repeat the American's Creed (<i>Boy Scout Handbook</i>). • Repeat the Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic camping skills and learn how to tie basic knots used to pitch a tent. Do Ring Ball ("Program Specialties" section of this book). • Experienced Scouts work on dressing for winter camping in your area and practice building fires in wet weather. • Older Scouts work on the Venture/Varsity program or learn how to build shelters in winter camp. These could be snow shelters or ice huts. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows what their assignments are and what they will need to bring for the outing. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity _____ minutes	Rescue Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols and repeat Outdoor Code • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Begin work on next month's program feature.		

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts learn map and compass techniques (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do <i>Direction Hunt</i> ("Program Specialties" section of this book). • Experienced Scouts work on packing procedures for the monthly outing and select some campsites on a topographic map of the area you will be camping in. Do <i>Silver Dollar Hunt</i> ("Program Specialties" section of this book). • Older Scouts work on the <i>Venture/Varsity</i> program or plan to sleep under a shelter you make from natural materials as part of the troop outing. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do <i>Roman Chariot Race</i> ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on reading topographic maps and learn the symbols used on maps. Also learn what to do if you get lost (<i>Boy Scout Handbook</i>). Play Map Symbol Relay ("Program Specialties" section of this book). • Experienced Scouts work on tree and plant identification for the winter. • Older Scouts work on the Venture/Varsity program or work on topographic map orientation with the younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Remember that it will take longer to do normal activities in your campsites in winter camping.		
Interpatrol Activity _____ minutes	Crowded Circle ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout. Continue work on next month's program feature.		

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice map reading and getting bearings. Have them bring in packs and clothing that they plan to use on the campout. (<i>Boy Scout Handbook</i>). • Experienced Scouts work on recognizing signs of hypothermia, and review first aid for frostbite. • Older Scouts work on the Venture/Variety program or assist in map and compass activities. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Ladder Relay ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and checks last-minute details for the troop campout or outing. Finalize work on next month's program feature.		

WINTER CAMPING

TROOP OUTDOOR PROGRAM PLAN

Date _____

Time	Activity	Run by
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal enroute to the site. Upon arrival at campsite, unload equipment, and set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks, assistants
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 a.m.	Patrol competitions: • Seal Race • Snow Golf • Tug-of-War	SPL
11:30 a.m.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 p.m.	Clean up.	Cooks
1:30 p.m.	Make snow shelters if weather permits. Do winter nature observation—identify trees by twigs or bark.	SPL
4:30 p.m.	Start supper preparation.	Cooks
5:30 p.m.	Supper	SPL
6 p.m.	Clean up meal.	Cooks
8 p.m.	Troop campfire	
8 p.m.	Cracker barrel	
10 p.m.	Lights out	
Sunday 8:30 a.m.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class ranks.)	Cooks
7 a.m.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 a.m.	Breakfast	
8 a.m.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 a.m.	Church service	
9–11 a.m.	Patrol games. Use four games from the "Program Specialties" section of this book.	SPL
11 a.m.	Break camp.	

Time	Activity	Run by
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	

Community Service

Selecting and Conducting Projects	509
Health and Safety Guidelines	510
Conducting Service Projects	510
The Committee's First Meeting	510
Project Suggestions	511

Community Service

Selecting and Conducting Projects

Most units do not automatically plan service projects as part of their program; they need prompting. That is one reason why you have this manual: to select and promote service projects. You have many to choose from. Some are short-term, some long-term. A few call for funding, but most do not.

The best way to begin selecting a service project is to ask, "What do the units want to do for their community?" Remember, the service projects won't be done by council or district Scouters. To be successful, they must attract and then hold the interest of unit members and leaders—and must have their strong, enthusiastic support.

Remember that each project should not only be useful but fun. Don't let repetition of one kind of service or of service to one place make these projects routine. They should be special. Don't let waiting on tables at the sponsor's dinners, for instance, become a chore like washing dishes at home. Try to select, over a period of time, as broad a range of projects as possible to make the process fun for members with all kinds of interests.

The following criteria should help to ensure that service projects appeal to the unit members.

Reality

The young people must feel that the project is worthwhile, and they must be interested in it. It must be within their abilities, yet still challenge them. This is especially true for high-school-age

people. Their involvement must be adultlike and have significant meaning if it is to impress them.

Democratic Process

In every phase of a project, from its selection to its conclusion, decisions must be shared by the young people involved. This will vary, of course, with the troop.

Significance

Every project should require the young people to apply their knowledge and skills and to get personally involved. The significance of the service should be clear to them and to the public. The results should be clear, and the Scouts should be given recognition for a job well done. (This could be a tangible reward for major projects—like a patch or pin, or voiced praise, or both.)

Definition

A project should have a definite beginning and ending and specific steps in between. An ill-defined project would seem meaningless and would not give the satisfaction of a completed service.

Preparation

A project should require the participants to read, observe, inspect, survey, discuss, or somehow prepare in advance for the service.

In addition, the district activities committee should answer the following questions when selecting a project:

- Do we want a "quickie" project that will take 1 day of concentrated work or one that may last several weeks, even months?
- How about projects we've done in the past? Will Scouts still be enthusiastic, or have those projects become "old hat"?
- Are there projects that will fit nicely into Scouting and that can be worked on during meetings?
- Do we want a project in which we cooperate with other organizations such as Goodwill Industries, The Salvation Army, or other United Way partners, or shall we do it alone?
- What will it cost? Most service projects don't require a financial outlay from the unit or members. But when they do, the financial outlay should be understood in advance. What is our limit on expenditures? Can we get financial aid if we need it (through the chartered organization or through the organization to which the unit's time and effort is being contributed)?
- Does this project duplicate a service being done by another organization? (Some metropolitan areas now have central clearinghouses for ideas on service projects. They help make certain that projects are needed and eliminate needless duplication.)
- What materials will be needed for the project? Where can they be secured?
- Can the projects be supervised adequately? What adult staff is required?
- If a similar national project is being considered, will it duplicate or disrupt local planning?

Legal Restrictions

Some service projects involve public lands or buildings, health regulations, or zoning restrictions; obviously the proper authorities must give their approval before such a project can be undertaken. In addition, all service projects must conform to the Charter, Bylaws, and Rules and Regulations of the Boy Scouts of America and with the bylaws of the local council.

Conflict with Private Enterprise

If a project encroaches on the service or market of a business or industry, it should be eliminated.

For guidance on this, see the Unit Money-Earning Application, No. 4427, available from your local council service center.

Health and Safety Guidelines

Check the following guidelines to determine whether your service projects involve hazardous elements:

- They should not require crossing or working on both sides of a major traffic artery. Plan all territories so that boundaries are down the middle of major highways. Frequent crossing should not be necessary to the project.
- Where possible, eliminate extensive travel. When travel is required, safe transportation must be provided. For details, check *Tours and Expeditions*, No. 3734.
- Take care that service projects do not require lifting or moving items that are too heavy. Participants should never lift more than one-third of their weight.
- Depending on the nature of the project, allow the participants sufficient rest periods. When a project extends over a meal period, make eating arrangements.

Conducting Service Projects

Successful service projects don't just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if it is not carefully planned and methodically carried out.

The council or district activities committee is responsible for the project's success. The committee should call upon other Scouters and consultants in the community for help, but the responsibility ultimately must rest with them.

Although this work calendar seems to contradict the democratic nature of the projects by having the council make the selection, it need not do so. Count on your leaders to know what their units will want to do. And don't forget the law of averages, which means you'll usually get enough voluntary help for whatever project you select.

The Committee's First Meeting

In addition to the questions already mentioned, the committee should begin by studying such things as:

- What will be our youth and volunteer needs? How many units can we reasonably expect to take part?
- What equipment will we need? Can it be borrowed? If not, what must be rented? Bought? What will it cost?
- If we need cooperation from other organizations, what should we do to get it? Do we need formal contracts or agreements?
- How will we handle publicity and public relations? Can the council do it through normal channels or do we need a public relations subcommittee?
- What is the time scheduled for this project?
- What kind of record shall we keep? (A record should be kept for every service project. It should include reports of how the committee organized the project, what funds were spent, and the committee's evaluation of the completed project. Copies should go to every unit that participated and be kept in the council files for the use of committees planning future service projects.)

SUGGESTIONS FOR PROJECTS

Prune Community Trees

Trees in every community suffer from severe weather conditions. Why not plan a day of tree pruning in early spring to reduce the danger from broken limbs and make lawns and parks more attractive and safe? Obviously, the advice of a tree expert is necessary, so secure the aid of an adult consultant.

Power saws and other necessary machinery can probably be borrowed for the day. If power saws will be used, it is important to wear hard hats. You will need an adult in charge who has the authority to prune and who can provide the supervision necessary to minimize danger.

Community Cleanup Day

Assist in a community-wide "cleanup, paint-up, fix-up" day. This is especially appropriate for city units. Before the big day, advise homeowners through the newspaper that Scouts will be available at a modest fee to rake lawns, spade gardens, install screens, wash windows, do simple painting

jobs, etc. On cleanup day, divide the community into geographical areas, with one or more troops assigned to each area.

Ask homeowners to call a central headquarters where assignments are made. A small hourly fee is charged (this is waived if the homeowner is unable to pay), and the money goes into a special fund for a future service project. In this way, one Good Turn finances another.

This project may need general safety supervision and may require additional insurance coverage as security against serious accidents.

Cemetery Fix-Up

In many areas, small cemeteries suffer from neglect. Try to identify unmarked graves, clean and straighten grave markers, cut the grass, remove weeds, and plant flowers and shrubs. Troops should be assigned for periodic maintenance so that cemeteries do not suffer from neglect again.

Organize Snow-Shoveling Brigades

Where the snow flies heavily and often, councils and districts can provide a much needed service by organizing units to keep fire hydrants cleared during the winter. Clearing hydrants of snow saves valuable time for firefighters responding to alarms, and can be responsible for saving lives.

Each unit is assigned one or two hydrants, and whenever it snows, a Scout promptly reports to clear the hydrants. Assignments might also be made to clear snow from the homes of senior citizens and shut-ins.

Clothing Drive

Often after a fire, flood, or other disaster, many people will be without sufficient clothing. Generally, local authorities coordinate a campaign to collect used clothing in good condition for distribution to the victims. Councils and districts should cooperate with local authorities and not attempt to set up an independent project.

Become an Emergency Service Unit

The BSA has a long and proud tradition of service during and after natural disasters. Scouts and Explorers have served well as messengers in

communications, as first aiders, and in actual rescue work. Units could work to achieve the skill level needed and the ability to mobilize quickly. Once this is achieved, practice is needed to maintain ready status.

Lost-Person Searches and Mountain Rescues

Some troops and posts have become experts at finding lost persons and participating in mountain rescues. Excellent training in related skills is a must. Only units prepared for such emergencies should be assigned, since untrained groups tend to create rather than solve problems.

Get-Out-the-Vote Campaign

A natural follow-up to a registration campaign is an effort to get every eligible voter to the polling place. This calls for an educational and promotional campaign aimed at reminding citizens of their right and duty to vote. The campaign must be nonpartisan. Before the election, distribute get-out-the-vote materials. On election day, Scouts may be stationed outside polling places to "babysit" young children, hold packages, assist elderly or handicapped people, and provide "I have voted" badges to voters, leaving them as a reminder to others.

Help Start Scouting Units for the Handicapped

Mentally and physically handicapped boys get at least as much benefit and fun from Scouting as other young people. Scout executives and the chartered organization and extension committees should be urged to have units assist in the formation of new units for the handicapped. A regular unit can "adopt" a new pack or troop for the handicapped and help it get started.

Mark Invalids' Homes

In cooperation with fire departments, install amber reflectors (or other distinctive devices) over the front doors of homes where handicapped persons live. Then if a fire breaks out, the firefighters will know immediately that a handicapped person lives there. A similar device can be placed on the

door of the person's bedroom to help firefighters find it in an emergency.

Fire departments generally provide large "I" insignia, usually placed on the downstairs front window near the door or on the glass of the front door. A similar device is placed on the window of the invalid's room. Caution: Be sure you have the approval of everyone living in that home before placing markers.

Aid Shut-Ins

Many partially handicapped persons live alone and have difficulty in dealing with the day-to-day task of living. Units can "adopt" one or more of these people and visit them regularly to run errands, read, help write letters, shop, or just visit.

Restore Historic Sites

Often a place of importance in local or national history falls into disrepair and is gradually forgotten. Older Boy Scouts, Varsity Scouts, or Explorers can research the site to find out all they can about it, and then reconstruct it. A reconstructed historic site can become a tourist attraction and source of pride to the community. It is important in a project like this that thorough research be done and an adult consultant be secured before construction starts.

Refurbish Monuments

Honor rolls of soldiers from a community who served in the nation's wars are sometimes neglected and become eyesores rather than effective memorials. Other monuments may also suffer from inattention. Older Boy Scouts, Varsity Scouts, or Explorers can tackle the job of cleaning them up or of conducting a campaign to replace them. Troops should be urged to accept the job of maintaining the monuments for a year after refurbishing.

Collect Christmas Toys

In many communities, new and used toys are collected for distribution to needy children at Christmas. Units can assist by making pickups of toys, making posters to advertise the campaign, helping to stockpile toys, cleaning and repairing used toys, and delivering toys to the agencies that

distribute them to poor children. Each youth member may also be asked to contribute one usable toy. If your community does not have a Christmas toy collection, and if agencies servicing the poor agree that it would be a valuable service, your council or district might spearhead such a campaign. This means creating a detailed plan, cooperating with other organizations that want to participate, and selecting a coordinator, who must spend a great deal of time supervising the project.

Christmas in Nursing Homes

Nursing homes can be forlorn-looking places at Christmas. Boy Scout troops can cheer them up with one or more of the following ideas:

- **Make tray favors** (check with nursing staff if food is included). Practical items such as decorated comb cases or eyeglass cases are best.
- **Make Christmas cards** and have the boys deliver them.
- **Make flameproof decorations** for the lobby,

lounge, cafeteria, individual rooms, placemats for holiday meal, tabletop Christmas trees.

- **Fill stockings** for patients with soap, toothpaste, pens, nail files, etc.
- **Give a caroling program.**
- **Conduct skits**, possibly using prerecorded tapes or a microphone if lines are spoken (many patients are hard of hearing).
- **Demonstrate simple crafts** that could be used by patients for occupational therapy.

Conduct Drug Abuse Workshops

The council or district can organize a series of workshops on drug abuse if schools or other agencies are not providing similar educational programs. It is absolutely essential that only factual information be given. Young people will respond to authorities and to people who have seen the drug scene firsthand. They will be turned off by hand-wringing and emotional pleas about the dangers of drugs.

Outdoor Program

Planning an Outdoor Program	517
High-Adventure Activities	518
Outdoor Program Checklist	519
Duty Roster—Short-Term Camp	521

Outdoor Program

Planning an Outdoor Program

Planning a successful outdoor program is just as important as planning your troop meetings. There are several administrative details that you must attend to in addition to planning a quality program. Remember the six parts of planning an outdoor program covered in the Fast Start videotape:

- Establish a purpose for the outing.
- Select a site.
- Build a program of activities.
- Provide two-deep leadership.
- Take care of physical arrangements.
- Use the patrol method at the campsite.

We are going to concentrate briefly on how to build an outdoor program and provide you with a tool to help you and your patrol leaders' council plan an outing.

Boys are not interested in just hanging around—just being in camp. Keep them busy with things they want to do, without running them ragged. Help them enjoy and explore nature. Teach them to live comfortably in the out-of-doors, and give them an opportunity to advance in their rank. Here are five points to remember when planning an outdoor program:

1. **Involvement**—the more people involved in the planning, the more acceptance and enthusiasm.
2. **Challenge**—a few challenges will form the nucleus of never-forgotten memories.
3. **Flexibility**—situations change and the program must adapt to fit the new situation.

4. **Imagination**—there are always new ideas and new ways to try old ones, new places to go, etc.
5. **Relaxation**—just doing nothing is a rare treasure in our hustling world.

Remember in planning to consider the use of games and activities that reinforce the learning for the day. Let the boys work on advancement as an outcome of the program planned. Don't let advancement be the main reason for doing something. Remember that advancement is the natural result of a *quality program*.

Camping is the prime opportunity to introduce first-time campers to the expanse and beauty of nature. It is a great time for a Scout to accomplish many steps in his advancement process.

Camp Routine

Life in camp, as everywhere, revolves around eating and sleeping, only you need more of both in camp. The daily routine may follow this sort of outline:

Morning

(time) Wake up. Cooks start breakfast (arise half an hour early). Light fire, boys wash up.

(time) Eat breakfast. Fetch wash water, clean up breakfast dishes. Hang up sleeping bags, sleep wear, tidy tent. Tidy campsite, replenish water and firewood.

(time) Morning activities

Noon

(time) Prepare lunch

(time) Eat, wash up, rest

(time) Afternoon activities

(time) Prepare site for the night (before chill of evening). Bring clothing and sleeping bags inside, get wood for cooking and campfire. Work on personal projects.

(time) Prepare supper

Evening

(time) Have supper, wash dishes. Tidy site (before dark)—stack firewood for the night and following morning, replenish water, refuel lanterns, secure food box.

(time) Evening activities—may include free time, wide game, campfire.

(time) Cracker barrel (evening treat), devotions

(time) Bed/lights out

High-Adventure Activities

As your troop becomes more experienced in camping and outdoor techniques, you may want to participate in some of the high-adventure activities available around the country. There are several bases that offer a variety of programs for year-round activities. More than 25,000 Scouts a year enjoy these programs and they can be designed to fit your troop's needs.

Philmont Scout Ranch

Philmont! A rugged land set among the towering mountains of the Sangre de Cristo range in northwestern New Mexico. Within the 137,493 acres are elevations ranging from 6,500 to 12,491 feet. Contingents are broken down into crews, with a minimum of four to a crew. For 12 days, crews hike over the 900 miles of developed trails that link 25 staffed camps and 24 nonstaffed camps. Program features range from rock climbing, logging, black powder, and gold mining to burro packing. Each crew must have adult leadership at least 21 years old. For more information contact:

**Philmont Scout Ranch
Cimarron, NM 87714
505-376-2281**

Northern Tier

Experience a beautiful clear day, the stillness of gentle waters, the call of a loon on a lonely lake.

The base camp is located in the heart of the Superior-Quetico boundary waters, an area of more than 4,000 square miles of water. Feel the ache of muscles as you portage your canoe and pack over rugged terrain. Feel the thrill of catching large game fish and cooking them for a meal. All equipment and food is furnished, and is top quality and lightweight. Crew size may be 6–10 members. Travel through Canadian and U.S. waters and enjoy the history of the area.

In the winter, enjoy a premier winter camping program. Learn to build and live in igloos, snowshoe, cross-country ski, and ice fish. Each crew must have adult leadership at least 21 years old. For more information contact:

**Northern Tier
National High Adventure Programs
Box 509
Ely, MN 55731
218-365-4811**

Florida Sea Base

Warm tropical breezes, crystal clear waters, pillars of coral surrounded by multicolored tropical fish . . . sailboats gliding across the surface of the Atlantic . . . underwater exploring of a Spanish galleon, fishing, snorkeling, scuba diving near Caribbean islands, all this beckons you to experience the ultimate aquatic adventure of your life. At the high-adventure sea base located 75 miles south of Miami in the Florida Keys, you can experience these thrills year-round. Six to eight crew members make a 41-foot sailboat their home. Each crew must have adult leadership at least 21 years old. For more information contact:

**Florida National High Adventure Sea Base
Box 858
Islamorada, FL 33036
305-664-4173**

Maine High Adventure Area

Imagine paddling a canoe along a misty trail forged centuries ago by explorers and voyagers. Dream of shooting the rapids in a canoe or raft. Think of backpacking rugged trails through enchanted forests. Picture climbing a bold mountain as a magnificent panorama of peaks, lakes, valleys, and water unfolds before you. Each crew must have adult leadership at least 21 years old. For more information contact:

**Maine National High Adventure Area
Box 607
Howland, ME 04448
207-732-4845**

OUTDOOR PROGRAM CHECKLIST

Date of Program _____ Location _____

I. Administration

- | | |
|---------------------------------------------------------|----------------------------------------------------------|
| <input type="checkbox"/> Tour permits | <input type="checkbox"/> Licenses (fishing, boats, etc.) |
| <input type="checkbox"/> Parents permission/information | <input type="checkbox"/> Camp cost |
| <input type="checkbox"/> Insurance | <input type="checkbox"/> Local requirements |
| <input type="checkbox"/> Budget done | <input type="checkbox"/> _____ |

II. Leadership

- | | |
|-------------------------------------------|-------------------------------------------|
| <input type="checkbox"/> 2nd leader _____ | <input type="checkbox"/> 3rd leader _____ |
|-------------------------------------------|-------------------------------------------|

III. Transportation

- | | |
|----------------------------------------------------|---------------------------------------|
| <input type="checkbox"/> Driver _____ | <input type="checkbox"/> Driver _____ |
| <input type="checkbox"/> Driver _____ | <input type="checkbox"/> Driver _____ |
| <input type="checkbox"/> Equipment hauled by _____ | |

IV. Location

- | | |
|----------------------------------------------------|-----------------------------------------------|
| <input type="checkbox"/> Maps to and from | <input type="checkbox"/> Arrival time _____ |
| <input type="checkbox"/> Driver time _____ | <input type="checkbox"/> Departure time _____ |
| <input type="checkbox"/> Special gear needed _____ | |

V. Equipment

- | | |
|-----------------------------------------|------------------------------------------|
| <input type="checkbox"/> Personal _____ | <input type="checkbox"/> Program _____ |
| <input type="checkbox"/> Troop _____ | <input type="checkbox"/> Emergency _____ |

VI. Feeding

- Menu planned _____
- Who buys food _____
- Fuel supply _____
- Duty roster _____
- Food storage _____

VII. Sanitation

- Drinking water _____
- Dish washing _____
- Human waste _____
- Garbage disposal _____

VIII. Safety

- Nearest medical facility _____
- Nearest town _____
- Ranger contact _____
- Emergency # _____
- First aider in group _____
- Police # _____

IX. Program

- Program planned (see planning sheet)
- Short-term
- Special program equipment _____
- Patrol assignments
- Long-term
- Rainy day activities

DUTY ROSTER SHORT-TERM CAMP

Name	Friday Supper	Saturday Breakfast	Saturday Lunch	Saturday Supper	Sunday Breakfast	Sunday Lunch
	Cook	Water	Site Cleanup	Meal Cleanup	Fire	Cook
	Assistant Cook	Cook	Water	Site Cleanup	Meal Cleanup	Assistant Cook
	Fire	Assistant Cook	Cook	Water	Site Cleanup	Fire
	Site Setup	Meal Cleanup	Assistant Cook	Cook	Water	Site Cleanup
	Water	Site Cleanup	Meal Cleanup	Assistant Cook	Cook	Water

Cook—Prepare meals, wash kitchen utensils used for meal preparation.

Assistant Cook—Assist cook as requested, prepare pot of water for dish washing, supervise meal cleanup.

Fire—Care for and prepare equipment used to cook on and refuel if necessary, gather firewood.

Site Cleanup—Clean up latrine and campsites.

Water—Get drinking water and wash dishes.

Program Specialties

Anemometer	558	Clove Hitch Race	579	Flying Saucer Kim's Game	578
Ankle Tag	526	Code-O	536	Freak Plant Hunt	568
Antelope Race	556	Collecting Rainwater	559	Fun Field Day	542
Arts Over	541	Commando Raid	545	Fun Relays	589
Arm Sling Relay	572	Compass Facing	531	Fuze Stick Relay	578
Art Gallery	550	Concentration	550	Get 'em Up!	590
Backpack Cover	592	Cooking Gimmick Creativity	540	Get the Message	577
Balloon Battle Royal	563	Corrugated Cardboard Box		Getting Your Bearings	591
Balloon Busting	556	Oven	574	Grand Prix Game	573
Ball Over	588	Crab Ball	544	Granny's Footsteps	538
Ball Relay	526	Crab Crawl Relay	544	Grasshopper Race	545
Bandage Relay	571	Crack the DEW Line	532	Grooved Watermelon	533
Barnyard	589	Creativity	551	Grocer, The	539
Beginners' Water Games	535	Crosses in the Circle	554	Group Events	569
Bell Tag	526	Crossing the Alligator Pit	560	Haunted House	580
Blackout Fun	558	Crowded Circle	529	Hawaiian Handclap	563
Blind Flying Relay	575	Crows and Cranes	554	Hit the Bucket	530
Blindfold Compass Walk	584	Dead Man	592	Hockey Steal-the-Bacon	558
Blindman's Knots	565	Deer Stalking	538	Hopping the Gauntlet	546
Bowline-Sheet Bend Draw	586	Direction-Finding Relay	573	Horse and Rider	557
Bow-Saw Relay	578	Direction Hunt	584	Horseback Relay	590
British Bulldog	588	Dodge Ball	532	Hot Isotope Transport	570
Bucketball	577	Double Dodge Ball	544	Hot or Cold	530
Bucket Brigade	532	Douse It!	575	How High?	592
Bucking Bronco	556	Dragons	554	Human Chain Race	562
Buddy Bandaging	574	Duck Waddle Pushups	542	Human Obstacle Race	562
Buddy Tags	575	Edible Plants Who's Who?	568	Hunter, Gun, or Rabbit	530
Bull in the Ring	556	Famous Visitors	550	Hunt the Candy	564
Campfire Games	525	Fire Bucket Relay	544	Ice Accident	525
Camp Water Heater	563	Fire by Friction	592	Indian Arm Wrestling	587
Can It (Object Relay)	531	First Aid Baseball	525	Indian Hand Wrestling	587
Cannibal Rescue	547	First Aid Kim's Game	574	Indian Leg Wrestling	587
Canoeing Races	535	First Aid Problems 1	571	Invisible Kim's Game	582
Captured	555	First Aid Problems 2	571	Island Hopping	543
Catch Ten	555	First Aid Problems 3	571	I Spy	532
Catch the Snapper	570	First Aid Problems 4	571	Lazy Dixy Relay	564
Caterpillar Race	589	Fisherman's Line, The	548	Jump the Shot	554
Center Miss	555	Flash Scope	576	Kick Bridge	570
Chain Gang	586	Fitness Medley Relay	543	Kim's Game	580
Chain-Gang Race	576	Flag Folding Display	528	Kitchen Tree	561
Checkerboard Kim's Game	581	Flagpole Raising	584	Knot Hoop Relay	586
Choppers' Relay (Splitting)	581	Flapjack Flipping	540	Knots for Camp (whipping rope end before tying)	581
Circle Link	555	Flying Fish	575	Knots for Camp (knots for joining and making loop)	579
Circle Pull	555				

Knor Trail (Knot Kim's Game)	582	Read It, Do It!	559	Submarines and Minefields	538
Knor-Tying Relay	585	Remedies	572	Suitcase Race	535
Ladder Relay	546	Remote Clove Hitch Tying	570	Surprise Visitor	550
Lassoing the Steer	529	Rescue Carry Relay	576	Swat 'em or Whipped to the Gap	588
Leaf Matching	567	Rescue Race	586	Swimming Races	533
Leaking Packsack, The	580	Riders and Horses	557	Tags	567
Lifeline Relay	591	Ring Ball	553	Take the Mat	567
Log-Chopping Relay	569	Ring Buoy Throw	533	Tautline Hitch Race	579
Log-Hauling	569	Ringleader	566	Tenderfoot Relay	527
Log-Raising Relay	569	Ring on a String	526	Tent Peg-Making Relay	578
Log-Rolling Relay	568	Roman Chariot Race	583	Tent-Pitching Contest	581
Log-Walking Race	591	Rooster Fight	553	Tent-Striking Contest	581
Long, Short, Round	564	Rubber Ball Relay	566	Three-Can Stove	559
Long-Legged Puddle Jumper	590	Salvo	552	Three-Legged Football	545
Lost Quiz	592	Scouting History	539	Three-Man Tug-of-War	529
Luck Relay	557	Scout Law Baseball	528	Three Ropes Game	558
Map Symbol Kim's Game	573	Scout Law Hunt	528	Tiger in a Cage	543
Map Symbol Relay	585	Scout Law Relay	527	Tire-Roll Relay	549
Mixed Relay	589	Sealed Orders	552	Toggle Line	562
Morse Dial Spinner	537	Secret Signals	537	Torpedo	542
Morse Sit Down	537	Shallow Water Games	535	Tractor Pull	541
Mow the Man Down	561	Ships in the Fog	566	Trail Signs	551
Muscle Medley	561	Shoe Hunt	530	Train Chase	541
Nail-Driving Relay	530	Shoot the Gap	552	Tree Hunt	564
Name That Fish	549	Short Splice Tug-of-War	532	Tree Spotting	565
Name the Merit Badge	548	Shuttle Run Relay	552	Tripod Lashing	583
Nature Art Gallery	539	Steve, The	542	Troop Buddy Board	535
Nature Go-Down	549	Sighting Arrows	560	Tug-of-War	534
Nature Kim's Game	575	Signal Steal-the-Bacon	536	Tug-of-War, Canoe	535
Nature Memory Hunt	567	Signal Step Contest	536	Tug-of-War, Short Splice	532
Nature Scavenger Hunt	568	Silent Signals	537	Tug-of-War, Three-Man	529
Nature Sensing	549	Silver Dollar Hunt	584	Tug-of-War, Steal-the-Bacon	565
Nature Snap	563	Simple Compasses	560	Twig Hunt	540
Newspaper Crumpling	546	Skin-Diving Contest	535	Two-in-One Match	559
Newspaper Good Turn	551	Skin the Snake	566	Two-Man Carry Relay	572
Night Eyes	547	Slap Jack	587	Walking Statues	565
Numbers	588	Sleeping Pirate	539	Wastebasket	532
Observation	548	Sloppy Camp	582	Water Basketball	534
Obstacle Race	546	Snake Race	583	Water-Boiling Race	585
Obstacle Relay Race	553	Soap Leaves	576	Water Dodge Ball	534
Octagon Compass Course	590	Spies in the Woods	538	Water Games for Nonswimmers	534
O'Grady	531	Split the Match Relay	577	Waterproof Match Containers	557
Old Plug	560	Spoon Race	534	Wet-Weather Fire Building	565
One-Handed Knot Tying	548	Sports True-False Steal-the-Bacon	558	Wet-Weather Fire Starters	577
Outdoor Winter Games	527	Spud	574	What Do I Feel?	579
Over and Under Relay	564	Square Knot Two-Man Tying	570	What Do I Smell?	580
Overtake	565	Standing Jump Relay	561	What Happened?	582
Over the Line	541	Standing Staves	576	What's Cooking?	540
Pace Test	560	Star Hunt	559	What's Wrong?	540
Packing Practice Relay	591	Steal-the-Bacon, Hockey	558	Wheelbarrow Relay	590
Patrol Charades	579	Steal-the-Bacon, Signal	536	Whip the Rope	547
Patrol	561	Steal-the-Bacon, Sports		Who Am I?	526
Personal First Aid Kit	557	True-False	558	Winter Constellations Quiz	563
Pitcllator	574	Steal-the-Bacon, Variations	551	Winter Nest Hunt	528
Pizza Goes Camping	577	Step on It	562		
Pony Express Race	547	Stick Fight	587		
Porpoise Relay	591	Stiff	566		
Prisoner's Base	573	Stretcher Relay	572		
Raiders	566	String-Burning Race	585		
Rainy Day Activities	545	Struggle, The	562		
Reactor Transporter	583				

Program Specialties

Game
First Aid
Patrol Teams
Informal

First Aid Baseball

Equipment: Ten cards numbered from 1 to 10, list of questions based on Second and First Class first aid requirements, piece of chalk.

Rules: Card No. 2 is a double, card No. 6 a triple, and card No. 10 a home run. All other cards are singles.

Method: Draw a miniature baseball diamond on the floor with chalk. Line up team (patrol) behind home plate. The umpire (game leader) holds cards in his hands. In turn, each Scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. Three outs and the next patrol comes to bat.

Scoring: The patrol with the most runs after two innings is the winner.

Game
First Aid
Patrol Teams
Informal

Ice Accident

Equipment: For each patrol, a 10-foot rope, a staff or broomstick, and a blanket, arranged casually in corner of room, ready for use.

Method: Each patrol places a Scout "victim" in a prone position at the opposite end of the room. Announce that this victim has broken through the ice and that it is up to each patrol to rescue its victim and to render first aid.

Note:

- Whether ropes and staves are noticed and used.
- Whether artificial respiration is given.
- Whether the victim is warmed by the blanket and treated for shock.
- If doctor is called.

Scoring: The patrol with the best performance and time wins.

Variation: Drowning Accident—announce that that a Scout has fallen into the water. Each patrol is to rescue the victim and render first aid. Observe the same rules as for Ice Accident.

Game
Whole Troop
Circle

Campfire Games

Laughing Game—The first player in the circle says, "Ha." The next says, "Ha, ha." The third must say, "Ha, ha, ha." This goes on, with each player adding a "ha" until one makes a mistake or laughs out of turn. The victim must sing a solo.

The Frog Pond—Divide the Scouts into three groups. Have the first group say in high voices, "Tomatoes, tomatoes, tomatoes." The second group

in deeper voices says, "Potatoes, potatoes, potatoes." The third group in deep bass voices says, "Fried bacon, fried bacon, fried bacon." After rehearsing each group, turn them loose at once; continue until signal for silence.

Challenges—At the campfire, one patrol may challenge another to compete in one of the many strength tests or interpatrol contest events. Dog fight, leg wrestling, and other competitions are good examples. The winner is the champion of the evening.

Game
Individual
Circle

Ring on a String

Equipment: A ring and a long string to accommodate all players.

Method: Scouts form a circle, facing inward, with one Scout in the middle. Slip string through the ring and tie ends together so the ring can pass freely around the string. Place the string inside the circle and have each Scout hold it with both hands. The idea is to pass the ring around the circle from hand to hand, unnoticed by the Scout in the middle. He tries to guess who has it by pointing to the hand he thinks has the ring. If he is correct, the ring holder goes to the middle and the guesser takes his place in the circle. The Scout in the middle must keep guessing until he locates the ring.

Scoring: This game is not scored. It is suitable for preopening or just for fun.

Game
Whole Troop
Informal

Bell Tag

Equipment: Neckerchiefs or blindfolds and a hand bell.

Method: Blindfold all Scouts except the one who has the bell. Have blindfolded Scouts mill around the room. The Scout with the bell moves among the

others, ringing his bell constantly. The blindfolded Scout tries to tag the bell ringer. The Scout who succeeds changes places with the bell ringer.

Ankle Tag

Equipment: None

Method: Scouts mill around the room. To escape being tagged by "it," each Scout must grasp another Scout by the ankle. The Scout whose ankle is grasped can be tagged unless he has hold of someone else's ankle. The Scout who gets tagged becomes the next "it."

Game
Individual
Informal

Who Am I?

Equipment: Card or piece of paper, 2 inches square or larger, for each player. Print names of famous people on cards, including local or comic characters—Dick Tracy, Joe Lewis, Queen of England, Columbus, Truman, etc.

Method: Each player has a name-card pinned on his back, but does not know what the name is. Players circulate and ask question that can be answered by "yes" or "no"—such as "Am I dead?" "Am I in this room?" Only two questions can be asked of one person. When the player learns his identity, he may stop or get another name and start afresh.

Variation: Famous Visitors—Leaders assume names of famous persons. One leader visits each patrol. The patrol tries to discover the name of their famous guest by asking questions that can be answered with "yes" or "no."

Game
Patrol Teams
Relay

Ball Relay

Equipment: A ball or other "throwable" object for each patrol.

Method: Patrols line up in relay formation, with the patrol leader stationed 15 to 20 feet in front, facing his patrol. The first Scout in line has the ball to start the game. On signal to go, the first Scout throws the ball to the patrol leader, then sits down. The leader throws the ball to the second Scout in line, who returns it to the patrol leader and sits. Continue until all are sitting. A missed ball must be recovered by the Scout who missed it. He must be back in line before throwing ball again.

Scoring: The first patrol to finish wins.

Variation: Basketball—Patrol leader forms his arms into a loop by clasping his hands in front of him. Scouts must throw the ball so that it goes through the patrol leader's arms. He keeps trying until he succeeds.

Game
Patrol Teams
Relay

Scout Law Relay

Equipment: A set of cards numbered from 1 to 12 for each patrol.

Method: Patrols line up in relay formation. Cards are placed in a pile at a turning line opposite each patrol. On signal to go, the first Scout runs up and selects a card. He gives the Scout sign, and recites the part of Scout Law represented by the number on his card. The Scout returns and touches off the next Scout.

Scoring: 10 points for the first patrol finished, 5 for second, 3 for third, etc., 1 point off for each error in naming the part of the Law.

Variation: Reverse Law Relay—Patrols line up in relay formation. Place numbered cards at intervals between the patrol and the turning line. A second set of cards bearing the 12 points of the Scout Law is placed at the turning line. On signal to go, the first Scout runs to the line, selects a card, and places it opposite the correct number.

Game
Patrol Teams
Relay

Tenderfoot Relay

Equipment: Flash cards.

Method: Patrols line up in relay formation. At signal, the first Scout in each patrol runs to the end of the room and about-faces. The senior patrol leader facing these Scouts (but with his back to the rest of the troop) flashes a card asking for Scout sign, salute, point of Scout Law, etc. Scouts perform or answer according to instructions on card, then run back to touch off the next Scout.

Scoring: 1 point for each correct answer. The patrol with the highest number of points wins.

Scout Law Relay

Equipment: Twelve numbered slips per patrol.

Method: Patrols line up in relay formation. The first Scout runs up, picks slip, writes point of Law for number indicated, runs back, touches off next Scout, etc., until 12 slips are marked.

Scoring: the first patrol to finish wins.

Game
Various
Informal

Outdoor Winter Games

Skating Race—Scouts line up at starting point. On signal they race to the finish line.

Skateless Skating—Set up a course about 50 feet long. Line up players at the starting line without skates. On signal they "skate" with the soles of their shoes to the finish line.

Broom-Sled Race—Set up a 100-foot course on smooth snow. Use a house broom for a sled. One Scout sits on it, and another holds the handle and pulls. The pair finishing first wins.

Snowball-Rolling Contest—Before the contest starts, each Scout prepares a snowball 1 foot in diameter. On signal, each rolls his ball for 3 min-

utes. When the stopping signal is given, all balls must remain in place until measured. The largest snowball wins.

Game
Patrol Teams
Informal

Scout Law Baseball

Equipment: A set of 14 cards, numbered from 1 to 12 with one blank card and one card marked X; piece of chalk.

Rules: Card No. 2—a double, Card No. 6—a triple, Card No. 12—a home run. Blank card—base on balls, X card—third strike (out). All other cards—singles.

Method: Draw a miniature baseball field on floor or ground. Line up the batting team (patrol) behind home plate. The umpire (game leader) holds cards in his hand. Each player is to draw a card from the umpire and recite the point of the Scout Law indicated by the number on the card. If he knows it, he becomes a base runner, going through as many bases as specified. If he does not know the wording or draws the card with the X, he is out. After three outs the next team comes to bat.

Scoring: The patrol with the most runs after three innings of play wins.

Game
Patrol Corners
Patrol Teams

Scout Law Hunt

Equipment: One issue of today's newspaper for each patrol; pencils.

Method: Patrols go to patrol corners, each with the same issue of a newspaper. On signal, patrols start searching for articles or news items that illustrate some point of the Scout Law. Items are torn or cut out of the newspaper and patrols write on the clipping the point of the Scout Law involved, along with their patrol name.

Scoring: Clippings are collected by the troop leaders, and the patrol with the most clippings in a given time wins.

Variation 1: Patrols cut out news items illustrating points of the Scout Law, either broken or kept. The first patrol to find clippings for all 12 points wins.

Variation 2: Leaders select one of the more difficult points of the Scout Law to illustrate. The first patrol to find an example of that point wins.

Nature
Patrol Teams
Informal Hike

Winter Nest Hunt

Equipment: None.

Method: On a winter hike, a leader is assigned to travel with each patrol. Patrols start out from a given spot at 5-minute intervals. Patrol members keep on the lookout for bird nests. When one is spotted, they point it out so leaders may see it. The patrol then identifies the nest.

Scoring: Score 5 points for each nest found. Score an additional 5 points for each nest that is properly identified.

Variation: Nest Banding—Scouts wander over an area with definite boundaries. Each Scout has a piece of yarn—each patrol has a different color. When a nest is found it is "claimed" by tying a piece of yarn around a tree trunk or branch next to the nest. At the end of a given time, leaders determine how many nests each patrol has found.

Game
Patrol Teams
Relay

Flag Folding Display

Equipment: A United States flag for each patrol.

Method: Line up patrols in relay formation. About 40 feet in front of each patrol, place a table or a chair with a folded flag. On signal "Go," the first two Scouts in each patrol run to the flag, unfold it completely, fold it again, place it back on the

table or chair, and run back to their patrol to tag the next pair in line. They repeat the same procedure until all pairs are through. The flag may not touch the ground at any time. Doing so will disqualify the patrol.

Scoring: Give 100 points to the first patrol that completes the run, 80 points to the second patrol, and 60 point to the third patrol. Deduct 10 points for each incorrect folding.

Variation: Instead of unfolding and folding, have patrols display the flag for various prearranged occasions.

Game
Whole Troop
Informal

Crowded Circle

Equipment: A piece of chalk.

Method: Draw a circle about 6 feet in diameter on the floor. Have Scouts walk freely around the room. Turn the lights off for a period of 10 seconds. In darkness, all Scouts must get inside the circle. When lights go on, everyone must freeze on the spot. All Scouts found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one Scout remains in the circle.

Scoring: The last Scout in the circle wins.

Variation 1: Instead of one circle, draw three circles on the floor and number them. When the lights go out, announce which ring should be used.

Variation 2: Make as many circles as there are patrols. Assign each patrol a circle. In darkness, patrols must find their circle.

Scoring: The last Scout in each circle wins.

Game
Patrol Teams
Circle

Lassoing the Steer

Equipment: For each boy, one rope 10–15 feet long. One old paint can or small log, about 1-foot high.

Method: Place can or log upright in the center of a circle about 12–18 feet in diameter. Players stand outside the edge of the circle. At a given signal, all throw their ropes and attempt to lasso the "steer" and pull it out. Scouts can make as many throws as are needed to rope the "steer." They will soon find that, with all the ropes landing in the center of the circle at the same time, it is difficult to get the "steer out of his pen."

Scoring: The first Scout to bring the can or stump outside the outer edge of the circle scores 5 points for his patrol.

Variation: Suddenly tell each player he must use a bowline knot in his lasso. All those unable to tie this knot must drop out until they have tied one.

Game
Patrol Representatives
Informal

Three-Man Tug-of-War

Equipment: A 12-foot rope at least 1/4 inch in diameter. Three neckerchiefs or hats.

Method: Arrange a 12-foot length of rope on the playing field with the ends tied together so that it forms a triangle. Place a neckerchief or a hat about 6 feet from every corner. A Scout from each patrol grasps the rope at one corner with his left hand. On signal "Go," each Scout tries to pick up the neckerchief with his right hand.

Scoring: Give 10 points for each winner. Add the total points of winners in each patrol to determine the winning patrol.

Variation: Two teams in single lines face each other. Players take hold of rope and, at signal, start pulling. Rope may not be tied around waist of players, nor can players hold on to post, trees, or any stationary object.

Scoring: The first team to pull or drag its opponents across a given line wins.

Game
Patrol Teams
Relay

Nail-Driving Relay

Equipment: For each patrol, a hammer, a log or piece of 2" × 4", and eight nails.

Method: Patrols line up in relay formation. The logs, nails, and hammers are placed at a turning line, located 20 feet in front of the patrols. Each Scout in turn goes to the line and drives a nail into the log. He returns and touches off the second Scout, and so on until eight nails are hammered down. Bent nails must be extracted, unbent, and driven in again.

Scoring: The first patrol to drive in all its nails wins.

Variation: Patrol Nail Driving—Each Scout is allowed only one swing of the hammer. He runs up to the line, takes one swing at the nail, and then returns to touch off the next Scout.

Game
Patrol Teams
Quiet

Hunter, Gun, or Rabbit

Equipment: None.

Method: Two patrols compete in each round. Patrols are seated in a circle, preferable around a campfire. Before each round, the patrol secretly decides whether it will represent a hunter (all standing with hands on hips), a gun (pantomime aiming a gun), or a rabbit (hold fingers up side of head as long ears). On signal each patrol strikes the pose secretly selected. In scoring, gun defeats rabbit, rabbit defeats hunter, and hunter defeats gun. For example, the first patrol strikes the pose of hunter, while the second chooses a gun. This would score for the first team, since hunter defeats gun. Had the second team selected rabbit, it would have won, since rabbit defeats hunter. If both pick the same pose, repeat the round. The losing patrol is replaced after each round by a new patrol.

Game
Patrol Representatives
Informal

Hot or Cold

Equipment: None.

Method: Select a patrol representative as "it." He leaves the room or the campfire circle. During his absence, the group picks an object for him to find on his return—anything from someone's button or neckerchief slide to any object nearby. When "it" comes back, the group starts chanting "cold" or "hot" depending on how close "it" comes to the object. The closer he gets to the object, the "hotter" it gets; when he moves away, the "colder" it gets. When he is right on top of the object or touches it, the group cries "fire." Then the next patrol representative is selected and sent out to try his luck, and so on until every patrol member has participated.

Scoring: Set a limit of 2 minutes and give the score to each patrol representative who finds the object within the time limit.

Shoe Hunt

Each patrol can enter a team of four Scouts. A circle with a 50-foot radius is described, with a 10-foot circle in the center. At the start, all participants remove shoes (moccasins, sneakers, etc.), place them in the center circle, and go to the outer circle. They may not tie shoes together.

At this point judges thoroughly mix the shoes in one large pile. On signal, all participating Scouts rush to the center circle, search out their own shoes, put them on, lace them if necessary, and return to the outer circle. The winning team is the first one with all members standing shod and at attention on the outer circle.

Game
Patrol Teams
Relay

Hit the Bucket

Equipment: A bucket, a stick, and a blindfold for each patrol.

Method: Patrols line up in relay formation. About 10 paces in front of each patrol place an upside-down bucket. Blindfold the first Scout in each patrol. On signal, he must step out three steps, turn around three times, and then proceed six more steps toward the bucket. Then he must try to hit the bucket with his stick in three tries. If he succeeds, his patrol gains 5 points. He removes his blindfold, runs back, and blindfolds the next Scout in line, who steps out, turns around three times and so on, until each patrol member has had his try. If a Scout does not have a hit within three tries, no points are gained, and he runs back to blindfold the next Scout.

Scoring: The patrol with the most points is the winner.

Game
Individuals
Open Lines of Patrols

Compass Facing

Method: Participants line up in open lines, arm's length apart sideways, front, and back. One wall of the room is designated as north. On signal "Northeast—Go!" all turn to face what they believe to be northeast, and on the command "Freeze!" they stand motionless. Those who are facing incorrectly are out of the game. Continue with other compass directions: south, northwest, south-southeast, west-northwest, and so on.

Scoring: Continue until one player is left—the troop compass "champion." Or let those who face correctly go out of the game each time, to give more training to the others, leaving the troop "champion" at the end.

Note: For many other games involving compass, maps, and orienteering, see *Be Expert with Map and Compass* (\$2, Supply Division).

Game
Individuals
Single Line

O'Grady

Equipment: None.

Method: Assemble troop in single line formation, facing leader who is 4–5 steps in front. The leader yells commands, but players only execute commands if O'Grady says so. If "O'Grady says: arms up," all arms go up. But if the leader says, "arms up," no arms should move—those executing that command fall out. As the game progresses and few players remain, the leader speeds up his commands and the slightest false move causes a player to fall out.

Scoring: The last Scout to fall out is the winner.

Variation: Divide the group into two facing lines. One side obeys O'Grady, the other does not. If the leader yells, "O'Grady says: right face," one line does a right face and the other stands still. When the leader says, "right face," the second side does a right face, the first does not. The object is to see which side remains in the game longer.

Game
Patrol Teams
Relays

Can It (Object Relay)

Equipment: Two No. 10 tin cans or coffee cans for each patrol. Various objects such as nails, sticks, pieces of string, stones, etc.

Method: Patrols line up in extended relay formation. Players sit down, feet extended. Patrols count off so that each Scout has a number and there is a like number in each of the other patrols. One can is placed at each end of the patrol lines. Three objects are placed in one can of each team. The leader calls out a number and the name of an object. Scouts having that number race to the can, pick out object named, transfer it to the can at the other end of the patrol line, and return to places.

Scoring: The first Scout back in place with object transferred wins point for his patrol. Scouts must keep track of objects as they are transferred from can to can. When their number is called, they must know where to find the object.

Game
Half-Troop Teams
Facing Lines

Short Splice Tug-of-War

Equipment: For every two teams, one 4-foot and two 15-foot lengths of rope.

Method: Two teams, each with a 15-foot rope, face each other in single lines. Between the teams draw a center line dividing their territory. Place the 4-foot rope across this line, with ends toward the teams. On signal, both teams have 4 minutes to splice their long rope onto the short rope. After time is up, players take hold of their ropes and start pulling at new signal. The idea is to drag the opposite team across the center line. Rope may not be tied around players' waists, nor can players hold on to posts, trees, or other objects.

Scoring: The first team to pull its opponents across the center line with its splice intact wins.

Game
Half-Troop Teams
Circle

Dodge Ball

Equipment: A volleyball.

Method: Divide Scouts into two teams. One team forms a circle around the other team. The idea is for the outside team to hit the members of the inside team with the ball. Scouts go out of the game when hit by the ball. After a given time, the teams switch positions.

Scoring: The team that stays inside the circle the longest is the winner.

Wastebasket

Equipment: A wastebasket and a ball.

Method: Place a wastebasket in the middle of a circle. Gather patrols around the circle, facing the wastebasket. Starting clockwise, each Scout tries to throw the ball into the basket. Each successful throw scores 1 point for a patrol.

Scoring: The patrol that earns 15 points first is the winner.

I Spy

Send the troop out of the meeting room. The leader places a small article (ring, thimble, or other small item) in a place where it is perfectly visible, but in a spot where it is not likely to be noticed. He then calls all Scouts in and tells them that a (name the article) has been placed somewhere in the room. When a Scout sees it he should sit down without giving away to others where it is. The leader notes the time when the first Scout sees the article and when the last Scout sees it.

No contest—just for fun.

Game
Patrol Teams
Active

Bucket Brigade

Equipment: Two milk bottles for each patrol, one filled with water. A paper cup for each Scout.

Method: Patrols line up in single file. Full bottle is in front of patrol leader, empty bottle at the end of the line. Mark the empty bottle $\frac{1}{4}$ inch below the water line of the full bottle. On signal, the patrol leader fills his cup with water from the bottle. He pours the water into the cup of the next Scout in line, who pours it into the next Scout's cup and so on to the last Scout, who pours the water into the bottle at the end of the line. This process is repeated until one patrol has emptied the front bottle and filled the other bottle.

Scoring: The first patrol to fill the second bottle up to the mark is the winner.

Note: If water is spilled, it's possible that the patrol will be unable to reach the mark even though it empties the front bottle.

Game
Half-Troop Teams
Line

Crack the DEW Line

Equipment: Neckerchiefs for blindfolding one team.

Method: Divide the troop into two teams—the “aggressors” and the “DEW line.” The “DEW line” team is blindfolded and lines up with legs extended, feet touching the next Scout. All “DEW line” Scouts have two depth charges: their hands. They hold them at shoulder height. The “aggressors” try to penetrate the “DEW line” by crawling through. The “DEW line” Scouts must eliminate the “aggressors” by touching them with their hands. If a “DEW line” Scout makes a hit, the “aggressor” is out and his depth charge still good. If he misses, his depth charge is wasted and he must put his hand on his knee. Limit playing time to 5 minutes and then change teams.

Scoring: The team that succeeds in getting the most members through the “DEW line” is the winner.

Aquatics
Patrol Teams
Facing Line

Ring Buoy Throw

Equipment: One or more 15-inch ring buoys with 60 feet of $\frac{3}{16}$ -inch rope attached. Use kapok buoy for land practice, cork buoy in the water. Target—two markers, 5 feet apart, 30 feet from throwing line.

Regulation: Throw a 15-inch ring buoy equipped with 60 feet of line between two marks 5 feet apart, 30 feet from throwing line, three times in 1 minute, recoil, and leave ready for use.

Method: Each Scout throws ring buoy across the target three times, recoils line, and hands it to the next teammate. Buoy must go past target line and between side markers.

Scoring: The team making three hits per man in the shortest elapsed time wins. Give 60 points for the first patrol, 40 points for the second, and 20 points for the third.

Variation: Instead of using the whole patrol, select patrol representatives and score for five hits in shortest time elapsed.

Aquatics
Patrol Representatives
Various

Swimming Races

25-Yard Swim—Contestants (one from each patrol) line up. On signal, they jump into the water and swim 25 yards to the goal.

Patrol Swim Relay—Patrols line up in relay formation on dock. The first Scout swims to float and back to touch off the second Scout, and so on.

Shirt Rescue—Two entries from each patrol. One boy swims out 30 feet, and remains there to be rescued. The rescuer jumps in the water with a shirt in his mouth, swims out, throws end of the shirt to victim, and pulls him to shore.

Hands-up Race—Contestants line up in water. At signal, Scouts swim a designated distance with both hands above water, using only legs and feet for propulsion. The first Scout over the line wins.

Initiative Race—Have Scouts race back and forth between two points a certain number of times, using a different stroke each time: crawl, breast, back, side, and so on.

Towel Race—Scouts race between two points, with each contestant holding a dry towel in one uplifted hand. The towel must be dry at the finish.

Ball Race—Each contestant carries a table tennis ball between his knees. If he loses it, he must replace it before continuing.

Aquatics
Half-Troop Teams
Various

Greased Watermelon

Equipment: One medium-sized watermelon, greased with shortening.

Method: Divide Scouts into two teams and station them in the water 25 feet apart. Float a watermelon halfway between the teams. On signal, each team tries to bring the watermelon back to its own line.

Scoring: The team that brings the watermelon back is the winner and gets the melon.

Game
Half-Troop Teams
Informal

Tug-of-War

Equipment: One rope at least 25 feet long.

Method: Two teams in single lines, facing each other. Players take hold of rope, and at signal start pulling. Rope may not be tied around waist of player, nor can player hold onto posts, trees, or any stationary objects.

Scoring: The first team to pull or drag their opponents across a given line wins.

Variation—Teams are given pieces of rope 3 to 4 feet long. Players tie ropes together with sheet bends. The leader ties the opposing team's ropes together and says "go." This method is not only a test of strength, but also becomes a fine test of the patrol's knot-tying ability. If rope is unobtainable, a grapevine can be used. If the team captain gets his players to "heave" together, the team will have success even against superior strength.

Aquatics
Half-Troop Teams
Various

Water Basketball

Equipment: An empty fruit basket, a rubber ball.

Method: At the end of a swimming pool or a boat landing, fasten a bottomless fruit basket. Divide the troop into two teams of swimmers. The idea is for each team to throw the ball into the basket and gain 2 points for each basket. Limit the game to 5 minutes.

Scoring: The team with the high score wins.

Water Dodge Ball

Equipment: A rubber ball.

Method: Divide the troop into two teams. One team forms a circle around the other team in waist-deep water. The outside team tries to hit the members of the inside team with the ball. A player hit by the ball is out of the game. After a given time the teams switch positions.

Scoring: The team that stays inside the circle the longest wins.

Aquatics
Patrol Representatives
Fun Race

Spoon Race

Equipment: One tablespoon and one egg or table tennis ball for each patrol.

Method: Contestants line up in water about chest-level (beginners area at waterfront is good). Each player places the tablespoon in his mouth and puts the egg or table tennis ball in the spoon. Players must swim to a finish line about 15 yards away. If the spoon is dropped or the egg falls off, the swimmer must surface dive and recover his equipment before continuing in the race. The spoon cannot be steadied or touched by contestant's hands once the race is started.

Scoring: 50 points for the first patrol to finish, 25 for the second, and 10 for the third.

Variation: Swim sidestroke and carry spoon in hand. Usually, players have to be better swimmers for this method.

Fitness
Patrol Teams
Active

Water Games for Nonswimmers

Ping-Pong Race—Scouts line up at starting point in waist-deep water, each with a table tennis ball floating in front of him. On signal, each blows his ball to shore.

Ocean Race—Each Scout sits in an inflated inner tube at the starting line. Water should be waist deep. On signal, each paddles with his hands toward shore, which is the finish line.

Backward Race—Scouts in waist-deep water line up parallel to the shore. On signal, they run backward to shore.

Horse and Rider—Scouts form buddy team with horse and rider (piggyback). Each team tries to unseat other teams. Play in knee-deep water. The last team standing up is the winner.

Candy Hunt—Wrap pieces of hard candy in aluminum foil and scatter them in shallow water. Contestants try to find them in a given time.

Aquatics
Patrol Teams
Various

Skln-Diving Contest

Equipment: Saucers or small plates.

Method: Patrols line up on dock or side of the pool. Game leader throws a number of saucers into the water. Scouts dive in and retrieve saucers, bringing them to the dock. Repeat game three times.

Scoring: The patrol with the most saucers retrieved is the winner.

Troop Buddy Board

Used to keep track of Scouts in the water during swims. Each Scout has a "buddy tag" with his name on it. Buddy tags may be purchased (Supply No. 1945) or made from wooden circles or jar lids.

When a Scout is in the water, his buddy tag is in the top section. When he comes out, he puts his buddy tag in the bottom storage section. The top section may be red vinyl; the bottom is clear plastic. Sew clear plastic pockets on both sections to hold the tags.

Suitcase Race

Equipment: An old suitcase or a burlap bag filled with old clothing for each patrol.

Method: On signal, the first Scout in each patrol opens the suitcase, puts on the clothing, jumps into the water (carrying the suitcase), swims to an assigned place, takes off the clothing, and puts it back into the suitcase. Then he swims back to the starting point with the suitcase and touches off the next Scout in line. This continues until the whole patrol has participated.

Scoring: The first patrol through is the winner.

Aquatics
Various Formations

Shallow Water Games

Bull in the Ring—Scouts in waist-deep water form a circle by joining hands. One Scout in the center is the "bull." On signal, the bull attempts to break out of the ring in any manner he desires.

Balloon Ball—Divide Scouts into two equal teams. One team, standing in shallow water, gathers around to protect an inflated balloon. The other team is lined up along the shore. On signal, the attacking team tries to burst the balloon. Each team is given 3 minutes to burst the balloon. The team that bursts it in the shortest time wins.

Water Poison—Scouts stand in a circle in shallow water with hands clasped. In the center is a floating object, which is "poison." On signal, each tries to pull another into the poison but avoids touching it himself. All who touch poison are eliminated. Two players who let go of their grip are both out.

Aquatics
Patrol Representatives
Various

Beginners' Water Games

Horse and Rider—Buddy teams of two, a horse and a rider. Each team tries to unseat other teams in knee-deep water. The last team standing up is the winner.

Wheelbarrow Race—Two Scouts from each patrol line up, one behind the other, in shallow water. One Scout is the wheelbarrow and gets down on all fours. The other grasps the ankles of the wheelbarrow and raises his legs. On signal, all race to finish line.

Canoeing Races

Canoe Tug-of-War—Tie painters of two canoes together, with two Scouts to each canoe. On signal, each team tries to pull the other beyond a given line by paddling.

Canoe Splash—Two men to a canoe. One paddles, the other has a pail and tries to fill the opponents' canoe with water until it sinks.

No Paddle Race—Just that! Four Scouts to a canoe. Each uses his hands instead of a paddle to move the canoe across the finish line.

Gunwale Race—For experienced canoeists only. Each contestant stands on stern gunwales. On signal, Scouts move canoes forward with a well-balanced knee action.

Canoe Logrolling—Two Scouts to each canoe. One takes the stern gunwale, the other the bow gunwale position. On signal, each tries to upset the other.

Game
Half-Troop Teams
Facing Lines

Signal Steal-the-Bacon

Equipment: A buzzer or signal flag for each team, a neckerchief for the bacon.

Method: Half-troop teams line up in facing lines 15 feet apart. The bacon is placed halfway between the two lines. The captain of each team is at one end of the line with a signal buzzer. Each Scout is assigned a letter. To start the game, the captains are given a letter. They signal this letter to their team. The Scout on each team who has been assigned this letter runs out to the center in an effort to steal the bacon. When he has the bacon, he races back to his team. If he gets there without being tagged by the opposing player, he scores a point. If he is tagged before reaching his goal, the point goes to the other side. At the end of each round, the Scouts rotate so that they have a different letter each time.

Scoring: The team with the most points wins.

Game
Patrol Teams
Patrol Corners

Code-O

Equipment: Necessary number of flash cards with different letter combinations; a handful of beans or small pieces of paper for each patrol; a set of cards, each card with a different letter of the alphabet on it; and a buzzer.

Method: Have patrols in patrol corners. Give each Scout two flash cards. The leader shuffles the alphabet cards, draws one, and using the buzzer and Morse code sends the letter appearing on card to the patrols. Each Scout who has this letter on his card covers it with a bean. The first Scout to get five beans in a row in any direction, including diagonally, is the winner.

Variation: Instead of five in a row, use combinations such as four corners, square in the center, etc.

Game
Individuals
Quiet

Signal Step Contest

Equipment: Paper and pencil for each Scout; buzzer, blinker, or Morse flag for the leader.

Method: Scouts line up across one end of the room, facing the leader, who stands at the opposite end of the room. The leader sends a letter in Morse code. Each Scout writes the letter on his paper. The leader announces the correct letter. Each Scout shows his paper to another Scout for verification. If correct, he takes one step forward toward the leader. All Scouts cross out their letters and prepare to receive another letter. The process continues until one Scout reaches the far end of the room.

Scoring: If used as an interpatrol contest, give each man a point for each person behind him at the finish. (Example: If 20 Scouts are competing, the Scout who finishes first earns 19 points for his patrol.)

Game
Patrol Teams
Circle

Morse Dial Spinner

Equipment: Dial spinner made from a 12-inch piece of cardboard or posterboard. Draw lines on both sides. Print letters on one side, Morse code on the other.

Method: Scouts sit by patrols in a circle. Dial spinner is passed around the circle. Each Scout twirls the spinner once and has 5 seconds to identify the letter the spinner stops on (or give Morse code).

Scoring: 5 points for each letter correctly named within 5 seconds.

Variation 1: Place dial spinner in center of circle. Leader spins. The first Scout calling correct letter earns 2 points for his team.

Variation 2: Use one side for teaching Morse code. Mark other Scout skill on reverse side of the dial spinner, such as knots, bandages, etc.

Variation 3: Each patrol makes a spinner. Run the game as a relay, with one spinner and the leader stationed 20 feet in front of teams. Players run up one at a time for a spin.

Game
Patrol Teams
Various Formations

Silent Signals

Method: Senior patrol leader gives 12 to 15 silent signals for formation and field work, one after the other: parallel file formation, open columns, spread out, dismissal, etc. The patrols are to follow each signal as quickly as possible.

Scoring: The first patrol to get into a formation or to obey a field signal scores 10 points. Any patrol talking or moving with unnecessary noise loses 5 points.

Variation: Write the names of eight silent signals on slips of paper, one set for each patrol to draw from. At the word "Go," the patrol leader gives the signal he has drawn and his patrol obeys it. The assistant patrol leader gives the next signal, and so on until eight signals have been given and followed.

Game
Patrol Teams
Quiet

Secret Signals

Equipment: A short message to be sent by each patrol. Each message is different, but contains the same number of letters.

Method: Half of each patrol are "senders" and the other half "receivers." The whole troop is seated in a semicircle. The "senders," from one patrol at a time, stand in front of the whole troop. They are given their message, which they must send in Morse code to the other half of their patrol without the rest of the troop receiving the message. They do this by using a method selected in advance by their patrol, such as winking right eye for dit and left eye for dah, or opening right fist for dit and left fist for dah.

Scoring: 5 points for any patrol that can get its message through correctly and 5 points for any patrol that can intercept a message.

Signaling
Patrol Teams
Circle

Morse Sit Down

Equipment: Morse buzzer.

Method: Scouts form a circle and walk around it. While they do so, a leader sends Morse code on the buzzer. Whenever the leader sends one of the letters in the key word "Sit," the Scouts immediately sit down. The last one to do so gets a point for his patrol. More letters may be used by changing the key word to "sit down."

Scoring: The patrol with the lowest score wins.

Variation: Morse Sit Down and Run Afar—When leader signals one of the letters in the key word "sit down," Scouts sit. When he signals one of the letters in the key word "run afar," Scouts run, touch wall, and return. "N" appears in both, so either action is correct. The wrong action gives the patrol a point.

Game
Patrol Teams
Double Lines

Submarines and Minefields

Equipment: None.

Method: Half of the troop's patrols are in extended line formation with legs apart. They are blindfolded and become mines. Other patrols are submarines. At signal "subs," the boys of the other patrols try to crawl between extended legs of mines without touching. If a mine hears a sub, he "blows it up" by touching it with one hand. Patrols change positions when all subs are through or have been blown up.

Scoring: 2 points for each sub getting through mined waters. Mines receive 2 points for each sub blown up; 2 points taken off from team's score for each blow made at a sub and missed.

Variation: Mines in line formation with outstretched hands. Subs try to get under legs or arms of minefield without being blown up.

Game
Individual
Single Line

Granny's Footsteps

Equipment: None.

Method: Assemble troop in single line. To start the game, a leader acts as "Granny." Granny stands 20 yards in front, with back toward the troop. Scouts try to move up on Granny without being seen. Granny counts to himself up to 80. Then when he wishes, he turns around and tries to catch someone moving. A Scout caught by Granny starts over. If caught three times, a Scout is out of the game.

Scoring: The first Scout to touch Granny wins.

Variation: Pandemonium's Footsteps—A leader, with whistle, stands with his back to the troop. Scouts go prancing around the room. When the whistle is blown, they must "freeze." Any motion detected puts the offender out of the game. Continue until all but one are eliminated.

Game
Individual
Informal

Deer Stalking

Equipment: None

Method: One player is selected as the "deer" and goes to "browse" in the woods. The rest try to get within 6 yards (or any suitable distance) without being seen. If the deer notices a stalker, he calls his name and points in his direction. That player must move back 50 feet. If the deer hears a stalker near him, he may "stampede," but not more than 30 feet. The first player to get within the agreed distance becomes the deer.

Variation: Deer is in a circle of about 50 feet in diameter. Players try to enter the circle unnoticed. If the deer sees a player and calls his name, that player is out of the game.

Scoring: The patrol with the most players the circle, within a certain time, is the winner.

Game
Patrol Teams
Hike

Spies in the Woods

Equipment: Several pieces of paper, one pencil for each player.

Method: Place blank pieces of paper 2-3 feet from the ground on different trees and bushes. Two or three of your leaders become spies and roam about a given area in which the papers have been placed. (Number of spies needed depends on the amount of space you allot to the game.) The idea is for a player to place his name on the different papers without being seen. If player is seen by a spy within 15 feet of a paper, the spy puts his name in a "black book."

Scoring: Names in the spies' books are subtracted from the number of signatures on the papers. The patrol with the best stalkers wins. Players may put their names on each paper only once. Of course, locating the papers is part of the game.

Fitness
Half-Troop Teams
Vigorous

Commando Raid

Equipment: None.

Method: Divide the troop into two teams. Station one team near the light switch for the room and the other team at the far end of the room. Turn out the lights. The object is for the team farthest from the light switch to get through the guarding team and switch on the lights. Set a 3-minute time limit. If the commandos haven't succeeded in turning on the lights in that time, the guards win that round. If the lights are turned on, note the number of minutes and seconds it took. After the round, change positions so the commandos from the first round become guards for the second. Each side should develop a secret password so they can identify their own team members in the dark.

Scoring: Two runs constitute a round. The team that does the best job of guarding or getting the lights on wins the round. Play as many rounds as desired.

Game
Half-Troop Teams
Facing Lines

Three-Legged Football

Equipment: A neckerchief for each Scout, four chairs, and a ball.

Method: At each end of your meeting room, place two chairs about 5 feet apart to form goals. Organize Scouts into two teams. Scouts in each team pair up, their inside legs tied together with neckerchiefs. One pair in each team acts as goaltenders. Place the ball in the center of the playing field, with both teams taking positions in front of their goals. On signal, each team tries to kick the ball through the goal of its opponents, using their untied legs only. After a team has scored, place the ball in the center and begin the game again.

Scoring: The team with the most goals scored after 5 minutes of play wins.

Game
Patrol Teams
Relay

Grasshopper Race

Equipment: A Scout hat, ball, or other small object.

Method: Patrols line up in relay formation. The game leader marks a turning line 25 feet in front of patrols. The first Scout in each patrol grasps a Scout hat or other small object between his knees. On the signal "Go," he hops up to the turning line and back to his patrol, hands the hat to the next "grasshopper," and so on. If a hat is dropped, the Scout restores it and carries on.

Scoring: The first patrol to finish wins.

Variation: Seal Race—Scouts line up in relay formation. The first Scout grasps the hat between his knees and then balances a book on his head. On signal to go, the Scout hops, walks, or whatever to the turning line and back to touch off the next seal.

Scoring: As above.

Game
Various Formations
Informal

Rainy Day Activities

As an old-timer used to say: "Whatever you do on a rainy day, don't do nothing!" What he meant, of course, was: "Do plenty!" Be prepared with a full program in case of rain.

Camp routine: Continue the regular camp routine—cooking meals, clean-up, inspection—at scheduled times.

In cool rain: Get into rain clothing. Take an exploration hike or nature hike in camp vicinity. Run a fire-building contest.

In warm rain: Get into bathing suits. Then go for vigorous activities: tag around the camp area, swimming races, canoe and boat races, dam construction, bridge building.

Tent activities: Scouts in their tents receive Morse code message signaled by sound from central tent. Splicing contest—each Scout produces an acceptable end splice. Whittling contest—for the best neckerchief slide.

Fitness
Patrol Teams
Single Line

Newspaper Crumpling

Equipment: A supply of old newspapers.

Method: Give each Scout two full-size sheets of newspaper. At signal to go, each Scout tries to crumple the newspaper so that it will fit inside his hand. The Scout must not let the newspaper touch anything in the process.

Scoring: The first patrol to have newspaper totally within hands of patrol members wins.

Variation: Newspaper Basketball—With patrols in relay formation, place a wastebasket or pail 15 feet in front of each patrol. The first Scout in each line crumples one sheet of newspaper as above. Then he throws the newspaper ball into the pail. If he gets ball in basket, the second Scout proceeds. If not, he must retrieve ball, go back, and throw over again.

Fitness
Patrol Teams
Relay

Obstacle Race

Equipment: Lay out an obstacle course to include a horizontal bar to climb over, a rope suspended from a tree branch to swing over 8-foot "river," a low horizontal bar to crawl under, 6-foot-wide area to jump over, a narrow board on ground to walk along, a row of old inner tubes or tires to run through, an empty barrel to crawl through, etc. Use a watch for timing.

Method: Line up patrols at the starting line. If you have laid out two parallel courses, start two patrols at the same time and make it a race for the winner. If you have only one course, time each patrol separately. On signal, the first Scout in line goes through the course, runs back, tags the next in line, and so on until the whole patrol is through. If a player fails to pass the obstacle correctly he may be called back for a second try.

Scoring: The patrol with the best time wins.

Fitness
Half-Troop Teams
Vigorous

Hopping the Gauntlet

Equipment: None.

Method: Half the troop lines up at one end of room with the other half out in the middle. Lined-up players try to hop on one foot from one end of the room to the other. They must firmly hold the leg not being used with one hand. Players in the center must also hold up one leg; they try to prevent opponents from crossing the room by shoulder charging (no hands), trying to knock them off balance. If a player from either side touches the ground with his free foot, he must join the other team.

Scoring: None—just for fun. Obviously the team with the most players at the end of the game has done the better job; however, since players change sides frequently, team identity cannot be maintained.

Pioneering
Patrol Teams
Relay

Ladder Relay

Equipment: For each patrol, six lashing ropes, two poles 6 to 10 feet long, three sticks 2 to 3 feet long, all 2 inches thick.

Method: Teams line up in relay formation, across from equipment. On signal, the first player runs up, lashes the end of one rung onto pole to start the team's ladder, runs back, touches off next man, who runs up and lashes other end to complete the first rung, and so on until ladder is completed. Then all players run and hold the ladder while one Scout climbs to top. If a team has fewer than six players, one or more will need to do two lashings.

Scoring: The first patrol to finish and test their ladder wins.

Variation—Testing and Scoring: 20 points for first ladder lashed, 15 for second, 10 for third, 5 for fourth. Teams exchange places and each man climbs opponent's ladder to test lashings. Subtract 10 points if rung slips; 20 points if lashing comes undone.

Knots
Patrol Teams
Relay

Pony Express Race

Equipment: A 5-foot piece of rope for each Scout.

Method: Patrols line up in relay formation, with the patrol leaders in front. On the signal "Go," every Scout ties a clove hitch around one leg of the boy in front of him, grips the free end of the rope with one hand, and raises the other hand. When all hands are up, the leader gives a command and the patrol races to the end of the room, turns around, and runs back across the starting line.

Scoring: The patrol that crosses the line first wins, provided no one lost his grip and all knots remained tied.

Variation: Instead of using clove hitch, Scouts use a bowline around the waist of the boy in front. Have them run in crouching position to the end of the room and back.

Scoring: Same as above.

Knots
Patrol Teams
Relay

Cannibal Rescue

Equipment: One long rope for each patrol.

Method: Have patrols line up in relay formation. Draw a chalk line in front of patrols and another line parallel to the first but about 20 feet away. Give the first Scout in each patrol a rope. Then tell this story: "You are fleeing from cannibals and have reached the bank of a wide river. Only one Scout in each patrol can swim. The rest of the patrol has to be pulled across with the help of a rope." On signal, the first Scout in each patrol runs (swims) to the other shore (chalk line) and throws one end of the rope back across to the second Scout in line. The second Scout ties a bowline around his waist and is pulled across to the other shore by the first Scout. Then the second Scout unties the rope, throws it to the next Scout in line, and repeats the performance. This continues until the whole patrol is safely across.

Scoring: The first patrol to get all members across the river wins.

Pioneering
Patrol Teams
Relay

Whip the Rope

Equipment: An unwhipped lashing rope for each Scout, whipping cord to whip the ropes.

Method: Patrols line up in relay formation. Ropes are placed at a turning line in front of the patrols. A leader is assigned to each patrol. On the signal to go, the first Scout in each line runs to the line, picks up a rope, and whips both ends. The Scout then runs back to touch off the second Scout, and so on until all have run.

Scoring: 5 points for the first patrol finished, 4 points for the second, 3 for the third, etc. Leaders inspect the whippings. Take a point off for each whipping that slips off the rope when pulled.

Variation: Splice the Rope—Same as above, but each Scout puts one end splice on the rope. Score as above for time, then score 1 to 5 additional points for neatness.

Game
Patrol Teams
Informal

Night Eyes

Equipment: A set of different size objects cut from white paper or cardboard; a blindfold for each Scout.

Method: Patrols assemble in patrol corners. At the beginning of the meeting, designate the left eye of each Scout to be the "night eye" and the right eye the "day eye." Blindfold the "night eye" on each Scout and proceed with the meeting. At game time, send patrols out of the room. In the meantime, place white objects around the meeting room about 15 feet from the observation point. Turn off the lights and call in patrols. Have them identify as many of these objects as possible within 1 minute. Then have them remove the blindfold from their "night eye" and place it on the "day eye." How many objects can they identify now?

Scoring: The patrol with the most correct identifications is the winner.

Game
Whole Troop
Patrol Corners

Observation

Equipment: Pencil and paper.

Method: A Scoutmaster or a junior leader who is a good storyteller tells a dramatic story to the group. It should take about 3 to 5 minutes. While telling the story he will do several things, such as mopping his brow, buttoning his shirt, walking up and down, etc. At the end of the story, each Scout is asked to write down not what the storyteller said, but what he *did* during the story, in the order that he did it.

Variation: After the end of the story, send the group out of the room for a few minutes. Move things, such as chairs, pictures, patrol flags, etc., around the room into different positions. Call the group in and have them write down any changes in the room appearance.

Scoring: The Scout with the most accurate account of the storyteller's doings or changes in the room is the winner.

Game
Individual
Quiet

Name the Merit Badge

Equipment: Colored copies of each merit badge from the *Boy Scout Handbook* or the Merit Badge Advancement Chart, each badge numbered starting with No. 1; one sheet of paper and a pencil for each Scout.

Method: Spread out the numbered merit badge copies on one or more tables. As each Scout arrives at the meeting, give him a sheet of paper and a pencil. Ask him to number his paper from one to whatever the highest numbered merit badge is. Scouts are to study the merit badges and write down the correct title of the badge opposite the identifying number on their sheets of paper.

Scoring: Have Scouts exchange papers and score one another's sheets as a leader reads the correct numbers and titles of the badges. The Scout who correctly identifies the most badges wins.

Knots
Patrol Teams
Relay

The Fisherman's Line

Equipment and Method: This is a game for teams of six players. The first player on each team is supplied with a Scout staff and sits on a chair or box about 10 yards in front of the rest of his team holding the staff like a fishing rod. Scouts 2, 3, 4, and 5 are each equipped with a short length of rope, that of Scout 2 being slightly thicker than the rest. Scout 6 is given a fairly large S-shaped meat hook. The Scoutmaster now informs the team that it has to make a line for the fisherman, and gives the following directions: Scout 2 is to run forward and secure the end of his rope to the "rod;" Scout 3 is to fasten his rope to free end of Scout 2's; Scout 4 is to make the line longer still; Scout 5 holds a broken end, so he must secure his rope in the manner that is common to fishermen; Scout 6 is to join the hook to the end of the line.

Scoring: The first team to complete its "line" wins, provided the knots are tied correctly and used properly. Here is the correct list: Scout 2 ties clove hitch (making rope secure to staff); Scout 3 ties sheet bend (joining two ropes of uneven thickness); Scout 4 ties sheet bend (joining two ropes of even thickness); Scout 5 ties fisherman's knot; Scout 6 secures hook with bowline (this seems unusual, but as the knot forms a loop that will not slip, the hook will be securely fastened if the bowline is tied close to it).

Point out to Scouts that, although the fisherman's knot isn't part of the Tenderfoot test, it is worth knowing.

Knots
Half-Patrol Teams
Relay

One-Handed Knot Tying

Equipment: Two ropes for each patrol.

Method: Divide patrols so that half-patrol teams face each other, with front men about 20 feet apart. Two ropes are placed halfway between front men. The leader calls out a knot. One player from each half-team runs to the center and, with one hand

behind his back, ties his end of the rope to that of his buddy's. The leader checks the knot. Players untie knot, run back, and touch off next men. Rope cannot be laid on floor or ground during tying. Teeth cannot be used. Knots cannot be tied against any part of players' bodies. If patrol has odd number of members, one boy runs twice.

Scoring: 10 points for the first patrol to finish, 5 for second.

Variation: Add extra fun by having players tie knots behind their backs.

Fitness
Patrol Teams
Active

Tire-Roll Relay

Equipment: For each patrol, a tire and seven stakes.

Method: Scouts line up in relay style, facing the course. The first Scout in each patrol rolls his tire through the course, around a single end marker, and back through the course to the starting line. The next Scout in line repeats the process, and so on until the tire has been rolled eight times through the course.

Scoring: The first patrol to complete eight trips through the course from start to finish is the winner.

Nature Identification
Patrol Teams
Quiet

Name That Fish

Equipment: Pictures or silhouettes of several kinds of game fish: bass, perch, sunfish, walleyed pike, northern pike, bluegill, crappie, trout, sheepshead; paper and pencil for each patrol.

Method: Place pictures of fish on the wall of the meeting room. Each patrol tries to identify pictures and writes names of the fish on paper provided. Allow 3 minutes.

Scoring: Score 2 points for each fish correctly named and subtract 1 point for each fish incorrectly named. The patrol with the highest score wins.

Nature
Patrol Teams
Quiet

Nature Go-Down

Equipment: One set of 20 or more nature items for each patrol. Set consists of twig, bark, nest, flower, seed, track cast, feather, rock, and similar items.

Method: Patrols line up in relay formation. A junior leader with a set of nature items goes to the first man in each patrol and shows him the first nature item. If the Scout identifies it correctly, he stays in position. If he cannot identify it, he is told to "go down" to the end of the line. In this manner the questioning is carried down the line, then back again to the head for another round until all items are identified.

Scoring: The first patrol to identify all nature items is the winner.

Nature
Patrol Teams
Quiet

Nature Sensing

Equipment: None.

Method: Each patrol sits quietly outdoors and members record the sounds, smell, sights, and feelings of nature in their minds. After 5 minutes, each patrol has 3 minutes to compile one written list of the different observations of its members. Before the contest, give suggestions to stimulate the observational powers of Scouts—wind in trees, waves on beach, sounds of birds and insects, smell of different trees, feel of insects, feel of wind on face. Warn Scouts that lists must be made up of natural things—no train whistles or car horns.

Scoring: The patrol with the longest accurate list wins.

Concentration

This game is best played with about 16 to 20 Scouts. If your troop is larger, two groups can play simultaneously.

Scouts sit in a circle. The leader has a list of simple words and a rubber ball. He throws the ball to a Scout in the circle and at the same time calls out a word. The Scout who catches the ball must spell the word backwards. The object of the game isn't so much to test spelling as to test concentration.

There is no scoring. It's just for fun.

Game

Patrol Teams

Patrol Corners

Famous Visitors

Equipment: None

Method: Patrols assemble in patrol corners. Patrols are informed that they will receive a famous visitor shortly. They are to try to discover his identity by asking questions of him. Being able to understand English but unable to speak it very well, the famous visitor can understand all questions asked of him, but can answer only "yes" or "no." The game leader informs other leaders that they are, for instance, Christopher Columbus. Leaders go to patrol corners. Patrols start questions.

Scoring: The first patrol to name the visitor correctly scores a point. The patrol with the most points wins.

Variation: *Twenty Questions*—Patrol tries to determine the identity of an object by questioning the leader. Scouts are told only whether it is animal, vegetable, or mineral. They may only ask 20 questions.

Game *Individual* *Relay*

Art Gallery

Equipment: 15 to 20 pictures, taken from magazines, of well-known persons; a paper and pencil for each Scout.

Method: Pictures are numbered and tacked to the wall of troop meeting room. Patrols line up in relay formation to start. On signal, Scouts number their paper from 1 to 20, then go around the room. They try to identify the people, writing names opposite the correct number on their paper. To correct papers, let one patrol switch papers with another.

Scoring: Score a point for each picture correctly identified. The patrol with the most points wins.

Variation: *Car Gallery*—From magazines, get pictures of various automobiles. Obliterate the trademarks with ink, number them, and display as above. The object of the game is to identify the makes of the cars shown.

Game *Patrol Teams* *Informal*

Surprise Visitor

Equipment: Pencil and paper for each patrol. Some clothing for disguise.

Method: Patrols assemble in patrol corners. Disguise a junior leader or an outsider as a traveling salesman and have him wait outside the meeting room. During the troop meeting, outline the requirements for observation and tracking. On a prearranged signal, have the salesman knock on the door and enter. He will try to sell his product to you. Since you are not interested, he leaves quickly. Resume the troop meeting and bring to an end. At this point ask each patrol to give a full description of the visiting salesman, such as color of clothing, eyes, shoes, hair; his height; weight; and the product he was selling.

Scoring: The patrol with the most accurate description is the winner.

Game
Troop Against "It"
Informal

Sleeping Pirate

Equipment: Two blocks of wood or matchboxes for the pirate.

Method: Blindfolded Scout from one patrol becomes the "sleeping pirate" and sits on a chair in the middle of the area. At his feet is the "treasure" (blocks of wood) that he is defending. Scouts line up in a wide circle around the pirate. On signal "Go," Scouts stalk in an attempt to pick up the treasure without being caught. By pointing at them, the sleeping pirate catches Scouts who have made noise. A Scout pointed to must go back and start from the beginning. Each player has two tries. Only one block can be captured at a time.

Scoring: 10 points for each treasure successfully captured.

Note: Use two pirates seated back to back, and more blocks, if the group is large.

Game
Patrol Teams
Patrol Corners

Scouting History

Equipment: Pencil and paper for each patrol.

Method: Patrols sit in patrol corners. Scoutmaster or any of the leaders asks the following or similar questions, based on information in the *Boy Scout Handbook*.

1. Who was the founder of the Scouting movement?
2. What was his profession?
3. In what country was Scouting founded?
4. When was the first Boy Scout handbook published?
5. When and where was the first Scout camp held?
6. Who brought Scouting to America?
7. When was the Boy Scouts of America incorporated?

8. When and where was the first world jamboree held?
9. Where was the first national jamboree?
10. When is the 100th birthday of Scouting?

Scoring: Allow 10 points for each correct answer.

Nature
Patrol Teams
Informal

Nature Art Gallery

Equipment: Twenty pictures of birds, trees, flowers, etc., each marked with a number but no name. Pencil and sheet of paper for each player.

Method: Fasten the pictures on the walls around the room (use thumbtacks or masking tape). Scouts move about with pencil and paper and try to identify the pictures. Without consulting each other, Scouts write down the names on their sheets. After a certain time limit, all sheets are turned in for judging.

Scoring: Add the number of correct identifications made by each patrol and divide by the number of patrol members to get the patrol score.

Variation: Nature Kim's Game—Lay out pictures on the floor and cover with cloth. Uncover for 1 minute, after which patrols go into a huddle and attempt to make a complete list of items. The team with the largest number of correct items wins.

Cooking
Patrol Teams
Informal

The Grocer

Equipment: One bag and several packages representing each item in your favorite camp menu.

Method: Place packages in a bag. Scouts gather around the leader (cook), who reaches into the bag and picks out packages one at a time, naming each package as it is shown. After all packages have been brought out of the cook's bag, patrols go to corners, make a list of the ingredients from memory, and figure out the menu.

Scoring: The first patrol to determine what the meal is receives 25 points. Award 1 point for each package correctly listed from memory.

Variation: Each patrol "cooks" up a new recipe and tries it out on the troop. Most practical and popular recipe earns 25 points for the originators.

*Cooking
Patrol Teams
Patrol Corners*

What's Cooking

Equipment: Paper and pencil for each patrol.

Method: Patrols gather in patrol corners. The game leader gives a short talk about cooking on an overnight hike. Then each patrol plans a workable menu for the overnight, including breakfast, lunch, and dinner.

Scoring: Have troop leaders judge the best menu on the following points: cost of food, ease of preparation, and balanced diet. The patrol with the best menu wins.

What's Wrong?

Method: Game leader reads preparation instructions for two or three hike menus, making several errors in contents of meals and manner of preparing them. Patrols go to patrol corners and make a list of errors and proper ways to prepare these meals.

Scoring: The patrol with most correct answers wins.

*Nature
Patrol Teams
Informal Hike*

Twig Hunt

Equipment: None.

Method: Troop gathers around game leader. The leader shows the troop 10 to 15 twigs, one after the

other, identifying (or not if you wish) each twig. Patrols are then sent out to gather a similar set of twigs.

Scoring: The first patrol to return with a complete set wins.

Variation 1: Leaf Hunt—During an instruction period on identification of trees by their leaves, the leader shows the patrols a set of leaves. Patrols go out to collect twigs of trees from which leaves came.

Variation 2: Restricted Twig Hunt—Within a restricted area, have patrols get as many different twigs as they can find. Give 1 point for each different twig properly named. Take off 1 point for each error.

*Cooking
Patrol Teams
Quiet*

Cooking Gimmick Creativity

Equipment: For each patrol provide six wire coat hangers, a supply of aluminum foil, pliers, and wire cutters or hacksaws.

Method: Issue equipment to patrols and set a time limit within which they are to develop as many useful cooking gadgets as possible from the wire and foil. Give suggestions to stimulate patrol thinking: reflector, pot for boiling water, frying pan, fire tongs, soup spoon, ladle, and forks. Explain that judging will be based on ingenuity and usefulness of the articles developed.

Scoring: Troop officers judge the exhibit and award first place based on imagination and usefulness.

Variation: Simplify the competition and judging by assigning just one project to patrols. For example, make a reflector oven for baking. Then judge only on excellence of finished product.

*Cooking
Patrol Teams
Active*

Flapjack Flipping

Equipment: A frying pan and a linoleum "flapjack" for each patrol. Paint a white "X" on one side of the flapjack.

Method: Patrols line up in relay formation. Pans and flapjacks are at a line 20 feet in front of the patrols. On signal, the first Scout from each patrol runs to the line and flips his flapjack. Then he runs back, touches off the next Scout, and so on until all have run.

Scoring: 1 point is awarded for each flapjack thrown into the air, turned over, and caught properly. Count 1 point off if the flapjack hits the side of the pan, falls on the floor, or does not turn over. Give 5 points to the first patrol to finish with all flapjacks correctly flipped. The patrol with the most points wins.

Fitness
Patrol Teams
Vigorous

Over the Line

Equipment: Chalk.

Method: Draw three chalk lines down the center of the floor parallel to each other. Outside lines should be 10 feet apart. Patrols line up facing each other on opposite sides of the center line. Each member has an opponent. On signal, they stretch arms out sideways, lock fingers of both hands with opponent, and lean toward each other until their chests touch. Each pushes with his chest and tries to drive his opponent across the outside line behind him.

Scoring: The patrol that in drives the greatest number of opponents across the outside line is the winner.

Fitness
Individuals
Active

Train Chase

Method: The game starts with one player designated as "it." He tries to tag any other player. When a player is tagged, he joins on behind "it" by clasping hands around the latter's waist. The two then try to catch another player and so on until there are four players hooked up. Whenever this hap-

pens, the train splits up into two pairs of two doing the chasing. This continues with each pair able to capture and add members. Whenever a new group reaches four, it splits again. Game ends when one player is left uncaught.

Scoring: The uncaught player is the winner and becomes "it" to start the next round.

Fitness
Pairs
Dual Contest

Tractor Pull

Method: The "tractor" kneels on hands and knees with a "driver" astride. The driver holds on with his legs. Opposing tractors back up to each other. Each driver reaches back and grasps the hands of his opponent. On the signal to go, each tractor starts pulling in an effort to pull the other over a line, or unseat the driver.

Scoring: Opponent over line or unseated scores 1 point for the winner. By winning 2 points out of 3, a team wins the game.

Variation: Mass Tractor—A team from each patrol. Tractors back up to a given point, like spokes of a wheel. Each driver mounts, grasps one hand of driver on each side of him. At signal, tractors pull until one driver is unseated. That team is eliminated. Game continues until one team is left the winner.

Fitness
Half-Troop Teams
Active

Ante Over

Equipment: A soft rubber ball and a barrier such as a house, or perhaps tarps strung up.

Method: Half the troop line up on one side of barrier, the other half on the opposite side. One team begins by throwing the ball over the barrier and at same time shouts "ante over" to alert the other team. If a member of the receiving team catches the ball on the fly, the members of the team rush

around the barrier and the man with the ball tries to hit a member of the opposing team by throwing the ball at him. The team being attacked escapes by running around the barrier to the other side. A team member hit by the ball joins the team that hit him. If the ball is dropped when it is thrown over the barrier, the receiving team throws it back over, shouting "ante over." When a ball is caught on the fly, the team catching it attacks the opposing team.

Scoring: None.

Game
Patrol Teams
Relay

Fun Field Day

Decide on half a dozen relay games, stir up excitement among patrols, and run off games, giving liberal scores: first, 100 points; second, 50 points; third, 25 points. Each patrol has eight runs.

Initiative Relay—Each Scout runs in his own way, and no method can be repeated within the patrol: forward, backward, hopping on both feet, on one foot, etc.

Candle Race—Run up and back with lighted candle and box of matches. If candle goes out, runner must stop and relight it.

Bag-Breaking Relay—Run up, blow up paper bag, burst it, run back.

Happy Hooligan—Player walks rapidly to goal and back again with a paper cup balanced on his forehead. For more games along these lines, see G.S. Ripley's *Book of Games*.

Fitness
Individual Players
Active

Torpedo

Equipment: Beanbags, knotted neckerchiefs, boxing gloves, or other soft objects for throwing.

Method: Six Scouts are selected to be "submarines." They are blindfolded and seated in two facing rows about 10 feet apart. Each submarine is provided with several soft, throwing objects that represent torpedoes. The rest of the Scouts represent ships that are trying to pass through the submarine-infested water. Scouts must make a noise resembling a ship's motor as they pass through the submarine line. The blindfolded submarines launch their torpedoes (throw the soft objects), aiming by sound, trying to hit one of the Scouts going through the line. If a Scout is hit, he changes places with the submarine that hit him and the game continues.

Scoring: None—just for fun.

Fitness
Half-Troop Teams
Vigorous

The Sieve

Equipment: A large room or field.

Method: Members from one half of the troop position themselves along lines. The rest of the troop members tie their neckerchiefs on their right arms with a single overhand knot. The object of the game is for the attacking players to try to get from one goal to the other without losing their arm bands. Note that every other set of lines is a safe zone, so players on one team are either safely through to the far goal or have been captured by losing their arm bands. The players switch sides and those who were defenders become attackers, and vice versa.

Scoring: After each team has had a chance to compete as attackers and defenders, the team that was able to get the most Scouts through without being caught is the winner.

Fitness
Patrol Teams
Relay

Duck Waddle Pushups

Equipment: None.

Method: Patrols line up in relay formation. At signal, the first player on each team duck waddles to a given point, where he does a specified number of pushups. Upon completing pushups he runs or duck waddles back to the starting point and touches off the second player, who duck waddles out, and so on until all have run. If patrols are unequal in number, one or more Scouts make two runs.

Scoring: At start, each team has 0 points. Subtract no points for first, 1 point for second, 2 for third, 3 for fourth. Subtract 1 point for each infraction of rules. Example: Team "A" finishes first, -0 points. Two boys do too few push ups, -2 points. Team "A" scores -2 points. Team "B" finishes second, -1 point. Everything else done correctly, -0 points. Team "B" scores -1 point.

Fitness
Troop Against "It"
Active

Tiger in a Cage

Equipment: None.

Method: A large circle is drawn to represent the cage. One player is chosen to be the tiger. He must stay inside the circle (cage). The other players run in and out of the circle as they please, teasing the tiger to try to tag them. The tiger may tag them when they are in the circle, but he cannot leave the circle to tag. When a player is tagged inside the circle, he becomes the tiger and the former tiger joins the group of tormentors.

Scoring: None—just for fun.

Variation: Choose two tigers to share the cage at the same time. This increases the chances of outsiders being tagged.

Fitness
Patrol Teams
Active

Island Hopping

Equipment: Sheets of 8½" × 11" paper, two for each patrol member plus one sheet.

Method: Papers are placed in a line on the floor. Each patrol member stands on two of the sheets, facing the finish line. One sheet should be left unused at the rear of the patrol line. On signal, the extra sheet of paper is passed up the line from the last man to the first. He places the sheet down toward the goal and steps onto it by moving the foot that is to the rear. Each Scout in line advances by moving his rear foot to the now vacated sheet ahead of him. The final empty sheet is passed forward and the process is repeated. If a Scout steps off a paper, his entire patrol must move back and start over.

Scoring: The first patrol to cross a finish line established in advance is the winner.

Fitness
Patrol Teams
Vigorous

Fitness Medley Relay

Equipment: For each patrol, provide a used tire casing, two gunny sacks, and eight triangular bandages or neckerchiefs.

Method: Patrols line up in relay formation, in pairs. On signal, all pairs tie inside legs together at ankles and above knees using triangular bandage or neckerchief. The first pair races around a mark about 50 feet in front of the patrol. As soon as they return to the start, the second team repeats. When four pairs have raced and have untied their legs, the first Scout steps into gunny sack with both feet and jumps around the mark and back. Repeat until eight Scouts have hopped around the course. Then each Scout in the patrol, in turn, rolls the tire around the mark and back to the start. When all eight Scouts have rolled the tire, the event is finished. If there are fewer than eight in a patrol, some Scouts will have to run the course more than once.

Scoring: The first patrol to complete the three parts of the medley is the winner.

Fitness
Patrol Teams
Relay

Fire Bucket Relay

Equipment: For each patrol, a fire bucket (pail) full of water.

Method: Line up patrols in relay formation. About 50 feet in front of each patrol, place bucket full of water. At the signal "Go," the first Scout in each patrol runs up, grabs the bucket, and brings it back to the next person in line. The second Scout runs and places the bucket in its original place, and comes back to send off the third, who copies the first, and so on, each boy going to the end of the line as he finishes his run.

Scoring: The first patrol to finish without losing more than 1 inch of water wins.

Variation: The first player on each team runs and gets the bucket and passes it down one side of the team and up the other, the next player takes it to its place, returns to send off the third, and so on.

Fitness
Half-Troop Teams
Active

Double Dodge Ball

Equipment: Two inflated balls at least 6 inches in diameter; a playing area divided into three equal parts.

Method: One team is divided into two groups. Half the team moves to one end of the area, the other half to the other end. The second team moves into the middle section. The balls are given to the team in the end courts. The object is for the end team to throw the balls so as to strike any player in the middle section below the waist. An end player may go into the center area to retrieve a ball, but must carry it (not throw it) back to his end zone before it can be thrown again at the center team. When a player in the center is hit, he joins the end team and continues playing by trying to hit his former teammates. When all center players have been hit, those who started in the center become end players and the original end players move into the center.

Scoring: None, just for fun and alertness.

Fitness
Patrol Teams
Vigorous

Crab Crawl Relay

Equipment: One tennis ball for each patrol.

Method: Patrols line up in relay formation at an established line. The leader marks a second line about 25 to 30 feet from and parallel to the starting line. On signal, the first boy in each patrol lies on his back, supports himself with his hands and feet, places the ball on his stomach, and proceeds to crawl, crab style, to the second line. If the ball rolls off his stomach, he must stop and retrieve it before continuing. When he has crossed the second line he runs back with the ball to the next patrol member, who assumes the crab position and continues the relay.

Scoring: The first patrol to finish the relay wins.

Fitness
Half-Troop Teams
Vigorous

Crab Ball

Equipment: Basketball, volleyball, or similar large ball.

Method: Set two goal lines about 40 feet apart. Divide players into two teams, each team lining up on one goal line. Players sit on goal line with arms extended backward supporting body off of floor. The ball is placed midway between the goals. On signal, players move toward the ball, keeping crab position described, and try to kick the ball over the opposing goal line. Fouls include: touching ball with hands, leaving the crab position, and unnecessary roughness. Penalty for foul is a free kick at the point of the foul.

Scoring: 1 point is scored each time a team kicks the ball over the opposing goal. The first team to score 10 points wins.

Game
Patrol Teams
Quiet

Trail Signs

Equipment: Two sets of 3" × 5" cards for each patrol. Each card of the first set has a drawing of a trail sign from pages 161–63 of the *Boy Scout Handbook*. The second set has the meaning of one of the same trail signs printed on each card.

Method: Patrols line up in relay formation. Place the two sets of cards about 25 feet in front of each patrol. Cards from the set with pictured trail signs are placed facedown, while the printed cards are spread out faceup. On signal, the first Scout from each patrol runs to his set of cards and draws one of the facedown cards. He places it on the correct printed card, runs back, and touches off the next Scout. Continue until all cards are matched.

Scoring: The first patrol to correctly match all cards wins.

Game
Patrol Teams
Quiet

Creativity

Equipment: For each patrol, a like supply of miscellaneous materials such as Scout staves or saplings, lashing cord, tin cans, and coat hangers.

Method: Assign the problem of creating a device to do a specific job using the materials provided. Here are a few sample projects: a device that will weigh camp objects up to 50 pounds in weight, a device to signal a message by a concealed operator located at least 10 feet from the gadget, or a device that will catapult a 25-pound weight at least 30 feet. The leader can dream up additional projects as desired. Patrols are given a time limit.

Variation: Instead of giving all patrols the same project, assign a different one to each. This will eliminate one patrol copying the idea of another.

Scoring: Patrols are judged on ingenuity and how well their device meets the requirements of the job.

Game
Patrol Teams
Quiet

Newspaper Good Turn

Equipment: One copy of the same issue of a newspaper for each patrol.

Method: Give each patrol a copy of the newspaper and ask the patrol to draw a circle around any news story that could serve as an example of a Good Turn. This can be used as a preopening game if the patrol leader assigns sections of the paper to different patrol members as they arrive at the meeting.

Scoring: Compare all newspapers, page by page. Give 1 point for each story correctly circled by a patrol, provided no other patrol circled it.

Scoring variation: Score 1 point for each story circled even though other patrols have also selected the story.

Game
Half-Troop Teams
Facing Lines

Steal-the-Bacon Variations

Blindfold Steal-the-Bacon

Equipment: Three neckerchiefs.

Method: Two equal teams line up facing each other, about 20 feet apart. Each team counts off. Neckerchief (bacon) is placed midway between teams. The leader calls out a number. The boys called are blindfolded, spun around three times, then headed for the bacon. Teammates shout directions.

Scoring: The first player to bring home the bacon without being tagged scores 1 point for his team. If a player is tagged by his opponent while touching the bacon or bringing it back, the opponents score a point.

Horse and Rider Steal-the-Bacon

Equipment: One neckerchief.

Method: Two teams line up as above. The leader calls out two numbers. The smaller of the two boys jumps on the back of the other, who then gallops for the bacon.

Scoring: Same as above. If a horse touches the bacon, the opposite team scores a point.

Fitness
Patrol Teams
Vigorous

Shuttle Run Relay

Equipment: For each patrol, provide two blocks of wood about 2 × 2 × 4 inches.

Method: Patrols divide into two equal groups. Half of the members line up in relay fashion, facing the other half lined up the same way on a line 30 feet away. Blocks of wood are placed at a line opposite the starting line. On signal, the Scout in the starting position runs to the opposite line, picks up one block, returns with it, and leaves it at the starting line. He runs back and does the same for block two. As soon as he finishes, the first Scout in the line away from the present location of the blocks runs across, picks up one block, and returns it to his line. He runs back and does the same with block two. This back-and-forth delivery of blocks continues until all Scouts have run. If there are fewer than eight Scouts in a patrol, repeat the process until a total of eight block transfers have been made.

Scoring: The first patrol to complete eight transfers is the winner.

Fitness
Troop Against "It"
Vigorous

Shoot the Gap

Equipment: None.

Method: Goal lines are marked at each end of the field or floor. One Scout is chosen guardian of the gap (space between goal lines). The other players are divided into two teams and a team is placed behind each goal line. The guardian, in the center, calls the name of a Scout on one team. That Scout immediately shouts the name of a Scout on the other team. These two players must then try to change goals without being tagged by the guardian. If the guardian tags one of them, he changes places with the tagged player and joins the team toward which the tagged player was running. The tagged Scout is the new guardian of the gap and starts the next round by calling out another name. If the guardian tends to keep calling the same

name time after time, make a rule that after a Scout has run, he steps back from the main line and cannot run again until all have participated.

Scoring: None, just for fun.

Fitness
Half-Troop Teams
Vigorous

Sealed Orders

Equipment: Pencil and paper for writing orders.

Method: Divide troop into two teams. Each team chooses a captain. The two teams bunch up to await orders. Give the captain of each team a folded slip of paper with team orders written on it. The captain returns to his team, looks at the orders, and without moving the team determines the strategy to be used in carrying out the orders. On signal, the team attempts to carry out its orders. The orders given to the two teams contradict so that they are working against one another. For example, one message might read, "Leave the room," and the other reads, "Don't let anyone leave the room." A 1-minute time limit is established for each action, and results are determined at the signal to stop.

Scoring: Give 1 point to a team for each player who accomplished his assignment and 1 point to the opposing team for each who failed.

Fitness
Patrol Teams
Active

Salvo

Equipment: One paper bag for each Scout.

Method: Patrols line up in relay formation. Each Scout is given a paper bag of identical size. At the signal, the last Scout in each patrol line blows up his bag and bursts it on the back of the Scout in front of him. As soon as this Scout hears the pop of the bag bursting on his back, he blows up his bag and bursts it on the back of the Scout ahead of him. This continues until the front Scout is reached. He

blows up his bag and runs around to the back of his line, and bursts his bag on the back of the last Scout in line.

Scoring: The patrol bursting all bags in the shortest time in the winner.

Variation: Instead of using paper bags, use balloons and have Scouts blow them up until they burst.

Game
Patrol Representatives
Dual Contest

Rooster Fight

Equipment: None.

Method: Contestants grasp one leg by the ankle to hold it off the floor. They move about by hopping on one foot. To start the game, the two contestants face each other. On the signal to go, each tries to knock the other off balance by shoulder blocking. Use of elbows is not permitted.

Scoring: The first Scout to knock his opponent off balance so that he touches the floor with both feet scores a point. Two points out of three tries wins the game.

Variation: Rooster Pull—For a "tail," each rooster tucks a 2-foot length of rope under his belt at the back. Each contestant tries to pull out his opponent's tail and at the same time tries to preserve his own. A tail pulled out scores a point. Knocking one's opponent off balance does not score a point.

Fitness
Troop Against "It"
Active

Ring Ball

Equipment: A volleyball or basketball.

Method: Scouts form a circle. One Scout, chosen to be "it," is stationed inside the circle. Play is begun by passing the ball to a Scout other than "it." The ball is passed around or across the circle from

Scout to Scout. "It" tries to intercept the ball and force it to touch the floor. If he can make it touch the floor, the Scout who last touched the ball before "it" goes to the center and the game continues. It is important to emphasize that "it" must make the ball hit the floor. Thus, if a Scout in the circle can catch the ball before it hits the floor, "it" has failed even though he might have touched or hit the ball.

Scoring: None. This is a good preopening game since Scouts can be added to the circle as they arrive at the meeting place.

Physical Fitness
Patrol Teams
Vigorous

Obstacle Relay Race

Equipment: One long, heavy rubber band made by cutting an inner tube into strips and knotting into one length. One wood or cardboard barrel, open at each end, for each patrol. A turnaround mark about 50 feet in front of the patrol.

Method: Rubber band is stretched across the field, flat on the ground about 10 feet in front of the starting line. Barrels are placed on their sides about halfway between the rubber band and turnaround mark. Patrols line up in relay formation. On signal, the first Scout in each patrol runs forward, lifts the rubber band and crawls under, runs to patrol's barrel and crawls through, runs around turnaround, crawls back through the barrel, jumps over the rubber band, and touches off the next Scout in the patrol. All Scouts in the patrol repeat. If there are fewer than eight in the patrol, some Scouts will have to run twice to complete eight laps for the patrol.

Scoring: The first patrol to complete eight laps is the winner.

Game
Whole Troop
Circle

Jump the Shot

Equipment: Soft weight, such as a rolled-up cloth or sandbag, tied to the end of a rope at least 10 feet long.

Method: Players form a wide circle. The leader in the center swings the rope around inside the circle to get it going in a steady, circular motion. Then the rope is swung around the circle below the knees of players, who must "jump the shot."

Scoring: If hit by the rope or weight the player drops out. The game continues until only one player is left.

Scoring Variation: Each patrol begins with 50 points. When a player fails to "jump the shot," 5 points are subtracted from the patrol score. Players remain in the circle. The game is continued until one of the patrols is "in the red."

Fitness
Three-Man Teams
Vigorous

Dragons

Equipment: None.

Method: Players group in threes with one Scout as the "head." The other two Scouts join behind him so Scout 2 has his arms clasped around the waist of Scout 1, and Scout 3 clasps the waist of Scout 2. Two or three Scouts are unattached. These Scouts try to hook onto any of the "dragons" by grabbing Scout 3 around the waist and hanging on for a count of five. The dragons try to keep this from happening by moving around. The "head" may push chasers off with his hands but Scouts 2 and 3 may not use their hands to fend off pursuers since they must maintain their grasp on the Scout ahead of them. If an unattached Scout succeeds in hooking on, he becomes the third man and the "head" drops off to try to hook onto another trio.

Scoring: Just for fun. No scoring.

Game
Half-Troop Teams
Facing Lines

Crows and Cranes

Equipment: None.

Method: Divide troop into two teams, lined up 2 or 3 feet apart, facing each other in the center of a room or cleared space. One team is called "Crows," the other "Cranes." The leader calls out one of these names, rolling the "r," as "Cr-r-r-rows" or "Cr-r-r-ranes." All on team named must turn and run to a wall or given line behind them. If a player is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This is kept up until all players are on one side. The leader can add fun by giving occasional false alarms—for example "Cr-r-rabs" or "Cr-r-rash." Any player moving on a false alarm is deemed caught and goes to the opposite side.

Scoring: The last player captured wins.

Variation: When a player violates the leader's call, he drops out. The last remaining Scout earns 20 points for his team.

Game
Patrol Teams
Informal

Crosses in the Circle

Equipment: A piece of chalk for each patrol.

Method: Draw on the floor, 15 feet apart, as many circles as there are patrols. Make each circle about 6 feet in diameter. Assign each patrol a circle and have the members stand inside it. Give each patrol one piece of chalk. On signal, members of each patrol may leave their circle and try to draw as many chalk crosses in other patrol circles as possible, while at the same time protecting their own circle from others.

Rules: Crosses may not be erased by players. Chalk may not be broken and divided among players, but it may be passed from one player to another. Before starting the game, set a time limit.

Scoring: The patrol with the fewest crosses in its circle when the game ends is the winner.

Fitness
HalfTroop Teams
Vigorous

Circle Pull

Equipment: Chalk.

Method: Divide the troop into two equal teams. Draw a circle on the floor. One team of players is stationed within the circle. The other team is scattered outside the circle. On signal, the players who are stationed outside try to pull the players who are stationed inside so that their feet go outside the circle. At the same time, the players inside try to pull their opponents stationed outside so that their feet come inside the circle. Once a player is pulled in or out of the circle, depending on which side he is on, he becomes a prisoner and is out of the game. Continue the game for 2 minutes and count the prisoners of both sides. Change sides and play a second round.

Scoring: The team with the most prisoners wins.

Fitness
Patrol Teams
Active

Circle Link

Equipment: None.

Method: Each patrol sits in a circle with legs crossed and arms linked. On signal from the game leader, boys try to get up together without breaking the circle and with arms still linked.

Scoring: The patrol team that stands first without breaking the circle wins. Repeat the action several times and select the patrol with the best score.

Fitness
Troop Against "It"
Active

Center Miss

Equipment: Two basketballs or volleyballs.

Method: Arrange the troop in a circle with one man in the center. One ball is given to the center Scout

and the other to one of the Scouts in the circle. On signal, the circle man passes his ball to the center man while the center man passes his ball to another player in the circle. This exchange continues until the center man is made to miss. The man who makes the center man miss or fumble the ball exchanges places with him. All passes must be accurate and in the shoulder-to-waist range. A miss caused by a bad pass does not count against the center man.

Scoring: None. Just for fun.

Game
HalfTroop Teams
Active

Catch Ten

Equipment: A volleyball, basketball, or football.

Method: Divide into two equal teams. Identify all members of one team by tying neckerchiefs on their right arms. The ball starts in the hands of one team member who tosses it to a teammate. The opposition tries to intercept the ball. As the first player catches the ball, he shouts "one" and throws to another teammate, who shouts "two" as he catches the ball. This continues until "ten" is reached. If the opposition intercepts the ball, the man who intercepts shouts "one" and that team then tries to reach "ten." As teams intercept the ball, they must always start with the number "one."

Scoring: The first team to reach "ten" is the winner.

Game
HalfTroop Teams
Active

Captured

Equipment: None.

Method: Draw a line across the center of the floor and divide the group into two teams, with one team on each side of the line. One side is designated as "attackers." On signal, they have 1 minute to cross the line and try to capture opponents by pulling them back across the line. Once across, the prisoner stands in "jail" to be counted. At the end of

the minute, the prisoners are counted and allowed to return to their own side. Then the roles are changed and those who were attacked become the "attackers" for 1 minute.

Scoring: The team with the most prisoners after the two attacks is the winner.

Game
Patrol Teams
Circle

Bull in the Ring

Equipment: None.

Method: Each patrol forms a circle by joining hands. A representative from another patrol is the "bull" and goes to the center of the ring. On signal, each bull attempts to break out of the ring in any manner he may wish.

Scoring: The first bull to break out of his ring wins a point for his patrol.

Variation 1: Each patrol in turn acts as bulls, with the rest of the troop forming the ring. Time each patrol. The patrol getting out in the shortest time wins.

Variation 2: Each Scout in the ring has a 6-foot rope. The object is to keep the bull in and at the same time tie all ropes into a circle using square knots. If the patrol succeeds in tying the rope circle before the bull has broken out, it wins.

Game
Patrol Representatives
Informal

Bucking Bronco

Equipment: None.

Method: Select a bronco and an ambitious bronco-buster. The bronco must keep his hands on his knees. The rider holds on by his knees only, with his feet kept back. He may hold on to the back or shoulders of his bronco, but not by neck or head. The bronco tries to throw the rider off. A rider has been thrown when he touches the floor. The

bronco has been busted if the rider stays on for a certain length of time, or if the horse falls. If the bronco is busted, the rider becomes the bronco for the next rider.

Scoring: None.

Variation: Kentucky Derby—Smallest member of patrol team is the jockey, others are horses. Patrols line up in relay formation. On signal to go, jockey mounts first horse. They proceed to turning line and back. Jockey transfers to second horse, and so on until all have run.

Game
Individuals
Informal

Balloon Busting

Equipment: One balloon and one newspaper for each player; pieces of string.

Method: Each player is given a balloon. Balloons are inflated to standard size, as determined by the leader. Balloons are then tied onto the rear belt loop of each player with a piece of string about 6 inches long. Each Scout has a newspaper that he rolls up tightly. Players pair off. On signal, each Scout tries to burst his opponent's balloon by hitting it with his newspaper. When half of the original players have busted balloons, the winning players pair off again, and so on until a troop champion is found.

Scoring: Champ earns 50 points for his patrol.

Variation: Line up the troop in a single line. Each Scout has a balloon. On signal "Blow," players do just that. The first man to overinflate his balloon and cause it to burst wins. All players must burst their balloons.

Game
Patrol Teams
Fun Race

Antelope Race

Equipment: None.

Method: On signal, Scouts run in single file, with one hand on the belt of the Scout ahead, to a point

50 yards away. Make a left turn and run back to the starting point. Falling down or breaking apart disqualifies the team.

Scoring: Give the first patrol across the finish line 60 points; second, 40 points; and third, 20 points.

Luck Relay

Equipment: None.

Method: In front of each patrol is a junior leader with a coin in one hand. The first Scout runs up, and guesses which hand holds the coin. If wrong, he continues running up until he guesses correctly, with the leader changing coin position at will. If correct, he returns to the patrol and touches off the next Scout, and so on.

Scoring: The first patrol to finish wins.

Fitness
Pairs
Vigorous

Riders and Horses

Equipment: None.

Method: Assemble Scouts in double line formation, in pairs. The front line is horses, the rear line is riders. On command "mount," riders mount horses. They are then given simple commands, such as "sit on the floor," "do a somersault," and so on. Riders immediately jump off horses, execute command, and remount. The last rider to remount drops out of the game with his horse.

Scoring: The last rider and horse left on the floor are declared winners.

Variation 1: Horse and Rider Touch—The command is "Touch—_____ (floor, red, Bill, south wall, etc)." Horse gallops into position, rider touches specified object, and horse runs back in line.

Variation 2: Change Horses—Pair off the horse and rider teams. On command, riders change horses without touching the ground.

Fitness
Half-Troop Teams
Vigorous

Horse and Rider

Equipment: None.

Method: The troop is divided into equal teams. Scouts pair up and get into horse and rider position. Teams are behind lines 20 feet apart. They face each other. On signal, horses try to reach the opposite goal without losing riders. At the same time, riders try to dislodge opponents.

Scoring: When a rider falls, both he and his horse are out of the game. The team having the most horses and riders reach the opposite line is the winner.

First Aid
Patrol Teams
Quiet

Personal First Aid Kit

Put the following items in a 35mm film canister.

2-inch square of moleskin
2 1-inch adhesive bandages
1 quarter for phone call
2 premoistened towelettes or 1 small (hotel-size) bar of soap
2 acetaminophen (aspirin substitute) tablets in foil
1 first aid leaflet
2 wood matches (cut to fit)
match striker material from box or book of matches

Waterproof Match Containers

A pill bottle or 35mm film canister makes a good match container, although ordinary kitchen matches will have to be cut to fit. Shotgun shells and copper or plastic pipe will also work, but you need corks to close them. If you include a striker, put matches in head down, away from the striker.

Fitness
Half-Troop Teams
Active

Three Ropes Game

Equipment: Three 3-foot knotted ropes.

Method: Divide the troop into two teams and have the players on each team count off. Place three short, knotted ropes in the center. When the leader calls a number, the two players with that number race to the far wall, then try to pick up the ropes and return to their side. Players may tackle and wrestle, but they may not punch or kick.

Scoring: 1 point for each rope carried over a team's line.

Fitness
Half-Troop Teams
Active

Sports True-False Steal-the-Bacon

Equipment: Two rags—one red, one green.

Method: Played like regular Steal-the-Bacon (*The Scoutmaster Handbook*, page 298, or *Patrol and Troop Activities*, page 28,) with two exceptions. First, two "bacons" are used—one red, one green. Second, before calling a number, the leader makes a statement about sports. If the statement is true, the players should try to steal the green bacon; if false, the red one.

Scoring: 1 point for stealing the correct bacon or tagging an opponent who tries to steal it. Subtract 2 points if a player tries to steal the wrong bacon or chases an opponent who has the wrong bacon.

Game
Half-Troop Teams
Active

Hockey Steal-the-Bacon

Equipment: Two Scout staves or 5-foot poles, beanbag.

Method: The basic game is played like regular Steal-the-Bacon (*The Scoutmaster Handbook*, page 298.) In this game, however, the bacon is the beanbag. One staff is laid in front of each team. When the leader calls a number, players with that number grab their team's staff, race to the beanbag, and try to sweep it back to their goal line.

Scoring: 1 point for each goal.

Nature

Anemometer

Here's an addition to a Scout's weather station for the Environmental skill award. Arms are made by cutting corners of milk cartons. Fasten cups to arms with staples. Medicine dropper slipped over the upright wire makes a fine bearing. Paint a band on one cup to aid in counting the turns in 30 seconds. The number of turns in 30 seconds, divided by five, equals the wind speed in miles per hour.

Game
Patrol Teams
Informal

Blackout Fun

Here are five ideas that can be made into patrol or troop games. Each idea requires blindfolding each contestant.

1. Correctly identify sudden sharp noise or series of noises made by dropping items, striking a match, pouring water, etc.
2. Walk a prescribed number of steps, turn around, and walk back to the exact starting place.
3. Prepare small cans with different ingredients, such as ground coffee, onions, cloves, mint, etc. Have the contestants identify ingredients by smell.
4. Pick up several objects observed at a distance of about 15 feet. (Have Scouts look at the objects before they are blindfolded.)

5. While blindfolded, have patrols write the names and addresses of all patrol members.

Scoring: Develop your own scoring system best suited for these games.

Game

Patrol Teams

Active

Read It, Do It!

Equipment: As needed.

Method: Divide each patrol into two teams, senders and receivers, and station them at least 20 yards apart. The patrol leader decides on the signaling method for his patrol and gets the necessary equipment.

On signal, the first sender in each patrol sends a simple message calling for some action. (Example: "Salute me.") When the receiver gets the message, he does the action. Then the next sender sends a new message ("Tie knot"), which the second receiver does. Continue until all patrol members have sent one message and received one and done the required action.

Scoring: The first patrol finished wins.

Two-in-One Match

You need to light cooking fires for both lunch and dinner, and you have only one match? No problem. If it's a book match, split the end with your fingernail and carefully peel it apart to make two matches. If it's a wooden match, slice it just below the head and it should split easily. Nine times out of 10, you get two lights.

Cooking

Three-Can Stove

This is a lightweight, easily made stove that was developed by a Scottish Scouter. Can 1 is a large fruit juice can, can 2 is a bean can, and can 3 is a 1-pound coffee can.

Cut three semicircular draft holes in the bottom of can 1. Punch several holes in can 2, which is where the fire burns. Then, supporting it from inside with a block of wood, cut three slots in the bottom to act as "fire bars." Suspend can 2, slots at the bottom, inside can 1 with a piece of wire.

Cut three vent holes in the body of can 3, and then cut out the bottom. This will give you three "ears" that are bent down and snap over the top of can 1.

To light the stove, build a fire in can 2, gradually feeding twigs or chips through the vents of can 3 (or remove can 2 and feed the fire from the top).

Game

Patrol Teams

Quiet

Star Hunt

Equipment: Flashlight with a strong focusing beam.

Method: On a clear night, patrols gather around a leader who knows the major constellations. He shines the light at a constellation. Each patrol quickly huddles to decide on the name of the constellation, then gives its patrol call and announces the constellation's name.

Scoring: 1 point for each constellation identified correctly.

Collecting Rainwater

Rainwater is both clean and potable, so if you're in a wilderness area far from safe water supplies, a rainstorm is a blessing. Simply make a funnel with a large plastic sheet or tarp and let the water run into a clean container.

Game
Patrol Teams
(or individuals)
Quiet

Pace Test

Equipment: None.

Method: Measure accurately any given distance—9, 15, or 30 meters (or 30, 50, 100 feet). Mark the distance so that it will not be obvious to the Scouts. All Scouts line up side by side at the starting line. Tell them to walk exactly the distance you say and stop when they think they have gone that far.

Scoring: The individual winner is the one closest to the actual distance. Patrol scores may be figured by giving 10 points for the closest; 9 for second; 8 for third, etc.

Simple Compasses

World's Simplest Compass: Stroke one end of a sewing needle against one pole of a magnet. Tie a fine thread in the middle of the needle so it balances. The needle will swing to a north-south position. Mark the north end with a felt-tip marker or paint.

Paper Clip Compass: Bend a steel paper clip. Stroke the top of the "J" with a magnet. Balance the compass on a coin or smooth surface and it will swing to a north-south position. Mark the north end as above.

Sighting Arrows

Used for practicing compass bearings in the field. Mount wooden arrows, or sticks with nails at either end, on 4-foot stakes. Point them at various landmarks.

Lay compass at center of crosspiece, orient compass, and read bearing of the object observed. (Nails should be about a foot away so they won't affect compass magnet.)

Knots
Patrol Teams
Active

Crossing the Alligator Pit

Equipment: For each patrol, three spars 6 to 8 feet long, three 6-foot lashing ropes, four guy ropes.

Method: Mark the "alligator pit" on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols. Patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top and diagonal lashings for the crossbar. Near the top, they attach four guy lines, using two half-hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts man each guy line and "walk" the walker across the pit by tipping it from side to side and moving it forward.

Scoring: The first patrol finished wins. **Note:** This can be a timed contest if you don't have enough spars for all patrols.

Fitness
Whole Troop
Active

Old Plug

Equipment: Volleyball.

Method: Four Scouts make a line by grasping each other's waists. The rest of the Scouts form a large circle around them. They try to hit the last player in the line (Old Plug) with the volleyball. The other three in the line try to maneuver to protect Old Plug, but they must not lose their holds on each other's waists. When Old Plug is hit, he joins the circle players and the one who hit him becomes the first man in the file. The new Old Plug is the player who was formerly third in line.

Fitness
Patrol Teams
Active

Patrolo

Equipment: Volleyball or soccer ball, patrol flags.

Method: Mark out a playing field, 40 feet square or larger. Goal squares are 5 to 6 feet square. In the center of each goal square, plant the patrol's flagstaff about 3 inches into the ground. The object of the game is to knock over the opposing patrol's flag by hitting it with the ball.

Rules: The ball must be passed by hand, punched, or headed—no kicking; no running with the ball; only the goalie may be in his square; no tackling, shoving, or tripping. When the ball goes out of bounds, it is thrown in, as in soccer.

Scoring: 1 point for knocking over the opponent's flag.

Kitchen Tree

For long-term camps, your patrols will want a chuck box for storing utensils and implements. For overnights, a "kitchen tree" is adequate. Find a dead tree branch with plenty of limbs and plant it near the cooking area. Use it to hang utensils and kitchen tools.

Fitness
Patrol Teams
Active

Muscle Medley

Equipment: Tape measure.

Method: Each patrol member does as many pullups as possible within 1 minute; as many situps as possible within 1 minute; and makes one standing long jump. (To save time, have several members compete at once, with leaders or other Scouts counting and measuring.) The exercises should be done as explained on pages 502–03 of *The Boy Scout Handbook*.

Scoring: Each Scout's score is figured by counting 1 point for each pullup, 1 point for every five situps; and 1 point for each inch past the "excellent" stan-

dard for his age (page 502, *Boy Scout Handbook*). The patrol's score is the average of all members' scores.

Fitness
Patrol Teams
Active

Mow the Man Down

Equipment: For each patrol, a Scout stave or broomstick.

Method: Patrols line up in relay fashion. On signal, the first two Scouts grasp the stave, one at each end. Holding the stave just below knee level, they walk quickly to the rear of the line while their patrol mates jump over it. At the end, Scout 1 stays there and Scout 2 races with the stave to the head of the line. He and Scout 3 repeat the action. Continue until all Scouts have raced and the patrol is in its original order.

Scoring: The first patrol finished wins.

Fitness
Patrol Teams
Active

Standing Jump Relay

Equipment: None

Method: Draw a starting line on the ground. Patrols line up behind it. The first patrol member jumps, using the standing long-jump method with feet together. The second patrol member then jumps from the closest mark made by the first Scout (that is, from where his heels or hands touched the ground nearest the starting line). And so on, until eight jumps have been made.

Scoring: The patrol that jumps the farthest total distance wins.

Fitness
Individuals
Active

The Struggle

Equipment: None

Method: Two Scouts face each other about a yard apart. They stretch arms out, lock fingers, and then lean toward each other until chests touch, pushing chest to chest.

Scoring: The Scout who pushes his opponent over the goal line 5 to 10 feet behind him wins.

Note: For other Duel Contests, see pages 300-02, *Scoutmaster Handbook*.

Fitness
Patrol Teams
Active

Human Obstacle Race

Equipment: Stopwatch or other watch that indicates seconds.

Method: This is a series of races in which patrol members form obstacles for the runner, who is one of their patrol mates. (One runner from each patrol competes at a time.) First race: Patrol members stand in a straight line about 5 feet apart and clasp hands. The runner must zigzag through the chain, going under each pair of hands. Second: Patrol members get down on hands and knees; the runner hurdles patrol members one at a time. Third: Patrol members stand with legs spread; the runner scrambles under each pair of legs.

Scoring: 1 point per heat for the winner with the fastest time; when all Scouts have raced, the patrol with the highest score wins.

Outdoor
Individual

Toggle Line

Worn around the waist, the toggle line provides a handy piece of rope for use around the camp and in games. When a longer rope is needed, toggle line

can be buttoned together by putting the toggle end of one line through the eye of another. Use nylon tent line long enough to wrap four times around a Scout's waist. Carve toggle from 1/4-inch hardwood dowel 3 inches long. Form a loop at one end and secure the other end around the toggle, using waxed whipping twine. (See *Commando Rope*, page 100, *Boy Scout Handbook*.)

Game
Patrol Teams
Active

Step on It

Equipment: For each patrol, three large building blocks or three 8-inch lengths of wooden two-by-fours.

Method: Lay out a course about 25 feet long. Patrols line up in relay fashion behind the starting line. Give the first player in each patrol the three blocks. On signal, the Scout puts two blocks on the ground and stands on them. He then puts down the third block and steps forward on it, picks up the old block, and moves it ahead. In this fashion, he proceeds to the finish line where he picks up all three blocks and runs back to his patrol. The next player starts. If a Scout steps on the ground at any time, he must return to the starting line and begin all over.

Scoring: The first patrol finished wins.

Game
Patrol Teams
Active

Human Chain Race

Equipment: None

Method: Patrols line up at the starting line, one Scout behind another. Each Scout reaches between his legs with his right hand and grasps the left hand of the player behind him, thus forming a patrol chain. On signal, the patrol chains race to a turning line and back. If the chain breaks, the patrol must stop and repair it before continuing.

Scoring: The patrol finishing first with chain intact wins.

Cooking

Camp Water Heater

Use a thoroughly cleaned-out can of 5-gallon capacity or larger. Drill holes for main pipe and spout. If the water level is kept at the spout, hot water will pour out each time cold water is added at the top.

Game
Individual
Active

Balloon Battle Royal

Equipment: Balloon and 18-inch piece of string for each Scout.

Method: Scouts blow up their balloons and help each other tie them to their belts in the rear. When all balloons are tied, the signal is given to start. The object of the game is to break the balloons of other players with your hands while protecting your own. All's fair except using any kind of instrument, punching, tackling, and other forms of fighting. When a player's balloon is broken, he drops out.

Scoring: The winner is the last Scout with an inflated balloon.

Game
Patrol Teams
Quiet

Winter Constellations Quiz

Equipment: None, if the night sky is clear. If not, you will need to display winter constellations.

Method: Give patrols 3 minutes to study "The Winter Sky," *Boy Scout Handbook*. Then, if the night is clear, take the patrols outside (in turn) and ask them to point out as many constellations as they can find. (Have another activity scheduled for the idle patrols.)

Projectors: Use small nails to punch holes in soup cans to show winter constellations. Shine a flash-

light through the open end. Ensure that the holes are punched so that the projected constellations are realistic.

If the night is overcast, show five or more winter constellations indoors with this device. Each patrol writes down its identification.

Scoring: The patrol with the most correct identifications wins.

Nature
Patrol Teams
Quiet

Nature Snap

Equipment: Groundcloth

Method: Patrols are given 5 minutes to go outside near the meeting place and collect as many small nature specimens (one of each) as they can find: pine needles, pine cones, withered leaves, twigs from trees and shrubs, weeds, grass blades, feathers, etc. When all patrols are back, a Scout places a specimen on the groundcloth. If other patrols can match it, they put theirs down and call, "Snap!" If their specimen is a match, they score 5 points; if they can identify it, they score an additional 5 points. (Several patrols can score with the same specimen.) Continue until all specimens have been shown.

Scoring: The patrol with the highest score wins.

Game

Hawaiian Handclap

The players sit in a circle or a line, and count off. Set up a 1-2-3 rhythm by having players slap their knees, clap their hands, and snap their fingers on the third count. They do this in unison. Once the rhythm is established, the first player calls a number at the instant he snaps his fingers. Keeping up the rhythm, the player whose number has been called waits until the instant of snapping his fingers to call another number. If a player calls a number too soon or late or doesn't call any number or calls a nonexistent number—all of which happen frequently—he loses his number, goes to

the end of the line, and starts again with the bottom number, while others move up a number. The object is to get to be No. 1 and stay there.

Variation: Instead of calling a number, the first player says a word as he snaps his fingers. The player next to him in the line says another word, and so on around the circle. The object is to say a word that will complete a sentence.

Game

Hunt the Candy

Hide candy, preferably paper-wrapped, all over the room. Upon spying a piece, each Scout must point his nose at it and give his patrol call, whereupon his patrol leader comes and collects it. Patrols finally eat the candy collected.

Game *Patrol Teams*

Izzy Dizzy Relay

Equipment: None.

Method: In turn, each member of the patrol runs some distance to a given line, puts one finger on the ground or floor, walks around his finger six times, then runs back to touch off the next Scout.

Warning: Beware of falls! It's a good idea to post someone with each patrol who will run alongside of each Scout for a few yards after he finishes revolving and catch him if he topples.

Scoring: The first patrol finished is the winner.

Game

Long, Short, Round

A good game to sharpen alertness, if the leader keeps it moving fast. For each patrol you will need two coffee cans or similar containers. Place three objects in one can of each patrol: a long one, such as a pencil; a short one, such as a toothpick; and a round one, such as a penny. The patrols line up

single file, each Scout a good distance behind the one in front of him. Then they sit down, feet extended, and count off so that each Scout in the patrol has a number. There must be the same set of numbers in each patrol, so some Scouts may need to take two numbers. At the start the can with the objects is at the front and the empty can at the back of the patrol line. To play the game, the leader signals with his arms to indicate long or short or round, then calls a number. Scouts with that number race to their can, pick out the object signaled, transfer it to the can at the other end of the patrol line, and return to their places. The first Scout back in place wins a point for his patrol. Keeping track of the location of the objects soon gets to be a mental challenge, and, of course, if a Scout heads for the wrong can he's bound to lose the race.

Game

Over and Under Relay

Front player has a ball—or other large object—which he passes over his head, using both hands, to the player behind him, and so on down the line. When the last player gets the ball, he runs to the front and passes it between his legs back down the line; next time over the head, and so on. The ball must be passed, not thrown. The first team to regain its original order wins.

Variation: The front player always passes over and the next under, and so on alternately.

Nature

Tree Hunt

Patrols are given 10 minutes (on a hike or in camp) to gather one leaf from as many different trees as they can locate. When brought in, they are arranged on the ground or on a blanket, and slips of paper with names are placed next to them. The patrol that correctly identifies the most leaves wins.

Nature

Tree Spotting

During a rest period on a hike or while in camp, the troop's nature expert paces a circle with a radius of about 200 feet and makes a list of the trees found within the circle. On signal, the patrols investigate the section and bring in their findings. The best report wins.

Game

Tug-of-War Steal-the-Bacon

Line up according to the regular game of Steal-the-Bacon. Scouts on each side have opponents on the other side with a number that matches theirs. Place a tire or stave in the center, between the two lines. The leader shouts out a number. Scouts with this number run out, grab the tire or stave and try to pull it back over to their side. Score a point for the side who wins each bout.

Game

Walking Statues

Two half-troop (or patrol) teams start from opposite ends of a room or field, advancing on a leader who stands halfway between them. A team can only advance while the leader is facing the opposite way. He turns around at will, whereupon everyone he faces must be motionless. If he detects the slightest movement, the guilty party is sent back to the starting line to begin again. This continues until some player reaches the center and touches the leader, thus winning for his team and becoming the next leader.

Nature

Wet-Weather Fire Building

Run as a normal fire-building contest, but dunk all wood for 10 seconds in a bucket of water. A variation to add fun is to sprinkle contestants intermittently with a garden hose to simulate rain. The first patrol to successfully build a sustained fire is the winner.

Knots

Blindman's Knots

You need a 3-foot length of rope for each Scout. Each patrol lines up in relay fashion and all Scouts blindfold themselves. For each patrol, a leader passes a familiar knot down the line which the Scouts may feel up to 10 seconds. They are then given rope and asked to reproduce the knot. Score 1 point for each correct knot.

Game

Overtake

Scouts form a circle and count off. You must have an even number in the group. All even-numbered Scouts in the circle make up one team and all odd-numbered Scouts the other team. Hand a basketball to Scout No. 1. Give the other ball to the even-numbered Scout on the exact opposite side of the circle. On signal, Scouts pass the ball clockwise to members of their team (every other Scout). Both balls will be traveling in the same direction. The object of the game is for one team to pass their ball faster than the other team and eventually overtake the other team's ball.

Game

Raiders

A three-team tag game. Three teams form parallel lines some distance apart. Members of each team are numbered off. The leader calls a number, and the players with that number on each of the end lines try to catch the player of the same number in the middle team. The player to catch him first scores one point for his team. After all numbers have been called, the team with the fewest points goes into the center for the next round.

Game

Ringleader

Troop is seated in a circle. "It" leaves the room. While he is out, Scouts select a ringleader. Scouts make the same motions as ringleader while "it" tries to determine which Scout is the leader. The leader must change motions at least every 15 seconds. Ringleader may clap hands, rub head, leg, arm, stomach, pat knee, etc. If "it" can identify the ringleader in three guesses, he can stay "it" for the next round. If he fails, the ringleader becomes "it."

Game

Rubber Ball Relay

Patrols line up in relay formation. The first Scout in each patrol has a rubber ball in his hand. About 25 feet in front of each patrol is a pop bottle on a chair. On signal, the first two Scouts in each patrol place the ball between their foreheads, carry it in this manner without using hands, and deposit it on top of the bottle. Once the ball is on the bottle, one Scout picks the ball up with his hand and runs back to starting line, giving it to the next two Scouts in line, who repeat the process. If the ball is dropped, the pair must pick it up and return to the starting line to start over. The first patrol finished is the winner.

Game

Ships in the Fog

Patrol members are blindfolded in single file with hands on each other's shoulders at some distance from their patrol leader, who is not blindfolded. By giving shouted orders, he tries to pilot his patrol through a given harbor mouth formed by two chairs. The first patrol through wins.

Game

Skin the Snake

Each player stoops over, putting his right hand between his legs and grasping the left hand of the player behind him. At a given signal the last man in line lies down on his back, putting his feet first between the legs of the player in front of him. The line walks backward, straddling the bodies of those behind, with boys immediately lying down when they have no more to straddle. When finished, all are lying on their backs. The last man to lie down rises to his feet and strides forward up the line, the rest following as fast as their turn comes. A team that breaks its grasp is disqualified.

Game

Stiff

The leader has two blocks of wood. Scouts move at will within a specified area. The leader stands where he can observe all action. When he claps the two blocks of wood together loudly, all Scouts freeze. If any Scout moves, the leader shouts his name and immediately the rest of the Scouts gang up on the guilty party. The leader is in complete control and, as soon as the offender is caught, he strikes the blocks together, again requiring all action to cease and Scouts freeze. The leader again looks for movement and shouts out the name of another Scout, if he detects motion. If he is unable to distinguish motion, he says "Mill around," which permits Scouts to move at random around the meeting place until he strikes the blocks together again.

Game

Tags

Cross Tag—"It" must continue chasing the same Scout until he catches him, or until another Scout crosses between them, in which case "it" must catch the Scout who crossed.

Ankle Tag—To escape being tagged, players must grasp another Scout by the ankle. The Scout whose ankle is grasped, however, is liable to be tagged unless he has hold of someone else's ankle. The playing area must be small enough to make the game feasible.

Chain Tag—The first man tagged joins hands with the man who is "it," and as each man is tagged he is added to the chain. The playing area must be limited so all can finally be caught.

Skunk Tag—Each player holds his nose with one hand, and holds up one foot with the other. A player can only be tagged if he lets go with either hand.

Game

Take the Mat

Two opposing teams line up the same distance from a mat or space of about 25 square feet, chalked off on the ground. At the leader's signal they rush for the mat and try to place as many players on it as possible. At the end of 1 minute a whistle is blown and the team with the most players on the mat wins. Opponents can be pulled, pushed, or thrown, but clothing must not be grasped.

*Nature
Patrol Teams
Facing Lines*

Leaf Matching

Equipment: Large table (or two tables) with seating capacity for two patrols.

Method: Part 1—Send patrols out to collect one leaf from as many different trees as they can find. They

have 5 minutes to do the job. Part 2—One patrol is seated on one side of the table, the other on the other side. A Scout from one team holds up a leaf, identifies it, and scores 10 points. The first Scout on the other team to hold up a similar leaf scores 5 points for his team. This Scout then holds up a leaf, identifies it, and scores as above. If a team identifies the leaf it holds up incorrectly, it scores nothing, but the other team can score 10 points if they correct the mistake. If a team cannot match the opponent's leaf, they miss a turn and the opponent holds up another leaf for matching.

*Nature
Patrol Teams
Informal*

Nature Memory Hunt

Equipment: On a large table, spread out a nature display consisting of approximately 20 items, such as:

Acorn cups
Small rock
Large burdock leaf
Bundle of pine needles
Broken bird egg shell
Bird feather
Local wildflower
Fern frond
Local wild berry or nut, etc.

Method: Part 1—Patrol has 5 minutes to observe the display, in silence, as Scouts try to memorize the items. Part 2—After a huddle, Scouts scatter for 10 minutes to collect corresponding items and place their items next to those in the original display.

Scoring: The patrol that gathers the most items in the given time wins. (If time permits, try to identify the items.)

*Nature
Patrol Teams
Informal*

Edible Plants Who's Who?

Equipment: 20 (or more) edible plants in No. 10 tin cans, numbered from 1 to 20. Card at each plant that gives the name of the plant and the part that is edible, for instance "Cattail—pollen for flour—shoot for greens—root (rhizome) for starch." Pencil and paper for boys.

Method: *Part 1*—Patrol members walk silently around cans as they read descriptive cards and try to learn plants and edible parts. *Part 2*—All the identifying cards are removed. The patrol again walks around cans. The Scouts try to identify and list all plants and edible parts. Each patrol goes into a huddle and makes a list of plant names and edible parts.

Scoring: 5 points for each plant correctly identified.

*Nature
Patrol Teams
Informal*

Nature Scavenger Hunt

Equipment: Sealed letter for each patrol.

Method: Each patrol is given a sealed letter containing the following instructions: "Greetings, my friends! Your senior patrol leader has contracted a terrible disease. He is suffering from acute mogigraphia and will not get better until he drinks a dose of my patent antimogigraphia formula. For this I shall need the items from this list within an hour from the moment you read this: 12 pine needles, 6 inches of sassafras branch, 14 dandelion seeds, a bit of rabbit fluff, five dead flies . . . Good luck and good hunting! (signed) Crambambuly, Witch Doctor." (The list should contain about 12 to 20 items, fitting your locale and the season.)

Scoring: Patrol bringing in the largest number of items within 1 hour wins.

*Nature
Patrol Teams
Informal*

Freak Plant Hunt

Equipment: Pad and pencil for each patrol; items for "doctoring up" plants.

Method: In a given area, "doctor up" a number of different trees and plants—i.e., tying ash leaves on a tulip tree, having an orange "grow" on an oak tree, making daisy flowers "bloom" on a spicebush, etc. Explain the area to be covered, give a definite time limit for returning, then send patrols out for 10 minutes to find these freaks of nature.

Scoring: The patrol bringing back a report of the greatest number of nature oddities wins.

Variation—Have leaders lay a simple trail. Place freak plants and nature oddities along the trail. Run the game as a speed and observation test.

Scoring: The first patrol to return wins 25 points. The patrol with the longest list of freaks wins 50 points—or proportionate points according to things seen.

*Game
Patrol Teams
Parallel File*

Log-Rolling Relay

Equipment: For each patrol, one log 3 feet long and 12 inches in diameter, eight stakes set in ground in zigzag pattern.

Method: Patrols line up in relay formation facing the course. Two Scouts in each patrol roll the log up the course, between the sets of stakes, around the turning point, and back through the set of stakes to the starting point. The next pair of Scouts takes over and repeats the process, and so on until eight Scouts have taken part.

Scoring: The first patrol to roll the log four times through the course is the winner.

Game
Patrol Teams
Parallel Line

Log-Raising Relay

Equipment: For each patrol, a crossbar 10 feet high, a 3-foot log about 12 inches in diameter, and a 50-foot length of 1/4-inch rope.

Method: Patrols line up in relay fashion at starting line, 25 feet from crossbar. On signal, the first Scout in each patrol coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of the rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties timber hitch, pulls rope from crossbar, carries one end to the starting line, and touches off the next Scout in his patrol, who repeats the performance until all eight members have run the course. Scout failing to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish is the winner.

Game
Patrol Teams
Parallel Line

Log-Hauling

Equipment: For each patrol one log 5 to 6 feet long; one rope, 100 feet long. (Or use one log and one rope for all teams, and time with a stopwatch.)

Method: Each patrol ties a timber hitch around the log. Then each Scout ties a bowline-on-a-bight at intervals along the rope (or overhand knots on double line, forming large loops). Then, the patrol places bights over their shoulders as a harness and drags the log 50 feet across the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Game
Patrol Teams
Parallel File

Log-Chopping Relay

Equipment: For each patrol, one 3-foot log, 10 to 12 inches in diameter, held firmly in place with four stakes; one Explorer (three-quarter) ax.

The object is to cut the log in half with the fewest number of strokes.

Method: On signal, Scout 1 runs up to the log, takes six strokes, sticks ax in log, runs back, and touches off Scout 2, who runs up, takes six strokes, and so on. Continue until log is cut in two.

Scoring: The patrol that cuts the log in two with the fewest strokes wins, not the patrol that does it fastest. Stress accuracy over speed.

Game
Patrol Teams
Various Formations

Group Events

Log-Sawing Events

Bow-Saw Relay—cutting 6-inch log disks with bow saw.

Crosscut-Saw Relay—cutting 4-inch disks from 8- to 12-inch log.

Scout Staff Events (If not used previously, or as a repeat if they are popular).

Roman Chariot Race
Reactor Transporter
Flagpole Raising

Others

Chain-Gang Race
Tent-Peg Drive Relay
Tent-Pitching Contest

Knots
Patrol Teams
Informal

Hot Isotope Transport

Equipment: Isotope "container" is a log, 6 to 8 inches in diameter, 10 inches long, set in the center of a 20-foot circle fenced with rope. The transporter is a 2- to 3-inch wide rubber band cut from an inner tube. Several lengths of rope are tied to the rubber band. The object is to pick up the isotope container from within the circle (supposedly radioactive) and place it on the ground outside of the circle.

Method: Patrol lines up around circle. Each Scout grasps a rope. Under leadership of the patrol leader, Scouts pull rope to stretch rubber band, then bring expanded band down over container, relax band to fit tightly around container, then lift and deposit container upright outside of the circle.

Scoring: The patrol doing the job in the shortest time wins. (Or have several containers. The patrol with the most out in a given time wins.)

Knots
Patrol Teams
Informal

Kick Bridge

Equipment: Two 12-foot spars, two (or four) 20-foot guy line ropes, one 6-foot rope, one 20-foot recovery.

Method: Patrol ties guy lines to the top of the spar to be upright. Then they tie upright and horizontal spars together with 6-foot rope, using clove hitches, so horizontal spar hangs loose. Recovery line is tied to the free end of horizontal spar. Two (or four) Scouts man guy lines. The first Scout to cross runs to the upright, swings on horizontal spar across "stream," and gets off. Horizontal spar is swung back for next Scout, etc. Guy lines are eventually brought to the opposite side.

Scoring: The patrol getting Scouts across in the shortest time wins. Deduct for Scouts falling into the "water."

Knots
Patrol Teams
Informal

Remote Clove Hitch Tying

Equipment: For each patrol, a tree around which a 10-foot-radius area is staked out, not to be entered; one 50-foot rope.

Method: Two Scouts grasp rope at either end and are not permitted to let go. The object is to tie a clove hitch around the tree without entering the circle. Other Scouts are permitted to help with advice and by raising rope as needed. This is a fooler, it requires lots of thinking!

Scoring: Patrol finishing first (or in the shortest time) wins.

Variation - Square Knot Two-Man Tying

Equipment: A 50-foot rope for each patrol.

Method: Two Scouts grasp rope ends and cannot let go. The object is to tie the rope ends together with a square knot. Other Scouts can help with advice.

Knots
Patrol Teams
Informal

Catch the Snapper

Equipment: Four Scout staves, several lengths of cord, and a mousetrap for each patrol.

Method: To form a "river," draw two parallel lines 15 feet apart. Patrols line up on one side of the "riverbank." On the opposite bank is a cocked mousetrap. Each patrol must lash their staves into a long fishing pole with a fishing line.

Scoring: The first patrol to catch its snapper wins.

First Aid
Patrol Teams
Informal

First Aid Problems 1

Problem A: A boy zigzagging on a bicycle is hit by a car. He receives a cut on the left forearm which severs the artery. He also sustains a simple fracture of the right leg.

Problem B: A driver speeding along a country road has a tire blow out. The car smashes into a pole. The driver receives a simple fracture of the right forearm and a gash on the right shoulder, causing arterial bleeding.

First Aid
Patrol Teams
Informal

First Aid Problems 2

Problem A: While on a hike, a patrol of Scouts finds an electrical repairman lying at the bottom of a transformer pole. He is not breathing and has burns on both hands.

Problem B: While swimming in a country pond, one boy jumps from a rock ledge and does not come up. The other boys notice he is gone, jump in, and pull him out. He is not breathing and has a gash on his forehead that is bleeding profusely.

Note: Each Scout must show how to get the victim into the correct position for rescue breathing, without giving actual mouth-to-mouth resuscitation.

First Aid
Patrol Teams
Informal

First Aid Problems 3

Problem A: A boy is riding his bicycle when a dog bites him on the right ankle. The boy swerves to get away, and falls heavily on the road. He lacerates a large area of his left elbow into which dirt and sand are ground. His left wrist is swollen and painful.

Problem B: A man is pinned under a pickup truck that has overturned at the side of the road. When he is released, it is found that his head has a cut over the right eye and is spurting blood. His right ankle is very painful and swelling rapidly.

First Aid
Patrol Teams
Informal

First Aid Problems 4

Problem A: On an extremely hot day, a group of boys are sitting on a fence in front of their high school, watching a parade. One of the boys falls to the ground. His face is hot, dry, and flushed, and his pulse is exceptionally rapid. His left ear is torn and bleeds profusely.

Problem B: On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running 5 inches from front to back of his head—it is bleeding profusely. The skin on his face is very cold and the ears are pale.

First Aid
Teams
Informal

Bandage Relay

Equipment: Scout neckerchief or triangular bandage for each Scout.

Method: Patrols are seated in their patrol corners. A judge is assigned to each patrol. Each Scout selects a buddy from his own patrol. The name of a bandage is announced. On signal, one Scout from each team ties the named bandage on his buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on his buddy. When the judge approves both bandages for each team in the patrol, the patrol has finished the first round. They use another type of bandage for the second round, etc.

Scoring: Score 1 point for the first patrol to finish a round. The patrol with the most points wins.

*First Aid
Patrol Teams
Parallel File*

Arm Sling Relay

Equipment: Neckerchief or triangular bandage for each Scout.

Method: Patrols line up in relay formation, with one Scout acting as a patient and standing across from his patrol on the opposite side of the room. There is a judge for each patrol. On signal, the first man in each patrol runs to the patient and applies an arm sling. The judge observes. The instant he sees that the sling is correct, he shouts "off," and the Scout removes the sling and runs back to touch off the next member of his patrol. This continues until all in the patrol, except the patient, have tied a sling.

Scoring: The first patrol to finish wins.

Notes to judges: Slings must be correctly applied and adequate to serve the purpose.

*First Aid
Patrol Teams
Parallel File*

Two-Man Carry Relay

Equipment: Single turnaround post.

Method: Scouts line up in relay fashion facing a single turnaround post located 30 feet from the starting line. Scouts in each patrol are numbered from 1 to 8. On signal, Scouts 1 and 2 carry Scout 3 with a four-hand seat carry (for a conscious patient) up to and around the turnaround post and back to the starting line. Scout 3 will then join with Scout 4 to carry Scout 5 around the course. Then Scout 5 will join Scout 6 to carry Scout 7 around the course, and finally Scout 7 will join with Scout 8 to carry Scout 1 around the course. If at any time a victim touches the ground, the Scouts transporting this victim must stop, reform their carry, and continue.

Scoring: The first patrol to make the full circuit with the four victims is the winner.

*First Aid
Patrol Teams
Informal*

Remedies

Equipment: A complete first aid kit for each patrol; splints and other first aid supplies as needed.

Method: The patrols sit in their patrol corners. A leader then takes from the kit those first aid items that have been used to treat a hypothetical first aid case. The patrol members carefully observe the items as they are presented. The leader then replaces all the items, and the patrol must decide what the injury has been.

Scoring: The first patrol to come up with the correct answer wins. If a patrol guesses wrong, they are disqualified.

Variation—Yes and No Remedies: After the leader replaces the first aid items, he may answer the patrol's questions, but only with "yes" or "no." Score as above, or limit the number of questions.

*First Aid
Patrol Teams
Parallel File*

Stretcher Relay (Not for speed)

Equipment: Two staves, one strong blanket, and one inflated balloon for each patrol.

Method: Patrols line up in relay formation, with two "victims" in front of each. On signal, two members of each patrol run up with blanket and two staves, make a stretcher, put one victim on it. Junior leader (or judge) places inflated balloon on the victim when the stretcher carriers are ready to lift the stretcher. The victim is carried to the starting line without the balloon falling off (balloon is to assure care rather than speed). At the starting line, the victim is lifted off, and two other Scouts run up to make stretcher for transporting the second victim.

Scoring: Patrol bringing both victims most carefully (without balloon falling off) to starting line wins.

Game
Teams
Active

Prisoner's Base

Method: Mark goal lines at opposite ends of the room or playing area. Behind each goal line, mark a box about 10 feet wide and 5 feet deep for the prison. Teams stand behind goal lines. Play starts with a player from either team sallying out, daring to be tagged. *One* player from the other team chases him. If the pursuer tags him before he gets back to his own goal, he is a prisoner and must go immediately to the other team's prison. The original pursuer may now be tagged by an opponent. A player may only be tagged by an opponent who has left his goal line *after* he did. Prisoners may be released by being touched by a teammate.

Scoring: The game continues until all players on one team are prisoners, or within a certain time.

Game
Patrol Teams
Active

Grand Prix Game

Equipment: Tin can and broomstick or long dowel for each patrol.

Method: With string or chalk, make a big figure 8 on the ground or floor—the bigger the better. Mark a starting point for each patrol at intervals around the figure 8.

Patrols line up at their starting mark. On signal, the first player in each patrol starts sliding the tin can around the outside of the figure 8. (All patrols go in the same direction.) When the first player gets back to his patrol, the second starts, and so on until all have run. To make sure no one cuts corners, place boxes inside the curve at each end.

Scoring: The first patrol to finish wins.

Game
Patrol Teams
Quiet

Map Symbol Kim's Game

Equipment: Nine flash cards, each with one map symbol; blanket; pencils and paper.

Method: Arrange the symbols in any fashion you wish. (Keep a record of how they are arranged.) Cover the display with a blanket. Scouts gather by patrols around the display. Uncover the display for exactly 1 minute. Then cover it again and tell the patrol to huddle. Give patrol leaders a pencil and paper and tell them that their patrols have 2 minutes to write the names of all map symbols they remember, write their meaning, and place them in the proper position in the display.

Scoring: Score 1 point for each symbol listed by a patrol, 1 extra point for the correct meaning. If there is a tie, the winning patrol is the one with the most accurate positioning.

Variation: Use Scout badges or any objects you wish instead of map symbols.

Game
Patrol Teams
Active

Direction-Finding Relay

Equipment: For each patrol, one map with magnetic north-south lines drawn on it, one orienteering compass, eight cards naming two towns or clearly identifiable map features.

Method: Patrols line up near their map and compass. On signal, the first Scout runs up, selects a card, and determines the bearing from the first point on the card to the second. The Scout writes the bearing on the card and hands it to the judge. He then runs back to touch off the next Scout. Continue until all have raced.

Scoring: 10 points for each bearing within 5 degrees of being correct; 5 points for bearings within 10 degrees.

First Aid
Patrol Buddy Teams
Quiet

Buddy Bandaging

Equipment: Neckerchief or triangular bandage for each Scout.

Method: Patrols are divided into buddy teams. Judge is assigned to each patrol. Leader calls name of bandage, and—on signal—Scouts tie that bandage on their buddies. When judge approves the bandage, the Scout who was the first “victim” ties the bandage on his buddy. When all patrol members have been approved, that round is finished. Next round is for a different bandage.

Scoring: One point per round for the fastest patrol with accurate bandaging.

First Aid
Patrol Teams
Quiet

First Aid Kim's Game

Equipment: Blanket or tarp; collection of 10 or more first aid items—gauze pads, bandages, splints, adhesive tape, absorbent cotton, soap, scissors, tweezers, sunburn ointment, snakebite kit, calamine lotion, thermometer, etc. Also, 10 or more items *not* used in first aid—ball, paper clip, *Scoutmaster Handbook*, pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.

Method: Spread all items on the floor and cover with the blanket or tarp. Group patrols around the blanket, then remove cover for exactly 1 minute. Afterward, patrols huddle separately and write down all *first aid items* they remember.

Scoring: The patrol with the most complete list wins. Subtract 1 point for each non-first aid item listed.

Cooking

Corrugated Cardboard Box Oven

Use a sturdy, corrugated cardboard box with a lid. Staple heavy-duty aluminum foil to inside surfaces. Punch holes in the sides for stiff wire rods which make grill. The heat source is an aluminum pan holding charcoal briquets. Three rocks or unlit briquets keep the briquet pan off the bottom of the box. Try baking pies, cakes, biscuits, meat loaf, etc.

Game
Individual
Active

Spud

Equipment: Soft rubber ball

Method: Scouts scatter around the playing area. One is in the center with the ball. The game starts when he drops the ball and calls the name of a Scout. That Scout retrieves the ball and calls “Halt!” All other players must freeze. The Scout with the ball tries to hit one of them. The target Scout may duck and dodge, but he may not move his feet. If he is hit, a “spud” is scored against him; other players scatter; he retrieves the ball, calls “Halt!” and throws at another player. If a thrower misses, a “spud” is scored against him.

Scoring: Scout with the fewest spuds against him at the end of specified time is the winner.

Outdoor

Pittlator

There are several variations of this hand-washing device. The more elaborate version uses a clean bleach jug with a small hole at the bottom. When the cap is loosened, water flows. The simpler variety is a 2-pound coffee can hung from a stick between two holes punched near the top. The hole at the bottom for the water flow is plugged with a tapered stick.

*Outdoor
Patrol Teams
Active*

Douse It!

Equipment: Two stakes, 18 inches apart, connected by a string with a plastic bag of water tied to it 18 inches above the ground.

Method: Each patrol builds the apparatus described above. On signal, the fire is lit under the string. Scouts feed the fire until string burns through and water extinguishes the fire.

Scoring: The first patrol whose fire is doused wins.

*Aquatics
Patrol Teams
Active*

Flying Fish

Equipment: None

Method: Each team stands in line with players about 3 feet apart, legs spread. On signal, the last Scout in line leapfrogs the Scout ahead, dives between the legs of the next Scout, leapfrogs the next, and so on. When he reaches the front of the line, the Scout who is now last repeats the action. Continue until the Scout who was originally last in line is last again.

Scoring: The first patrol finished wins.

Aquatics

Buddy Tags

Buddy tags of some type are used for all Scouts swimming so that the supervisor knows who is in the water. They may be made by painting boys' names on jar lids or on wood circles. Paint with waterproof ink or pens. Buddy tags may also be purchased from your local council service center.

*Game
Patrol Teams
Quiet*

Blind Flying Relay

Equipment: For each patrol, a grocery bag, compass, and a card with degree readings, one written at the top, one at the bottom.

Method: Patrol teams line up in relay fashion in opposite corners. The first Scout on each team is given the bag, the compass, and the card on which the top degree reading is such that it will lead him toward the other patrol on his team. On signal, he puts the bag over his head and is turned around three times. He then uses the compass to find his way to the other patrol. There he gives the equipment to the first Scout in the other patrol, who repeats the procedure, using the lower degree reading (which is 180 degrees opposite from the first reading) on the card to find his way to the opposite corner. And so on, until the partner patrols have exchanged places.

Scoring: The first team finished wins.

*Nature
Patrol Teams
Quiet*

Nature Kim's Game

Equipment: On the ground or large table, spread out a nature display of about 20 items (acorn, rock, oak leaf, pine needle, cluster, bird feather, local wildflower, wild berry or nut, dandelion plant, fern frond, catkin, lichen, etc.)

Method: Patrols are given 5 minutes to study the display, *in silence*. If indoors, the patrols huddle and write down as many items as they can remember. If outdoors, patrols scatter for 10 minutes to try to find as many of the same items as they can. They should not pick living objects.

Scoring: The patrol with the most items listed or gathered wins.

Game
Whole Troop
Active

Standing Staves

Equipment: For each Scout, a Scout stave or 5-foot pole.

Method: Players stand in a large circle, facing inward. Each Scout holds his stave upright before him with his right hand resting on top. When the leader calls, "One up!" all players move to their left and catch the next stave before it falls. If the leader calls, "One down!" all players move to their right and catch the stave. If a player fails to catch the next stave, he drops out of the game, and the gap in the circle remains. If "Two up!" or "Two down!" is called, players must bypass one stave and catch the next. When only two players are left, a leader stands between them. They move to the left of him for "Up!" and right for "Down!"

Nature

Fish Scope

This device allows a Scout to see clearly below the water's surface because it eliminates light distortion. Cut the top and bottom from a coffee can or larger container. Paint the inside black. Stretch a piece of clear plastic over one end and secure with rubber bands. Look through it with the plastic-covered end a few inches under water.

First Aid
Patrol Teams
Active

Rescue Carry Relay

Equipment: Two poles or Scout staves, chair.

Method: Patrols line up in relay fashion. On signal, the first two Scouts make a stretcher with poles and their shirts and transport a third Scout

to a turning line and back. The next two Scouts carry a third Scout with a two-handed chair carry to the turning line and back. The seventh Scout carries the last Scout to the turning line and back with a pack-strap carry. See the *First Aid* merit badge pamphlet for these carries.

Scoring: The first patrol to finish wins.

Note: If carries are done roughly or improperly, Scouts must start over.

Outdoor

Soap Leaves

Equipment: Paper towels, liquid dish soap, cookie sheets, scissors, stapler.

Method: Soak paper towels in a solution of half water and half liquid dish soap. Lay towels on a cookie sheet to dry. When dry, cut the paper towel into 2-by-3-inch strips and staple them together. Store in a plastic bag. When it's washup time, pull a leaf from the pack and use it instead of a bar of soap.

Game
Patrol Teams
Active

Chain-Gang Race

Equipment: 6½-foot long, ¼-inch rope for each Scout.

Method: Patrols line up in relay fashion at the starting line. On signal, the first Scout in each patrol ties his rope around his ankle with a bowline and hands the other end to the second Scout. The second Scout joins his rope to the first with a square knot, then makes a clove hitch around his own ankle and hands the other end to third boy, who does the same. When the whole patrol is joined in this way, they race to the finish line.

Scoring: The first patrol finishing with all knots correctly tied wins.

*Cooking
Personal*

Wet-Weather Fire Starters

For surefire fire-starting in the wettest weather, use paraffin-coated materials. Or carry a candle stub. To melt paraffin, improvise a double boiler—a can with the paraffin inserted in another can of boiling water. You'll avoid flash fires from the paraffin that way. Do all your work out-of-doors to avoid a fire.

For a simpler way to waterproof matches, drip candle wax onto the entire kitchen match and rub in soft wax.

*Cooking
Patrol*

Pizza Goes Camping

PATROL COOK KIT: Using a individual cook kit, spoon your favorite pizza sauce on choice of bread, top with your favorite cheese, and place in the plate of a cook kit. Invert cook kit skillet over plate. Place four to eight glowing charcoal briquets on top of skillet for 10–12 minutes or until cheese melts.

TRAIL CHEF KIT: Follow instructions above for official cook kit. More well-lit briquets will be needed.

DUTCH OVEN: Preheat Dutch oven. Follow instructions for preparation of pizza above. More well-lit briquets will be needed.

*Game
Two Teams
Active*

Bucketball

Equipment: Two bushel baskets or large cartons; basketball.

Method: Place buckets at opposite ends of the room. Play regular basketball rules, except that the ball must stay in the bucket to count for a score.

This can be played as an interpatrol competition. After each score, the patrol that was scored upon leaves the floor and another patrol enters. This should be a fast-moving game, with patrols constantly entering and leaving the game.

*Game
Patrol Teams
Quiet*

Get the Message

Equipment: As needed—see below.

Method: Each patrol is divided into two groups—senders and receivers—stationed at opposite ends of the room. The leader whispers a very short message to the senders, and they transmit it to the receivers by Morse code, semaphore, or sign language for the hearing-impaired. (The method should be decided in advance and the patrols allowed to practice.) Both senders and receivers may use the *Boy Scout Handbook* as an aid in sending and receiving. Senders take turns in transmitting so that all Scouts are involved.

Scoring: The first patrol whose receivers get the message correctly wins.

*Game
Patrol Teams
Parallel File*

Split the Match Relay

Equipment: A Scout ax and chopping block for each patrol, and a stick match for each Scout.

Method: Patrols line up in relay formation with a chopping block and ax in front of each. On signal, the first Scout in each patrol walks up to the chopping block, places his match (head up) on the chopping block, and is given three strokes with the ax to split the match. When he has had his three strokes (or less if he splits the match with less strokes), he walks back to his patrol and touches off the next Scout in line, who repeats the procedure. This continues until all patrol members have tried it.

Scoring: The patrol that splits the most matches wins. This is not a race.

Warning: Exercise safety precautions in the handling of axes and matches.

Game
Patrol Teams
Parallel File

Tent Peg-Making Relay

Equipment: Eight pieces of wood, 9-inches long; ax; and chopping block.

Method: From relay formation, the first Scout runs up to a chopping block at the opposite end of the room (or 50 feet away, if outdoors), takes the ax and makes a regular tent peg, pointed at one end and with a notch at the other. He runs back to touch off the next player. Continue until eight pegs have been made.

Scoring: Patrol finishing first, with pegs neat, usable, and uniform, wins.

Variation: Tent Peg-Driving Relay. Each patrol lines up in relay formation outdoors, with eight tent pegs and an ax lying on the ground 50 feet away.

Method: The first Scout runs up, drives all eight pegs into the ground, pulls them all out again, and races back to touch off the next runner.

Scoring: The first patrol to finish eight runs wins.

Game
Patrol Teams
Parallel File

Fuzz Stick Relay

Equipment: For each patrol, one sharp knife and one stick of dry, soft wood about 1/4-inch by 1 inch by 9 inches.

Method: Each patrol lines up in relay formation opposite the equipment. On signal, the first Scout runs up and cuts one sliver on stick, lays knife down, and runs back to touch off the next Scout,

and so on. Slivers should be at least 3 inches long. Twenty slivers, all attached, complete the fuzz stick.

Scoring: The first patrol to finish scores 10 points. The best fuzz stick scores 30 points, the next best 15 points.

Variation 1: Instead of having each player cut one sliver, players cut three or four slivers.

Variation 2: To vary scoring, take off 5 points for each sliver that is cut off the fuzz stick and see how many patrols end up in the "red."

Game
Patrol Teams
Parallel File

Bow-Saw Relay

Equipment: For each patrol, one bow saw, one log about 6 feet long with a 4-inch butt, and one short log or block for support.

Method: Patrols line up in relay formation facing the logs at a distance of 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout supports the log while the second saws off a disk about 2 inches thick. As soon as the disk drops to the ground, Scouts change positions and another disk is sawed off. When the second disk hits the ground, both Scouts race back to the starting line and touch off the next two Scouts, who repeat the process. This continues until all Scouts have had a chance to saw and all members of the patrol have returned to the starting line.

Scoring: The first patrol to finish is the winner.

Game
Patrol Teams
Informal

Flying Saucer Kix's Game

Equipment: Pack with 15 to 20 items, one empty pack.

Method: Game leader takes an item out of the pack and throws it to an assistant who drops it in his

pack. Each patrol is to identify the flying items, then make a list of them.

Knots
Patrol Teams

Tautline Hitch Race

Equipment: Rope ring around tree. For each participant, rope of sufficient length to reach around peg for tying tautline hitch. Pegs hammered around tree in circle.

Method: All ropes are lying with ends slack on the ground. Scouts line up next to tent pegs. On the word "Go," each Scout grasps a rope end and ties a tautline hitch. When all Scouts in the patrol have finished, patrol gives yell. The first patrol to yell, with all hitches correct, wins.

Knots
Patrol Teams

Clove Hitch Race

Equipment: Set up a rack of three spars on six uprights. Tie rope of sufficient length to the spar in the middle with clove hitches. Drape ends over other spars. There should be one rope for each participant.

Method: Scouts line up at ropes. On the word "Go," each Scout grasps rope end and ties clove hitch around spar. When all Scouts in the patrol have finished, patrol gives yell. The first patrol to yell, with all hitches correct, wins.

Knots for Camp
(Knots for joining and making loop)

SQUARE KNOT
SHEET BEND
BOWLINE

Knots for Camp
(Knots for attaching rope)

CLOVE HITCH
TWO HALF-HITCHES
TAUTLINE HITCH

Game
Patrol Teams
Quiet

Patrol Charades

Equipment: None

Method: Each patrol prepares a pantomime of an activity required for any merit badge. (Examples: scanning the sky and writing on a clipboard for Bird Study; using Geiger counters for Atomic Energy.) In turn, patrols mime their merit badge activity while other Scouts try to guess the badge.

Scoring: One point for the patrol of the Scout who first guesses correctly what another patrol is miming.

Game
Patrol Teams
Informal

What Do I Feel?

Equipment: 15 to 20 articles (marble, coin, pocketknife, hammer), paper and pencil for each patrol, neckerchiefs for blindfolds.

Method: Have patrols form a circle. Boys face in, put on blindfolds, and hand articles, one by one, to the first Scout in line. He feels each article and passes it on to the next in line. The second Scout feels the article and passes it on. This is continued until all items have made a complete circle. Remove blindfolds and have patrols write down the items in the order in which they were passed.

Scoring: Give 10 points for each correct answer. The patrol with the highest score wins.

Note: Instead of a circle, have patrol in a line, standing or seated on a log, without blindfolds, and pass items behind their backs. The game leader feeds items to the first Scout, and picks them up from the last Scout.

Game
Patrol Teams
Informal

What Do I Smell?

Equipment: Paper bags with different-smelling article in each; paper and pencil for each patrol.

Method: Prepare a number of paper bags and put a different article into each (licorice, onion half, coffee, orange peels, cinnamon). Place these bags about 2 feet apart on a table or bench. On signal, each Scout (blindfolded) walks down the line and sniffs each bag for 5 seconds. When all members of each patrol have passed by, they go into a huddle and write down the names of the different articles smelled.

Scoring: Give 10 points for each correct answer.

Note: Instead of bags, have smells in 35mm film containers (tops punctured; liquid on cotton) or in cups (covered in foil, taped on, punched with fork holes). Scouts sit at table, passing and smelling items.

Game
Patrol Teams
Informal

Kim's Game

Equipment: Several items (20 or 30), a large cloth or neckerchief, and paper and pencil for each patrol.

Method: Spread the items on a table and cover with a cloth or neckerchief. Gather the patrols around. Lift the cloth for 1 minute and allow patrols to observe. Cover the items after the minute is up and have patrol members list them on a slip of paper.

Scoring: Allow 1 point for each correct item listed. The patrol with the most correct items is the winner.

Variation: Up-and-Down Kim's Game. Tie items along a length of rope. Throw one end of the rope over a tree limb. Items are out of sight (in pack or ice cooler). Game leader pulls rope, revealing items, then lowers them again. Patrol writes list, in correct order.

Game
Patrol Teams
Informal

The Leaking Packsack

Equipment: Various pieces of camping equipment or items that would normally be included in a "lost kit." Paper and pencils.

Method: The game leader arranges various articles not too conspicuously along one side of a path. They may include a flashlight, toothbrush, soap, toothpaste, stocking, spoon, comb, etc., or compass, map, piece of fishing line, matchbox, etc. The whole troop passes slowly along the trail in single file. No one is permitted to walk back when he has passed a certain article. Afterward, patrols go into huddles and prepare a list of the articles they saw, in the right order.

Scoring: The patrol with the most complete list wins.

Variation: Each patrol arranges their list of items in the order in which they consider the various pieces of equipment of importance to a camper or to a lost person.

Game
Patrol Teams
Informal

Haunted House

Equipment: Blanket hung up as a curtain, miscellaneous props for making sounds.

Method: Patrols are seated in front of the curtain. Behind the curtain are two boys who produce various sounds for the Scouts to recognize and remember, such as: turn pages of a book, unwrap cellophane wrapper, break stick, strike match, hammer nail, and so on. After the demonstration, patrols retire to their corners to make a list of noises heard.

Scoring: Three points for each sound listed.

Variation: Overheard Plot. Instead of making noises, the two Scouts behind the curtain engage in a dialogue—planning, for example, the burying of a dead skunk or the killing of a turkey—speaking in either case of "him" instead of calling

the animal or fowl by name. Patrols go to their corners and write reports. Their results may surprise you.

Game
Patrol Teams
Parallel File

Choppers' Relay (Splitting)

Equipment: For each patrol, one hand ax; two boards, 6 inches wide, 9 inches long, 1 inch thick; one chopping block.

Method: Patrols line up in relay formation. The first Scout runs up, picks up one board and ax, and splits off a strip of board, holding the board flat and using contact method. Scouts 2, 3, and 4 follow, making five pieces of even size (about 1 inch by 1 inch) of the first board. Then Scouts 5, 6, 7, and 8 do the same to the second board.

Result: Ten pieces of wood made with eight cuts. Patrol gives its yell when finished.

Variation: Chopping Relay (Splitting and Cutting)

Equipment: Same as for Choppers' Relay.

Method: The first part is the same as the Choppers' Relay. The second part is to cut each piece in half, using the contact method.

Knots
Half-Patrol Teams
Informal

Tent-Pitching Contest

Equipment: For each half-patrol team, one two-boy tent, poles, pegs, and guy lines, properly packed; one or two axes.

Method: Teams line up across from the equipment. At the signal "Go," each team erects its tent. When completed, guy lines must be taut with knots correctly tied, tent sides smooth, pegs properly placed, and tent door closed.

Scoring: First patrol gets 100 points, second 80 points, and third 60 points. Deduct 5 points for every incorrectly tied knot or any other fault.

Tent-Striking Contest

Method: Tent is already pitched. The object is to take down the tent, fold it, and tie it up neatly. Pegs are to be pulled out of the ground and placed beside the folded tent. Judge for correctness and teamwork.

Knots for Camp
(Whipping rope end before tying to prevent unraveling)

Make a loop of twine and place at the end of the rope. Wrap twine tightly around the rope, starting $\frac{1}{4}$ inch from rope end.

When whipping is as wide as the rope is thick, pull out ends hard. Trim off twine close to whipping.

Reference: *Boy Scout Handbook*

For another method of whipping, see the sail-maker's whipping in the *Fieldbook*.

Game
Patrol Teams
Informal

Checkerboard Kim's Game

Equipment: Mark a large piece of cardboard into 16 squares. Number them and place an item on each square: key, pocketknife, nail, acorn, etc.

Method: Each patrol walks silently around the board. All items are then removed and put in a pile. Patrol members walk around the table again, each boy replacing an item in the correct square, without talking. (A boy can use his turn to move an item he feels is incorrectly placed.) Continue walking around the table until all objects are replaced.

Scoring: The patrol with the most items correctly replaced wins.

Game
Patrol Teams
Informal

Knot Trail (Knot Kim's Game)

Equipment: Tie several pieces of rope of varying thicknesses together, using different knots (square, sheetbend, bowline, two half-hitches, tautline hitch). Tie one end of rope to a tree with clove hitch, the other end to another tree with tautline hitch.

Method: Each patrol is told to walk along the rope from tree to tree and back again, silently, to observe and remember (approximately 2 minutes). Patrols then go into a huddle to come up with a list of the knots seen (including knots around trees) in the right order.

Scoring: The patrol with the best list wins. Trick question for extra points: How many ropes were used?

Game
Patrol Teams
Informal

Sloppy Camp

Equipment: Set up a tent and simple fireplace with many things wrong—ax on the ground, glass jar in the fireplace, poorly set tent pegs, wrong knots on guy lines, etc. Also include personal items like these: two blankets and one sleeping bag in the tent, two neckerchiefs of different colors draped over guy line, two Scout shirts with different troop identification and name tags, etc.

Method: Each patrol studies the camp for 5 minutes without talking. Scouts are permitted to touch what they see, but must replace items exactly as found. Each patrol then gets into a huddle to come up with a list of wrong things.

Scoring: The patrol with the best list wins.

Extra: When a patrol turns in their list, they get a card with questions such as these: "How many boys camped in the sloppy camp?" "To what troops and patrols did they belong?" "What were their names?" (according to items used).

Game
Patrol Teams
Informal

Invisible Kim's Game

Equipment: Two empty packs (and lots of imagination).

Method: Patrol members listen, in silence, while game leader opens "full" packs, takes out nonexistent (therefore "invisible") items, shows in pantomime how item is used, then puts it in "empty" pack. Samples: rope (show how knot is tied), wristwatch (winds it, shakes it), flashlight (can't get it to work), telephone, handkerchief, lollipop, etc.

Scoring: Patrol coming up with the most correct list wins.

Game
Patrol Teams
Informal

What Happened?

Equipment: Prepare a tracking pit by digging up and raking an area about 10 feet by 15 feet. Then stage a simple tracking project to be observed and deduced.

THE GOOD TURN: Blind man (with cane) walks into the tracking pit. A Scout joins him, takes his arm, walks him out.

TABLE CARRY: Four men carry a heavy patrol table into the tracking pit. They stop, put down table, rest on benches, stand up, pick up table, carry it off.

TIRED SCOUT: A Scout comes stumbling in, gives up, sits down. Other Scout enters, picks him up, carries him off.

Patrols study tracks for 5 minutes, go into huddle, and present their deduction verbally. The game leader does not indicate right or wrong, but rakes the pit and calls in the original track makers to repeat action.

Knots
Patrol Teams
Informal

Tripod Lashing

Equipment: For each patrol, three 8-foot spars, one 8-foot length of lashing rope, and one 6-foot length of rope for suspension.

Method: On signal, patrol members lash the three staves or saplings into a tripod using the tripod lashing shown in the *Fieldbook*. When finished, they set up the tripod, tie a bowline in one end of the short rope, and place the bowline loop over the top of the tripod. Tie a bowline in the free end—high enough so the loop cannot touch the ground. One Scout stands on the bowline loop and holds his balance by hanging onto the line coming down from the top of the tripod.

Scoring: The first patrol with a Scout standing in the bowline loop with the tripod supporting his weight is the winner.

Knots
Patrol Teams
Parallel File

Snake Race

Equipment: Eight staves and seven lashing cords for each patrol.

Method: Patrols line up in relay formation and place the staves in line between their legs. On signal, the staves are lashed together into a long "snake" with single shear lashings. When secure, the "snake" is passed forward, then up and overhead to the rear, and down and forward between the legs to the original position.

Scoring: The first patrol to finish wins.

Knots
Patrol Teams
Informal

Reactor Transporter

Equipment: For each patrol, six Scout staves or saplings about 6 feet long, four 6-foot lengths of cord, 20 feet of binder twine or light cord, one No. 10 can, and one nut for a 1/2-inch bolt.

Method: On signal, each patrol builds a transporter by lashing a three-sided frame with three staves and then lashing on a tripod from the three corners of the frame. The tin can is suspended from the top of the tripod. The nut is also hung from the top of the tripod. It hangs down into the can but does not touch the bottom or the sides. When finished, three patrol members pick it up by the three corners and carry it to a finish line at least 100 feet away. If the nut swings and hits the side of the can, the patrol must return to the starting line and start the carry again. The object is to transport the reactor so gently and evenly that it is not jarred.

Scoring: The first patrol across line wins.

Knots
Patrol Teams
Informal

Roman Chariot Race

Equipment: For each patrol, six Scout staves and nine pieces of sash cord for lashing.

Method: Equipment is placed in piles across from patrols. On signal, patrols run and lash a "chariot." This is done by making a trestle frame, as in building a bridge. Four staves form a square; the fifth and sixth staves are lashed diagonally to the opposite two sides. When the frame is finished, two Scouts pull the "chariot" and rider down the field around a marker and back to the finish line.

Scoring: The first patrol to cross the finish line with "chariot" intact wins.

Knots
Patrol Teams
Informal

Flagpole Raising

Equipment: For each patrol, five Scout staves, one patrol flag, eight pieces of sash cord to tie four double lashings, three wooden stakes, one mallet for driving stakes, and three guy ropes about 18 feet long.

Method: Patrols line up with four Scout staves and the patrol flag attached to the fifth staff. On signal, the Scouts lash the five staves together, omitting frappings. Next, they attach three guy lines about two-thirds of the way to the top, raise the pole, and stake down the guy lines, so the pole stands vertically. When finished, the patrol forms a single line at the base of the pole and comes to attention.

Scoring: The first patrol finished wins. Give extra points for the tallest pole.

Game
Patrol Teams
Informal

Silver Dollar Hunt

Equipment: For each participant, one orienteering compass, one fake "silver dollar" (3-inch circle from tin can top), one card with distances and directions such as "50 steps X degrees (X being less than 120 degrees)—50 steps X + 120 degrees—50 steps X + 240 degrees."

Method: Scatter participants over a field with fairly tall grass. Place a "silver dollar" at the feet of each Scout. On the signal "Go," each Scout sets his compass for the direction on his card and walks the specified distance. The same is done for second and third bearings. When done, the "silver dollar" should be at his feet (or at least within his immediate sight).

Scoring: The patrol with the most Scouts winding up within 7½ steps of their "silver dollars" (5 percent error) wins.

Game
Patrol Teams
Informal

Blindfold Compass Walk

Equipment: For each patrol, eight small, numbered stakes, set in the ground 5 feet apart in a north-south line. For each Scout, one orienteering compass and one large paper bag.

Method: One Scout from each patrol stands at each of the eight stakes. Scouts from one patrol set their compasses between 45 degrees and 135 degrees; boys from the opposing patrol between 225 degrees and 315 degrees. A paper bag is then placed over the head of each Scout, making him just able to see the ground and compass in his hand. Each Scout turns around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows back bearing (orienting the arrow point *toward* him instead of away from him) for 95 steps. Only Scouts within 10 steps of their marker score.

Scoring: The patrol with the most scoring boys wins.

Game
Patrol Teams
Informal

Direction Hunt

Equipment: Eight (or more) tall stakes with pointers, pointing to distant landmarks or clearly identified objects (large tree, large rock, etc.). Each participant has an orienteering compass, pencil, and paper.

Method: Scouts from each patrol distribute themselves at the different stakes. They check landmarks toward which the markers on stakes are pointing, set their compasses for the degree directions to the landmarks and write them down. The Scouts then move to the next pointer and determine the next degree direction. At the end of the specified time, each Scout turns his findings over to the judge.

Scoring: The patrol with the most correct degree directions (within 10 degrees) within the time limit wins.

Game
Patrol Teams
Parallel File

Map Symbol Relay

Equipment: Several identical sheets of paper with numbered map symbols—including contour lines drawn on them. See the *Boy Scout Handbook*.

Method: Patrols line up in relay formation facing opposite wall, on which map symbol sheets (one for each patrol) have been posted. On signal, the first Scout runs up, names the first symbol, and runs back and touches off the next Scout, who runs up and names the second symbol. Continue the relay until all symbols have been named.

Scoring: Score 2 points for each symbol correctly named and subtract 1 point for each symbol incorrectly named. Add 10 points for the patrol that finishes first.

Game
Patrol Teams
Informal

String-Burning Race

Equipment: For each team, two 2-foot sticks, two 3-foot lengths of twine, two matches.

Method: Before the race, the two sticks are pushed into the ground, 24 inches apart; one piece of string is tied between the sticks, 12 inches off the ground; the other, 18 inches above ground. Each patrol gathers native tinder and firewood. The patrol then selects two representatives. On signal, the two Scouts lay the fire (but not higher than the lower string) and light it. After lighting, the fire must not be touched, nor can more wood be added.

Scoring: The team whose fire first burns through the top string wins.

Game
Patrol Teams
Informal

Water-Boiling Race

Equipment: For each team, one No. 10 tin can (or other size, same for each team), one teaspoon soap powder or detergent, two matches.

Method: Before the race, each patrol gathers native tinder, firewood, and three rocks for the fireplace. The can is filled with water to within 1 inch of top, with soap or detergent added. The patrol then selects its two representatives. On signal, the two Scouts set up their stone fireplace, lay and light a fire, place the can of water over the fire, and keep feeding the fire until the water boils.

Scoring: The first team to get water boiling over wins.

Variation: Have two-man teams start fires by flint and steel or by friction. One log is allowed per team, and wood for fires must be chopped from the log during the race.

Knots
Patrol Teams
Parallel File

Knot-Tying Relay

Equipment: One 6½-foot rope per patrol; Scout staff or long stick.

Method: Patrols line up in relay formation with the first Scout about 10 feet from the staff, held horizontally 30 inches off the ground. On signal "Bowline (or other knot)—Go!" the first Scout runs up, rope in hand, ties rope to staff with bowline, has it approved by the judge, unties it, runs back, and gives the rope to the next Scout, who runs up, repeats the performance, and so on until eight knots have been tied.

Scoring: The first patrol to finish wins.

Note: Square knot, sheet bend, fisherman's knot—for these, join ends of rope with taut knot, staff running through loop. Clove hitch, two half-hitches, timber hitch—tie rope to staff, pull taut. Tautline hitch, bowline—tie knots so that staff runs through loop.

Knots
Patrol Teams
Parallel File

Knot Hoop Relay

Equipment: One 6½-foot piece of rope for each patrol.

Method: On the signal "Go," the first Scout ties the rope into a hoop with a square knot (or sheet bend, fisherman's knot, or other joining knot) and passes it over his head and down his body. He steps out of the hoop, unties the knot and passes the rope to the next Scout, who repeats the procedure, and so on down the line.

Scoring: The first patrol to finish wins. If there are different numbers of boys in the patrols, announce a specific number of knots to be tied, such as ten. This will mean that one or more Scouts may have to tie two knots apiece.

Variation: Instead of rope, use pieces of wool yarn. If yarn hoop breaks, it must be tied again—making the hoop smaller and therefore more difficult to get through.

Knots
Patrol Teams
Facing Lines

Bowline-Sheet Bend Draw

Equipment: One knotting rope at least 6 feet long for each Scout.

Method: Each patrol forms two facing lines. Each player holds rope in his right hand, raised above his head. At the word "Go," each races to tie a bowline around his waist, then joins ropes together with sheet bend. Players lean backward with full weight to test knots.

Scoring: The first patrol to have all knots tied correctly and all Scouts leaning backward wins.

Variation: Bowline Pull. Players line up in relay formation. Patrols face each other. A line is drawn down the center so that each man is across from a player from another patrol on the other side of the line. On signal, each player ties a bowline around his opponent's waist and tries to pull him across the line. When time is called, the patrol with the most players on its side wins.

Knots
Patrol Teams
Parallel File

Rescue Race

Equipment: For each boy, one 4-foot piece of rope.

Method: Patrols line up in relay fashion, each boy with a short piece of rope. Patrol leaders take up position 20 feet in front of the first Scout in each patrol. The patrol leader is supposedly drowning and must be rescued by having a line thrown to him. On signal, all patrol members tie their ropes into one long line. The first boy coils the rope and throws it to the patrol leader, and the whole patrol pulls him to shore. It is best to trade patrol leaders around so that no leader is rescued by his own patrol.

Scoring: The object is to get the patrol leader across the line before any other patrol does. Give 100 points to the first patrol bringing the leader ashore, 80 points to the second, and 60 points to the third. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Knots
Patrol Teams
Parallel File

Chain Gang

Equipment: One rope at least 14 feet long for each patrol.

Method: Patrols line up in relay formation. At the signal "Go," the first man ties a bowline around his right ankle and hands the long end to the next Scout, who ties a clove hitch around his right ankle, and so on down the line until the team is "all tied up." The team then races to a finish line.

Scoring: The first patrol to reach the finish line with all clove hitches and the one bowline tied correctly wins.

Game
Patrol Representatives
Informal

Indian Leg Wrestling

Equipment: Blanket, if desired.

Method: After a formal challenge, or elimination contests within the patrols, two patrol representatives lie down on a blanket, side by side. Contestant's backs are flat on the ground, their legs in opposite directions. On signal "one," contestants raise their inside leg to a vertical position. On "two" they repeat this action, and on "three," each tries to lock legs with the opponent and twist him over.

Scoring: The Scout twisting his opponent over two out of three times is the winner. If both players are twisted over simultaneously it is a tie. As in all duel contests, the winner should be promptly challenged in a more or less formal manner by someone else until: a troop champion is found; one Scout has been the winner three times in succession; a certain number of rounds have been played; or until a certain time has elapsed.

Game
Patrol Representatives
Informal

Indian Hand Wrestling

Equipment: None

Method: One contestant places the outside of his right foot against the outside of the other's. Both brace themselves by placing their left foot behind them. They grasp right hands and attempt to throw each other.

Scoring: The first to succeed in making the other move a foot or lose his balance wins. Run the contest for the best two-out-of-three.

Slap Jack

Equipment: None

Method: Contestant No. 1 places open hands, palms down, on the upturned palms of contestant No. 2, who tries to pull one hand, or both, away quickly and slap the back of his opponent's hands.

When he fails, contestants change hand positions and No. 1 has his chance.

Scoring: The first contestant to make a given number of slaps is the winner, or the most slaps in a given amount of time wins.

Game
Patrol Representatives
Informal

Indian Arm Wrestling

Equipment: None

Method: The two contestants face each other across a table. Each places his right elbow on the table in front of him and grasps the hand of his opponent. On the signal to start, each Scout presses to the left in an attempt to make his opponent's knuckles touch the table or to make his elbow leave the table. The Scout is not permitted to use any other part of his body.

Scoring: The first Scout to make his opponent's knuckles touch or elbow raise scores a point. Two points out of three tries wins.

Variation: Indian Thumb Wrestling. Scouts place fists on table, thumbs up and knuckles touching. Thumbs are raised and linked together. Scouts try to twist first so that opponent's fist is raised off the table. Two points out of three tries wins.

Game
Patrol Representatives
Informal

Stick Fight

Equipment: One Scout stave.

Method: Players face one another, with feet placed in a wide, firm stance. Players grip stick firmly with both hands, each with his left hand on the inside of opponent's right hand. On signal, each tries to get the stick to touch the ground on his right side by pushing down with the right hand and pulling up with the left.

Scoring: Player succeeding in two out of three tries is the winner.

Variation: Stick Twist. Players face one another and stand about a yard apart, gripping stick in similar manner as in Stick Fight, with the exception that contestants hold the stick at eye level or higher. The object is to bring the staff straight down without bending wrist or elbows or having stick twist in hands.

Fitness
Whole Troop
Single Line

British Bulldog

Equipment: None

Method: Troop lines up along one side of the room. One player takes position in the center of room, facing the troop. At "Go," the entire troop charges and tries to reach other side of room without being caught. To catch someone, the "bulldog" in the center must lift a player off the floor long enough to yell "1-2-3 British Bulldog!" A caught player becomes one more "bulldog" for the next charge. Not more than three bulldogs can tackle a player. If a struggling player is not lifted completely off the floor while whole troop slowly counts to 10 seconds (one one-thousand, two two-thousand, etc.), he is declared free and joins the troop for the next charge. The game is run until everyone has been caught.

Scoring: The last man caught is the winner.

Fitness
Half-Troop Teams
Facing Lines

Ball Over

Equipment: Ball, about basketball size; whistle.

Method: Draw a line across the game area, and assemble teams on either side of the line. Players take positions at various points on their side of the line. Players cannot cross the line. One Scout with a whistle is blindfolded. When he blows the whistle, the leader puts the ball into play. The object of the game is to keep the ball in the oppos-

ing team's territory. Whistle should be blown frequently.

Scoring: One point is counted against the side that has the ball when the whistle is sounded. At the end of the game, the side with the lowest score wins.

Game
Whole Troop
Circle

Swat 'Em, or Whipped to the Gap

Equipment: Newspaper rolled up into swatter.

Method: Troop forms a circle, with all players facing in, hands behind back. The game leader walks quietly around the outside of the circle and places newspaper swatter secretly in the hands of one of the players. The player with the swatter starts hitting the player to his right with swatter. He continues swatting while the victim runs around the outside of the circle and back to his place in the ring. The player with the swatter now goes around the circle (his place in the ring has been taken by the first leader) and hands the swatter to another player. Game is continued as long as desired.

Note: If troop is large, use two or three swatters.

Game
Whole Troop
Confusion

Numbers

Equipment: None

Method: Scouts are scattered throughout the room. The leader says, "Form fives" (or fours, or threes, or twos). Scouts have to get into groups of whatever size is announced. Those who don't get into a group of the correct size are out of the game.

Scoring: The last two Scouts remaining in the game are the winners.

Variation 1: On leader's command "Sit in five," Scouts try to sit down in groups of five, or whatever number was called. Should the leader say "Stand in five," nobody moves. Those who sit at that command drop out.

Variation 2: Whenever a number is mentioned by the leader in telling a story, the Scouts all sit down. The last Scout to sit down drops out of the game. Game ends when only one Scout remains—the winner.

Game
Whole Troop
Confusion

Barnyard

Equipment: Slips of paper with names of animals; each name appears on two slips.

Method: The slips of paper are put into a hat. When everyone has taken a slip, each Scout starts making the animal sound that is appropriate to the animal name on his slip of paper. The object of the game is for each boy to find his "mate" who is making the same animal call as he. When a Scout finds his mate, both stop calling and step to one side.

Scoring: None. This is strictly for fun.

Variation: Barnyard Surprise. To add some fun to this game, make one slip with the name "donkey." The hee-hawing at the end by one lone Scout will make everyone laugh.

Game
Patrol Teams
Parallel File

Fun Relays

For a fun session at a troop meeting, use a series of relay games. In each case, each patrol runs eight runners.

LUCK RELAY. In front of each patrol is a junior leader with a coin in one hand. The first Scout runs up and guesses which hand holds the coin. If wrong, he continues running up until he guesses correctly, with the leader changing coin position at will. If correct, he returns to his patrol and touches off the next Scout.

IZZY-DIZZY RELAY. The first runner runs up to a line, puts one finger on the floor, and circles

around his finger seven times, then races back and touches off the second Scout, and so on.

GRASSHOPPER RACE. Each runner hops to the line and back with a Scout cap between his knees.

Games
Patrol Teams
Parallel File

Mixed Relay

Equipment: None

Method: Patrols line up at the starting line in relay formation. At signal, Scout No. 1 runs to the wall, touches it, and returns to touch off Scout No. 2. Scout No. 2 holds one foot, hops to the wall, and returns to touch off Scout No. 3, who runs backward to the wall and back. Scout No. 4 jumps sideways to the wall and returns to touch off Scout No. 5, who runs to the wall and back on his hands and feet. Nos. 6 and 7 then form a "chair" with their hands and carry Scout No. 8 to the wall and back.

Scoring: The first patrol to complete the course is the winner.

Game
Patrol Teams
Parallel File

Caterpillar Race

Equipment: None

Method: Patrol members line up in single file behind the starting line. Put one chair for each patrol about 25 feet from the starting line. The first Scout in each patrol places his hands on the floor. Other Scouts bend down and grasp the ankles of Scouts in front of them. On signal, patrols move forward, swing around chair, and return to the starting line. The first Scouts must walk on hands and feet throughout. If the line is broken, the team must stop and re-form line before continuing.

Scoring: The team finishing first is the winner.

Game
Patrol Teams
Parallel File

Wheelbarrow Relay

Equipment: None

Method: Establish a starting line and, 20 feet away, a turning line. Patrols line up in relay formation at the starting line. On signal, the first Scout from each patrol places hands on the floor and the second Scout grasps his ankles and lifts his legs. In this position, they travel to the turning line, with the first player traveling on his hands. On reaching the turning line, they reverse positions and return, touching off the second pair of Scouts, who follow the same procedure. Relay is continued until all patrol members have competed.

Scoring: The patrol finishing first is the winner.

Game
Patrol Teams
Parallel File

Horseback Relay

Equipment: None

Method: Patrols line up in relay formation with the smallest member of each patrol at the front of his patrol line. On starting signal, he jumps up on the back of the second Scout in line and the two race around a mark set about 20 feet in front of the patrol. As soon as they reach the starting line, the "rider" must transfer to the next Scout in line without touching the floor. If he touches the floor in making the transfer, he must get back on the "horse" that just took him over the course and ride around again before making the transfer. This continues until the rider has made the rounds, riding each Scout in the patrol. If patrols are less than eight, the first horses will have to repeat to make a total of seven laps.

Scoring: The first patrol to complete seven laps of the course is the winner.

Knots

Long-Legged Puddle Jumper

No time to build a bridge, but you don't want to get your feet wet? All it takes are three stout spars, three lengths of lashing line, and three ropes for guy lines. Lash the three poles together. Be creative in making it.

Knots
Patrol Teams
Active

Get 'Im Up!

Equipment: For each patrol, three Scout staves or poles; one 8-foot length of lashing rope, and one 10-foot length for suspending the Scout.

Method: On signal, each patrol lashes the poles together with a tripod lashing, ties a bowline in the shorter rope, and passes the running or free end of the line over the top of the tripod. One Scout stands in the bowline, grasps the free end of the rope, and is lifted up. (On a slippery surface, one Scout may need to steady each stave.)

Scoring: The first patrol with a Scout in the bowline with his weight fully supported by the tripod wins.

Game
Patrol Teams
Quiet

Octagon Compass Course

Equipment: Drive stakes in a rather large area to form an octagon, and mark stakes from "A" to "H." For each Scout, a compass, pencil, and card with directions as shown below.

Method: One Scout from each patrol is at each stake. His card tells him to proceed to two other stakes and return, taking bearings and measuring distances as he goes. (Example: "A to F ___ degrees, ___ feet; F to D ___ degrees, ___ feet; D to A ___ degrees, ___ feet.") Have cards for many combinations of letters.

Scoring: The patrol with the most accurate answers wins.

Game
Patrol Teams
Quiet

Getting Your Bearings

Equipment: Topographic map, compasses, pencils; for each Scout, photocopy of a section of the master map.

Method: On signal, the first Scout in each patrol runs to the master map. The leader names or points to two locations or features on the master map (buildings, rock outcroppings, hilltops, bridges, etc.). The Scout takes bearings from one to the other, draws the route on his photocopied map, and writes bearings on it. He then runs back to touch off the next patrol member.

Scoring: The winning patrol is the one with the most compass bearings correct, within 5 degrees. This is not a speed contest; however, if two patrols have identical scores, the fastest one wins.

Game
Half-Patrol Teams
Active

Log-Walking Race

Equipment: For each three- or four-boy team, two logs about 6 inches in diameter and 6 feet long with ropes for tying to feet.

Method: Ropes are looped around log and tied over instep of Scout's shoes. On signal, each team starts walking toward the finish line 20 feet away, moving one log at a time. (The team's leader should call out the cadence, so that all right legs are raised at the same time, then all left legs.)

Scoring: The first team to finish wins. If you don't have enough logs, each team can be timed; the fastest time wins.

Aquatics
Patrol Teams
Active

Porpoise Relay

Equipment: Three or more inner tubes or other rings for each patrol; other obstacles as desired.

Method: In chest-deep water, lay out an obstacle course for each patrol, using rings to go through, buoys to go around, Scout staves to swim under, etc. All items are anchored to the bottom. On signal, the first Scout in each patrol swims (or walks) the course, going through, around, and under the obstacles, and swims back to touch off the next Scout. Continue until all have covered the course.

Scoring: The first patrol finished wins.

Aquatics
Patrol Teams
Active

Lifeline Relay

Equipment: For each patrol, one 40-foot length of sisal, manila, or nylon rope (unweighted), and a target made of a 5-foot board (to represent outstretched arms). Tie a bowline in one end of the rope to fit around thrower's wrist.

Method: Each patrol team is about 30 feet from the target. The first Scout coils the rope and, holding one end, tosses the coil at the target. The second Scout then recovers and recoils the rope and throws, and so on until all patrol members have competed.

Scoring: Score 5 points for each throw that hits the target. Add 20 points for the patrol that finishes first.

Outdoor
Patrol Teams
Active

Packing Practice Relay

Equipment: For each patrol, one pack, all items needed by one Scout for an overnight campout, plus

other extraneous items – tennis racket, math book, volleyball, one dress shoe, baseball cap, etc.

Method: On signal, the first Scout in each patrol runs to his patrol's pile, selects one item, places it into the pack, and runs back to touch off the next Scout. Continue until the patrol leader is satisfied that all necessary items are neatly and properly packed.

Scoring: The winning patrol is the one finishing first, provided that all necessary items are packed (and none of the unnecessary ones), and that the pack is neat.

Game
Patrol Teams
Quiet

How High?

Note: Play outdoors, if possible. If indoors, eliminate the measuring-by-pace test.

Equipment: A string 50 meters (165 feet) long, sticks, pan of muddy water.

Method: In turn, each Scout paces off what he judges to be 50 meters. (Leader checks his distance with string.) The Scout then estimates the height of some landmark (tree, flagpole, building) with the Pencil, Tree Felling, or Muddy Water Method shown in the *Boy Scout Handbook*.

To save time, have several Scouts compete at the same time.

Scoring: The Scout scores one point for his patrol if his distance estimate is within 2 meters of 50 meters; one point if his estimate of height is within 3 feet of being correct.

Nature

Backpack Cover

Use clear or colored polyethylene plastic sheeting 4 to 6 millimeters thick. Cut a circle about 48 inches in diameter. Lay strong, 14-foot cord around the edge of the plastic and fold a 1- or 2-inch hem. Pull cord fairly tight after pack is covered. Tie ends of cord together.

This cover also makes a good washbasin, a quickie poncho, a firewood cover, and a tablecloth.

Game

Fire by Friction (from 1911 *Handbook for Boys*)

Simple bow with stout leather thong. Bow is about 27 inches long, $\frac{5}{8}$ -inch thick. Simple drill socket of hardwood. Fire board should be nonresinous wood. Yucca or cypress or redwood work well.

For more on primitive firemaking, see today's *Boy Scout Handbook*.

Game
Patrols
Quiet

Lost Quiz

Ask each patrol 5 to 10 questions about what a person or a patrol should do if they are lost. Base questions on the *Boy Scout Handbook* and *Wilderness Survival* merit badge pamphlet. Each patrol huddles and writes answers. Sample questions: What is the main thing to do if you are lost? (Be calm and think.) How can you use landmarks to travel a straight line? (Line up two landmarks in a straight line.) What's the universal distress signal? (Three of anything—sound or sight signals.)

Knots

Dead Man

Bury crossed sticks in snow and attach a loop of line that extends above the snow level. Do not tie tent line directly to dead man. Snow may freeze and force you to cut the tent line.

Ceremonies

Boy Scout Investiture Ceremonies	595	Campfire Ceremonies	625
Installation and Rededication Ceremonies	600	Flag Ceremonies	628
Opening Ceremonies	601	Webelos-to-Scout Transition Ceremonies	632
Closing Ceremonies	604	Appendix	635
Courts of Honor	606	Checklist for Court of Honor	636
Eagle Scout Court of Honor	612	Meeting Ceremonies—Opening, Closing	638

Ceremonies

Boy Scout Investiture Ceremonies

Ceremony with Parents

(On an attractively draped table, place a long candelabrum with 12 white candles for the 12 points of the Scout Law. Behind the candelabrum place three longer candles—a white one in the center and a green one on each side—for the three parts of the Scout Oath. Use a red candle as a lighter. Position the U.S. and troop flags in their appropriate places. The chairman of the troop committee presides.)

Chairman: We are going to welcome a new Scout and his parents to our troop tonight. Patrol Leader _____ (name) of the _____ Patrol, please bring forward Candidate _____ (name). Senior Patrol Leader _____ (name) will please escort the candidate's parents to the front. Thank you.

(Patrol leader accompanies candidate to the side of the table, where they turn and face the audience. The senior patrol leader and the candidate's parents follow and take places behind candidate and patrol leader.)

Chairman: It is now my privilege as chairman of the troop committee to pass this burning candle

(the red one), which represents the spirit of Scouting, to Scoutmaster _____ (name) who will formally invest the candidate. (Chairman lights candle; as he hands it to the Scoutmaster the room lights are turned off.)

Scoutmaster: Thank you, Mr. _____ (name). My happiest duty as Scoutmaster is to receive new boys and their parents into our troop family. Candidate _____ (name), we are going to bring to light these candles representing the 12 points of the Scout Law. Let these ever be your guide in life. Patrol Leader _____ (name), take this, the spirit of Scouting, and light our way. *(Patrol leader lights the first candle.)*

Patrol Leader: A Scout is trustworthy. *(Narrator with a good voice, who is behind a curtain or offstage with The Official Boy Scout Handbook and a flashlight, reads the explanatory text for this part of the Scout Law. Patrol leader and narrator carry on in this manner until the 12 candles are lighted and the 12 points of the Scout Law have been read. Patrol leader then returns candle to Scoutmaster.)*

Scoutmaster: Thank you, Patrol Leader _____ (name). Senior Patrol Leader _____ (name), you will now bring to light the three central candles, which symbolize the three parts of our Scout Oath or Promise. Candidate _____ (name), you are about to pledge yourself to a way of life that has guided millions of boys and men before you. It is not a

promise to be taken lightly. Think well now before you take it. (*Scoutmaster pauses and allows 5 or 6 seconds to elapse.*) Are you ready to take this promise?

Candidate: I am.

Scoutmaster: Will the members of the troop please stand and give the Scout sign. Candidate _____ (*name*), repeat after me the Scout Oath. (*Scoutmaster leads in the Scout Oath.*)

Scoutmaster: On my honor I will do my best. (*Candidate repeats.*)

Scoutmaster: To do my duty to God and my country and to obey the Scout Law. (*Candidate repeats. Senior patrol leader lights center white candle.*)

Scoutmaster: To help other people at all times. (*Candidate repeats. Senior patrol leader lights one green candle.*)

Scoutmaster: To keep myself physically strong, mentally awake, and morally straight. (*Candidate repeats. Senior patrol leader lights other green candle. Room lights should be turned on at this moment.*)

Scoutmaster (to parents): Here is the Scout badge. Will you please attach it to the center of your son's left shirt pocket. Pin it on upside down. When your son has done his first Good Turn as a Scout, he will ask you to turn the badge right side up. (*Pin badge on pocket. If using a cloth emblem, provide a straight pin with which to fasten.*)

Scoutmaster: Now that your son is a Boy Scout, I'm sure you want him to get full value from the program. Here is an information folder welcoming you to our troop and telling you how you can help your son and the troop. I know we can count on your support. (*Present the information and shake hands with each parent.*)

Scoutmaster (to new Scout): Now that you are a Boy Scout, you have the privilege of presenting your mother with a miniature of your new badge. As you advance in Scouting, her badge will be changed each time you complete a rank. (*Give Scout miniature universal pin with pin already open. Scout pins miniature badge on mother's dress.*)

Scoutmaster (to Scout): As a new Scout in Troop _____, we expect you to uphold the ideals and program of the troop. You will be

expected to live according to the Scout Law and the Scout Oath you took tonight and to be regular in attendance at troop activities, including troop and patrol meetings, hikes, camps, and Good Turn projects. We know you will be a fine addition to our troop, and we welcome you. (*Scoutmaster give Scout handclasp to new Scout.*)

Scoutmaster (to troop members): Troop, attention! We salute our new Scout. Troop, salute—one—two. Scouts be seated. (*The senior patrol leader escorts parents back to their seats and patrol leader takes the Scout to his patrol, where they give their patrol cheer for the new member.*)

Scout Oath Ceremony

This informal Scout Oath ceremony takes place in the meeting room by the light of three candles, representing the three parts of the Scout Oath. Roll is called by the scribe; each boy stands, answers the roll call, gives his rank, and sits down.

All stand for the Pledge of Allegiance, led by the Scoutmaster.

Scoutmaster then makes brief comments on the significance of the parts of the Scout Oath, while referring to their visible symbols, the lighted candles. Candidates' names are called and the prospective Scouts step forward. The troop stands and the candidates face them. All give the Scout sign. The candidates dedicate themselves to the high ideals of Scouting by slowly repeating the Scout Oath.

New members remain standing to receive badges. They receive congratulations and three rousing "How's" from the troop. Ceremony ends.

Circle Formation

(*Senior patrol leader takes the candidate into an anteroom and blindfolds him. The U.S. and troop flags are placed in the center of the meeting room. The troop falls in, facing out, with their backs to the flags and their hands joined. The troop leaders are inside the circle.*)

Scoutmaster: Be prepared!

Scouts (in chorus): We are prepared! (*This is the signal for the senior patrol leader to lead the candidate in, halting him outside the circle, opposite the Scoutmaster.*)

Scoutmaster: Senior Patrol Leader, who is with you?

Senior Patrol Leader: He is Candidate _____ (*name*), who wishes to join our troop and become a Scout. He has met the requirements and is duly qualified.

Scoutmaster: Remove his blindfold. (*To candidate:*) Candidate, you come from the darkness into the light of Scouting, and you see before you the Scouts of Troop _____ in an unbroken circle of comradeship, guarding the flags of their country and their troop. How will you, an outsider, secure a place in this circle?

Patrol Leader (*of the patrol the candidate is joining, from his position in the circle*): Sir, the _____ Patrol will open the circle and admit the candidate.

Scoutmaster: Good. In doing so, remember, you vouch for him. (*Senior patrol leader conducts the candidate to the opening the patrol leader has made by dropping his hand and leads him into the center of the circle in front of the Scoutmaster.*)

Scoutmaster (*to troop*): Unclasp hands, about-face! (*Circle now faces in.*) (*To candidate:*) You have been admitted to our troop circle to be made a member of the greatest boys' movement in the world. Place your left hand on the flag of your troop and raise your right hand in the Scout sign. (*Color bearer inclines troop flag toward candidate.*) Dedicate yourself through giving the Scout Oath. (*Candidate recites the Scout Oath, then drops his hand.*)

Scoutmaster: Now, where will I get a badge for this candidate?

Boy Scout (*previously designated, steps forward, salutes, and says*): Sir, I offer my Scout badge for this candidate. (*This Scout may be a personal friend of the candidate or some Scout whom the candidate respects. If possible, he should be a Second Class or First Class Scout actually passing on his own Boy Scout badge. Candidate should face the audience. Scoutmaster nods to the donor who steps to the candidate and pins the badge on him.*)

Scoutmaster: Candidate, you have been given a badge that has been worn with honor and distinction by a Scout who has gone before you. This shows our friendship for you and the trust we place in you. By the authority vested in me by the National Council, Boy Scouts of America, I declare you a Boy Scout.

Scoutmaster: Fall out. (*The Scouts shake hands with the new Boy Scout. His patrol leader then walks with the new Scout until they reach his place in the patrol.*)

The Light of Scouting

This ceremony requires 15 Boy Scouts and 15 flashlights. The candidate stands in the center of a circle formed by the troop and the flashlight bearers. The room is darkened. Starting with the Scout Oath and continuing through the 12 points of the Law, each Scout (one at a time) lights his light, points it to the ceiling, and recites his portion of the Scout Oath or Law. At a given signal, all lights are pointed at the candidate—but not in his eyes! The Scoutmaster tells him that he is now bathed in the light of Scouting. Inasmuch as the candidate intends to follow its gleam, he will now take the pledge. The candidate makes the Scout sign and recites the Scout Oath, after which all lights are turned on and the boy joins his patrol.

Horseshoe Formation

During an evening troop meeting or campfire, have the prospective Scout stand before the Scoutmaster and the troop for the investiture ceremony. The ceremony should not be elaborate. A simple, dignified ceremony is far more impressive.

Each troop has its own traditions. If a troop is part of a church or synagogue, the troop and the institution may have developed an investiture of a religious nature. The following ceremony is simple and may appeal to you. The troop stands in horseshoe formation, with the Scoutmaster and senior patrol leader (or assistant Scoutmaster) in the gap. The candidate and his patrol leader stand in front of his patrol. The senior patrol leader holds the Scout badge and the neckerchief that will be presented. The Scoutmaster gives a sign and the patrol leader brings the candidate to the center. At the same time, a flag bearer carries the troop flag forward. The candidate and the Scoutmaster place their left hands on the staff of the troop flag and raise their right hands in the Scout sign. The troop comes to attention with the Scout sign.

Candidate (*looks at his Scoutmaster as he slowly and solemnly dedicates himself to the Scout Oath*): On my honor . . .

Scoutmaster (*gives candidate his left hand in a firm grasp*): I trust you Scout _____

(name), on your honor, to keep this promise. You are now one of us, and to remind you of this we present you with this badge of our Scout world brotherhood and the neckerchief of our troop. (Scoutmaster puts the neckerchief over candidate's shoulders and the senior patrol leader pins the badge on the candidate's shirt. The Scout turns around and salutes the troop. The troop salutes him. The patrol leader takes the new Boy Scout to his patrol, where he is received with the patrol yell and with the patrol medallion.)

Note: If spectators are present, the candidate should face the audience during the final presentation.

Investiture 1

The notable thing about this investiture is its simplicity. There are many more elaborate, more impressive ceremonies, but they can be unsuccessful. Many fail because a Scout forgets his lines or the staging is too complicated. Note how this ceremony is kept simple and natural, yet impressive from beginning to end.

(The troop is lined up along two sides of the room, troop officers are at the front of the room, parents are seated. The patrol leader accompanies the candidate to the shadowy room. Only one candle is burning.)

Patrol Leader (replying to the Scoutmaster's challenge): I bring Candidate _____, who has completed his Scout work and is ready to be received into the fellowship of our troop. (The two walk together across the room and stop in front of a table holding a rough log candelabrum. The patrol leader steps back a pace and the candidate stands there, his eyes gradually adjusting to the dim light, aware that there are Scouts on either side and his parents and others in the darkness behind him. But his eyes are on the Scoutmaster and troop leaders who face him across the burning candle's glow.)

Patrol Leader (steps from his position behind the table, picks up the lighted candle, and speaks directly to the candidate): This candle represents the spirit of Scouting. As we welcome you into the fellowship of Troop _____, we want you to stop and think about what it means to be a Boy Scout.

Sure, it's a lot of fun, but more than that it's getting along with other people. It's doing your

part, helping others all the time, learning to lead, too. It's living up to the Scout Oath and Law—and believe me—that's a man's job! It's a Good Turn daily and the motto "Be Prepared." That's what the spirit of Scouting means to us in Troop _____. Now, listen to the Scout Law. (Patrol leader hands burning candle to a Scout who steps up to the table.)

Boy Scout (lights the first candle on the log and turns to candidate): _____ (name), a Scout is trustworthy. That means that everybody you live and work with can always trust your word. (The Scout hands the spirit of Scouting candle to the Scout next to him and that boy lights the second candle, turns to candidate, and speaks simply but impressively about the meaning of loyalty. So it continues, through 12 points of the Scout Law. Each Scout says only one or two sincere, forceful sentences. There should be none of the groping for words that so often spoils ceremonies. The twelfth Scout returns candle to the senior patrol leader.)

Patrol Leader: _____ (name), you have heard the Scout Law. Will you do your best to live up to it?

Candidate (his face glowing in the light of 12 burning candles): I will.

Patrol Leader: You will now be given the Scout Oath by our Scoutmaster, Mr. _____ (name). Please raise your right hand in the Scout sign.

Scoutmaster: Repeat each part of the Scout Oath with me, _____ (name), because it's your oath, your promise to live the life of a Scout. On my honor . . . (Candidate picks up the words with him. As they repeat the Oath, the Scoutmaster lights the three candles that represent the three parts.)

Candidate is asked to face the audience. The Scoutmaster steps forward, pins the badge on candidate's shirt, and, in a few words, tells what it means to be a member of the Boy Scouts of America. The assistant Scoutmaster then puts a new troop neckerchief around the candidate's neck and says a word about what is expected of him as a member of Troop _____—the best troop in town!

That is the cue for the patrol leader to pin a patrol medallion on the new Boy Scout's right sleeve and to tell him that (name) _____

_____ Patrol (the best patrol in Troop _____) is glad to have him as a member. Then the patrol leader takes the new Boy Scout by the arm to where the other Scouts are standing in line. They shake hands and everything is informal.

Nothing is memorized. A little equipment, a properly set stage, and a few Scouts and leaders speaking from the heart are all that's needed to make this an evening the new Boy Scout will remember for a long, long time.

Flag Ceremony

(The U.S. and troop flags are placed at the end of the room. Scoutmaster stands between flags; senior officers line up behind him. Small table with three lighted candles is set before the U.S. flag. Scouts form a semicircle with an opening in the center of the line. Senior patrol leader stands inside the circle. The guide and candidate stand in the rear of the room. Lights are out.)

Guide (knocking from outside): I have a boy with me who desires to become a Scout in Troop _____.

Senior Patrol Leader: Has the candidate completed his Scout requirements?

Guide: He has.

Senior Patrol Leader: Bring him inside our circle. *(Pause)* Does some member of the troop recommend this candidate?

Boy Scout: I recommend that he be admitted to our troop.

Guide (to Scoutmaster): Candidate _____ *(name)* is now ready to become a member of our Scouting family.

Scoutmaster: You may proceed with the installation.

Guide: The flag of the United States stands before you, made visible by the light of the three candles representing the three parts of the Scout Oath. In taking the Scout Oath and making it a part of yourself, you will have a clearly lighted path that leads to good citizenship. Please grasp the flag staff in your left hand, raise your right hand in the Scout sign, and repeat the Scout Oath.

Candidate (give Scout Oath): On my honor . . .

Guide (to Scoutmaster): Sir, Candidate _____ *(name)* is now ready to be invested as a Boy Scout of Troop _____.

Scoutmaster (to candidate): Please face the audience. *(Scoutmaster presents card and insignia, asks candidate's parent to present the badge, and says a few appropriate words.) (To senior patrol leader):* Senior patrol leader, I now turn over Boy Scout _____ *(name)* of the _____ Patrol to you as a member of the troop.

Senior Patrol Leader: Patrol Leader _____ *(name)* of the _____

Patrol will receive you as a member of his patrol. *(Patrol leader receives new Boy Scout, presents him with patrol emblem, and closes circle with new Scout in his patrol. Lights are turned on. Patrol members welcome him.)*

Investiture 2

The troop is assembled in horseshoe formation with Scoutmaster and assistant Scoutmaster in the gap. The candidate and his patrol leader stand just inside the circle, opposite the Scoutmaster. The assistant Scoutmaster holds the staff and hat of the candidate. When ordered to come forward by the Scoutmaster, the patrol leader brings the candidate to the center.

Scoutmaster: Do you know what your honor is?

Candidate: Yes. It means that I can be trusted to be truthful and honest *(or words to that effect)*.

Scoutmaster: Do you know the Scout Law?

Candidate: Yes.

Scoutmaster: Can I trust you, on your honor, to do your best to live up to the Scout Promise? *(Candidate then makes the Scout sign, and so does the whole troop while he gives the Scout Promise.)*

Scoutmaster: I trust you, on your honor, to keep this promise. You are now one of the great world brotherhood of Scouts. *(Assistant Scoutmaster places the hat on the new Scout's head and gives him his staff. With his left hand, the Scoutmaster shakes the candidate's left hand. The new Boy Scout about-faces and salutes the troop. The troop salutes.)* To your patrol, quick march. *(The troop shoulds staves, and the new Boy Scout and his patrol leader march back to their patrol.)*

Installation and Rededication Ceremonies

Ceremonies of this nature have a variety of applications. Such ceremonies add a touch of formality or "officialness" to the happening. They add importance to the offices and elements of troops.

It is important to tailor the ceremony to the specific event.

Patrol Leader Installation 1

The troop forms a circle of its patrols. The Scoutmaster speaks a few words about the importance of good patrol leadership and announces the appointment of the new patrol leader of the _____ Patrol.

The new patrol leader is called forward. He places his left hand on the pole of the troop flag, above that of the Scoutmaster, salutes, and gives the patrol leader's promise: "I promise to do my best to be worthy of my office as patrol leader, for the sake of my fellow Scouts, my patrol, my troop, and the world brotherhood of Scouting."

The Scoutmaster pins the patrol leader's badge on the boy's left sleeve and presents him with a copy of *The Patrol Leader Handbook*, No. 6512. The youngest member of the patrol steps forward and gives him the patrol flag.

The troop gives a cheer for the new patrol leader, who steps back to his patrol where he is congratulated by his fellow Scouts.

Patrol Leader Installation 2

Scoutmaster: You have been selected to serve as a patrol leader because of the your work in the troop. You have been trained by the officers of the troop to help you conduct your patrol meetings, so that your Scouts will benefit from your Scouting experience. Your work has been done well. I know this troop will serve its members better because you are one of the patrol leaders. Scouting does not pay you for this service, but the satisfaction of seeing Scouts grow into strong, upright men will be far greater than any other reward could be. You will now repeat the patrol leader's promise.

Patrol Leader: I promise to do my best to be worthy of my office as patrol leader, for the sake of my fellow Scouts, my patrol, my troop, and the world brotherhood of Scouting.

Scoutmaster: It is now my pleasant duty to present you with your badge of office and your patrol flag. They signify that you are a leader of Scouts in this troop. The success of the patrol is now in your hands. I know that I can depend on you to do your part.

Rededication of Troop Leaders

(This rededication of the leaders of the troop can be significant for the young participants and also for the Scouts and parents watching the ceremony. This honoring of boy leaders may be done in connection with the fall roundup, during the charter presentation, as a part of parent's night, during Scouting Anniversary Week, or at any time desired. This ceremony should build a stronger sense of morale and teamwork between adults, boy leaders, troop members, and parents.)

Scoutmaster: Will the patrol leaders, assistant patrol leaders, the troop scribe, quartermaster, and librarian come forward and face the audience? *(Other boy leaders may be included if desired.)* Will the senior patrol leader and junior assistant Scoutmasters join me and the assistant Scoutmaster? Friends, without the devotion of these *(number)* young men who stand before you, this troop could not perform the important work that it does. These young men are the "spark plugs" of our troop. Once each year we present their warrants to them. First we ask that the assistant patrol leaders step forward. Mr. _____ *(name)*, the assistant Scoutmaster, will present their warrants.

Assistant Scoutmaster: The patrol is the unit of operation in a Scout troop. You Scouts have an important and necessary job. You are carrying it through in a way that makes us proud of you. I am happy to present warrants as assistant patrol leaders to _____ *(name)*, _____ *(name)*, _____ *(name)*, and _____ *(name)*. Good luck!

Scoutmaster: As _____ *(name)* said, the patrol is the unit of operation. The Scout at the head of the patrol has a large part in making that patrol succeed. Too often we take our patrol leaders for granted. I'm particularly proud of the patrol leaders of this troop and I am happy to present

their warrants to them. With the warrants go our appreciation for the great job they are doing. We have full confidence that they will continue this **outstanding work.** (*Presents warrants with personal word to each.*)

Now we come to those leaders who work with all the patrols of our troop. They, too, have a task which takes devotion, dependability, imagination, and follow-through. On hikes, in camp, in troop meetings week after week, Troop _____ (*number*) can always depend on them. Will the troop scribe, quartermaster, librarian, senior patrol leader, (*others applicable*), and junior assistant Scoutmasters come forward? I'm going to ask our assistant Scoutmaster and troop committee chairman to join me in making these presentations. (*The work performed by various leaders may be commended as the warrants are presented.*)

There is a very young Scout here tonight. Perhaps a year from now—when we hold our next junior leaders' rededication—that new Scout will be up here in front as an assistant patrol leader. Who knows—someday he may be a senior patrol leader—even the Scoutmaster of this troop.

Tonight, your troop leaders ask every Scout, every parent in the room, all of our members and visitors, to stand as we rededicate ourselves to the leadership of these patrols and of this troop in the months ahead. Will you stand as our senior patrol leader leads us in the words of the Scout Oath? Let us speak quietly, earnestly, and from our hearts.

Senior Patrol Leader (*leads Scout Oath*): "On my honor . . ."

Scoutmaster: This concludes the rededication of the junior leaders of Troop _____ (*number*). We now will proceed . . . (*carry on with program*).

Opening Ceremonies

Scout Law Ceremonies

1. The Scout Law itself is 12 separate ceremonies. One ceremony could be devoted to the first point, with a reading of the explanation. For example:

Troop: A Scout is trustworthy.

Leader: A Scout tells the truth. He keeps his promises . . .

Eleven meetings later, the subject of the ceremony would be "A Scout is reverent."

2. The Scout Law is recited by all new Scouts.
3. The newest and the oldest Scout lead the troop in reciting the Scout Law.
4. One point of the Scout Law is assigned to each of 12 boys. Each boy, in turn, takes a step forward, salutes, gives his point of the Law, and steps back in line.

Scout Oath Ceremonies

1. Call the troop to attention. All Scouts give the Scout sign and repeat together the Scout Oath and Law.
2. Or, after the Scout Oath, read the points of the Scout Law with the Scouts repeating each point. For example, you say, "A Scout is trustworthy." The Scouts together repeat, "A Scout is trustworthy."

U.S. Flag Ceremonies

1. Troop is in single-rank formation. The flag is carried to the front; the patrol leader of the honor guard patrol leads the troop in the Pledge of Allegiance: "I pledge allegiance to the flag of the United States of America and to the republic for which it stands, one nation under God, indivisible, with liberty and justice for all."
2. Troop is formed by patrols in two lines facing each other. The flag is marched up the aisle between the lines, with Scouts saluting. The flag bearers halt at the head of the lines and march about, whereupon the troop gives the Pledge of Allegiance.
3. Troop is in horseshoe formation, the flag in the center. Each Scout in turn steps forward one step, salutes, and steps back—or all salute together.

4. Troop is in single rank. Bring Scouts to attention and turn out all lights except a single spot or flashlight focused on the flag. A Scout from the color guard patrol recites (doesn't sing) the first verse of "The Star-Spangled Banner." The troop then sings the verse and lights are turned on.
5. Troop, in line, faces a wall where a small pulley or ring with a flag line is fastened. Troop comes to attention. The flag is slowly hoisted while bugler plays "America," "God Bless America," or "America the Beautiful."
6. In your word, explain the meaning of the Pledge of Allegiance. Then call the troop to attention and give the Pledge of Allegiance.
7. Call the troop to attention. Say "hand salute" and give the Pledge of Allegiance followed by the Scout sign and the Scout Oath. Pause after each part and, in your own words, give the meaning of it.
8. Call the troop to attention. Salute the flag. Repeat the Pledge of Allegiance.

Troop Flag Ceremonies

1. Salute the troop flag. Give the troop yell or sing the special troop song.
2. The Scouts salute the troop flag and repeat after the senior patrol leader the troop's special pledge, along this line: "As a member of Troop _____ I pledge that I shall always strive to be a good member of my patrol. I will take part in all troop activities, advance in Scoutcraft, and act as a Scout at all times."
3. Form the patrols as spokes of a wheel, with the troop flag in the center. Patrol leaders hold on to the flagpole with the left hand. Behind them, their Scouts place their hands on the shoulder of the boy in front of them. The troop sings appropriate Scout song, such as "Hail, Hail Scouting Spirit" or "Trail the Eagle."

Patriotic Openings

1. Scout 1 (*lighting red candle*): "The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country."

Scout 2 (*lighting white candle*): "The white of my flag is for purity, cleanliness of purpose, thought, word, and deed."

Scout 3 (*lighting blue candle*): "The blue of my flag is for truth and justice, like the eternal blue of the star-filled heavens."

Scout 4 (*all four salute*): "My flag—the flag of America, home of liberty, land of opportunity, where people of all races and creeds live in peace and friendship together."

2. There are many varieties of patriotic ceremonies. In addition to saluting the flag and pledging allegiance, a troop can sing a verse of any of several patriotic songs. Or a reader can read from the writings of authors and poets who have helped us to understand what it means to love one's country. A single patriotic ceremony, no matter how good, is bound to lose some of its meaning after endless repetition. If a ceremony of any kind has lost its meaning to those involved, it is not worth doing.

Special Opening 1

Special openings can be used for courts of honor and other ceremonies.

(Table is flanked by flags. On the table are 18 candles—3 blue, 2 red, and 12 white candles, and a gold candle used as a lighter.)

Leader: We want you to understand clearly the full significance of the ideals by which Scouts live, and through which we achieve worthy citizenship. Before you, a golden flame burns constantly. (*Gold candle lighted, house lights out.*) This golden flame symbolizes a Scout's honor, which must never be dimmed. When a boy takes the Scout Oath, he is placing his honor, the brightest thing in his life, before his fellow Scouts, his Scouting officials, his parents, and his friends. A boy without honor is as nothing. So it is a serious thing to give the Scout Oath in one's honor.

From this golden flame of a Scout's honor is lighted the blue flame . . . duty to God . . . and to country. (*First blue candle is lighted.*) "On my honor I will do my best to do my duty to God and my country and to obey the Scout Law."

We light the blue flame of duty to other people. (*Second blue candle is lighted.*) "On my honor I will do my best to help other people at all times . . ."

We light the blue flame of duty to self. (*Third blue candle is lighted.*) "On my honor I will do my best to keep myself physically strong, mentally awake, and morally straight."

So that we may realize a new value in everyday life and in helping others, through being alert and ready, the golden flame brings to light the red flame of the Scout motto, "Be Prepared" (*first red candle is lighted*), and the red flame of the Scout slogan, "Do a Good Turn Daily." (*Second red candle lighted.*)

We now bring to light the 12 white flames of the Scout Law, which make bright and clear the trail that leads from boyhood to manhood. Scouts and Scouters, shall we stand and repeat together the 12 points of the Scout Law? (*Pause until all stand, then light each candle in turn as the Law is repeated.*) "A Scout is trustworthy . . . A Scout is loyal . . . A Scout is helpful . . ." etc. (*House lights on.*)

Special Ceremony 2

(*The equipment includes a small table covered with a dark cloth, a simple candlebram with 12 candles to represent the 12 points of the Scout Law, three larger candles to represent the three parts of the Scout Oath, and a small one representing the spirit of Scouting. Twelve Scouts are assigned to take part. They line up, six on either side of the candlebram, facing the audience, odd numbers on the right, even numbers on the left. The senior patrol leader stands directly behind the table. When all is ready, lights are turned out.*)

Senior Patrol Leader (*lights the small candle representing the spirit of Scouting*): I now light this candle which represents the spirit of Scouting. "On my honor I will do my best . . ." (*He hands spirit of Scouting candle to first Scout designated to give the first point of the Scout Law.*)

First Scout (*lights the first candle on the right-hand side, makes the Scout sign, and recites the first point of the Scout Law*): "A Scout is trustworthy." (*First Scout steps back and hands the candle to the second Scout who is to recite the second point. This is continued until all 12 points have been recited. The senior patrol leader calls the entire troop to attention and, with the spirit of Scouting candle, lights the three candles representing the three parts of the Scout Oath and returns the spirit of Scouting candle to its place in the candlebram.*)

Troop (*reciting in unison each promise of the Scout Oath as the candles are lighted*): "On my honor . . ."

This ceremony, though simple, is extremely effective when well done.

Variation: As each main point of the Scout Law is given, an offstage voice (a good reader) reads the explanatory part of that Law in full. He will need a flashlight, as this ceremony is given in darkness.

Special Ceremony 3

Senior Patrol Leader (*gives command*): Troop—fall in.

Senior Patrol Leader (*when troop is formed*): Atten-SHUN! Right DRESS! FRONT! (*Color guard falls in at far end of room.*)

Senior Patrol Leader: Present colors. (*Color guard brings the colors down to a position in front of the senior patrol leader and the troop, then halts.*)

Senior Patrol Leader: Troop, SALUTE! Bugler, SOUND OFF! (*Bugler plays "To the Colors."*)

Senior Patrol Leader: TWO! (*Senior patrol leader calls on one Scout to lead the troop in the Pledge of Allegiance.*)

Senior Patrol Leader: Colors, post. (*After the colors have been posted, senior patrol leader may call on a Scout to lead the troop in the Scout Oath, and another Scout to lead in the Scout Law. This is optional—it can be overdone.*)

Senior Patrol Leader (*faces the Scoutmaster and salutes*): Sir, the troop is formed. (*The Scoutmaster then takes over.*)

Note: A color guard should never about-face—they should march around as a unit to any desired position.

Special Ceremony 4

(*The audience faces a draped table that holds a candlebram with 12 candles for the Scout Law and 3 larger candles for the parts of the Scout Oath. The U.S. and unit flags are in place. Leaders and special guests are seated behind the table. One small extra candle is lighted; other lights are dimmed.*)

Scoutmaster: Honored guests, ladies and gentlemen: We all are members of the world's largest brotherhood of boys and men. We believe earnestly in the Scout motto, "Be Prepared," and in the ideals of service as given in the Scout slogan, "Do a Good Turn Daily." We meet here regularly to practice the skills of Scouting and to have fun. From time to time we go hiking and camping so we may learn more of the great outdoors and at the same time develop qualities of health and self-reliance. In Scouting, as in the games of football or any other sport or activity, we must have rules. The rules of Scouting are found in the 12 points of the Scout Law. As I light the 12 candles in front of me, representing the 12 points of the Scout Law, I would like to have the troop repeat them after me. Troop, attention! Scout sign!

Scoutmaster (*lights first candle*): A Scout is trustworthy.

Troop (*repeats after him*): A Scout is trustworthy. (*Same procedure is followed for the other 11.*)

Scoutmaster: Another important part of the Scout's obligation is explained in the Scout Oath. Here he promises to do his best to live up to the Scout Law; he recognizes also that he has an obligation to God, to his country, to others, and to himself. A Scout takes this oath when he joins the troop and we repeat it from time to time, so it will always be fresh in mind. As I light the three remaining candles, the troop will repeat the Scout Oath with me. Scout sign! (*He then leads the troop in the Scout Oath, lighting a candle before each of the three parts. When finished, he asks the troop to be seated. The house lights are turned on; the ceremony is completed.*)

Closing Ceremonies

1. Close the meeting with troop singing "Taps," unaccompanied or led by a muffled bugle, the lights dimmed (or use two bugles, one giving the call, the other the echo effect). Each boy slowly raises his outstretched hands in front of him during the first two lines (to "... from the sky ..."), then lowers them as the song is being sung.
2. Troop formation. Scout benediction: "May the Great Master" (all make gesture toward heavens) "of all Scouts" (inclusive gesture from

he right to left at height of shoulder) "be with us until we meet again" (right hand brought to hearts and heads bowed).

3. Form a circle. Have each boy make the Scout sign and with the left hand grasp the lifted right wrist of his left neighbor. Recite the Scout Law or troop pledge.
4. Finish all America yell ("A-M-E-R-I-C-A, Boy SCOUTS, BOY Scouts, B-S-A"), followed by a Skyrocket ("Ssss," the hiss of the rising rocket; "Boom," the bursting; and the soft exclamation as it spreads, "Ah-h," and the terrific boy-satisfying yell, "Scout").
5. Retire flag with proper camp ceremony using bugle. If no bugle, whistle "To the Colors" and "Retreat."
6. One round of patrol calls, troop yell. Scoutmaster says, "Good night to you." Scouts respond, "Good night to you, sir."
7. Form brotherhood circle, arms around each other's shoulders. Song leader leads troop in "Scout Vespers" song, or similar goodnight song. When the song is ended, Scouts leave the room in silence.
8. Form circle. Each Scout crosses arms in front of him, grasps his neighbors' hands. Sing "Auld Lang Syne," swaying bodies softly in rhythm.
9. Troop in line. The Scoutmaster says, "Be Prepared." All Scouts respond in unison, "We are prepared!"
10. Have all make the Scout sign and repeat together the Scout Oath or Promise.
11. Have all Scouts hum "Taps" while one boy says the Scout Oath or Promise.
12. Bugler plays "Taps" while one Scout says the Scout Oath or Promise, stating each phrase after bugler plays a phrase from "Taps."
13. While the Scouts sing "God Bless America," the appointed leader recites slowly and clearly the Scout Oath, as outlined as below. This may be used either for an opening or a closing ceremony.

Leader: On my honor I will do my best . . .

Scouts (*hum*): God Bless America, land that I love . . .

Leader: To do my duty to God and my country . . .

Scouts (hum): Through the night with the light from above . . .

Leader: To help other people at all times . . .

Scouts (hum): From the mountains . . .

Leader: To keep myself physically strong, mentally awake, and morally straight.

Scouts (hum): To the prairies, to the oceans white with foam, . . .

All: God Bless America, my home sweet home, God bless America, my home sweet home!

14. If a flag ceremony was used in the opening, it is appropriate to retire the flag as a closing ceremony. Scouts could whistle the bugle call "To the Colors" as the flag is retired.

Special Closing Ceremonies

Special closing ceremonies are to be used for special troop meetings such as courts of honor, etc.

1. (A table is placed in the center of the meeting room between the U.S. and troop flags. Upon this table are three lighted candles—one red, one white, one blue. Three Scouts are assigned to extinguish the candles. Partial darkness is suggested.)

Scout 1: As I put out this white candle, which represents purity, may we be ever mindful of this obligation, that a Scout is clean. He keeps clean in body and thought, stands for clean speech, clean sport, clean habits, and travels with a clean crowd.

Scout 2: As I put out this blue candle, which represents loyalty, may we be ever mindful of this obligation, that a Scout is loyal. He is loyal to all whom loyalty is due—his Scout leader, his home, his parents, and his country.

Scout 3: As I put out this red candle, which represents courage and sacrifice, may we be ever mindful of our obligation to remember the sacrifices that have been made for us by many others, that we may enjoy the lives of good citizens in the American way.

Troop (in unison): So may it be!

2. **Materials:** 12 candles, 3 larger candles, table, pedestal, or any of the standards used for such ceremonies. Light the 12 candles. Let there be no other illumination in the room. In the hall outside the room, the patrol leaders will tell the members of their patrols to enter the room silently, be seated, and consider the Scout Law and how it applies to their daily life. After a moment of complete silence, the Scoutmaster or officer in charge reads the following:

Fellow Scouts, we are fortunate. We are members of the world's greatest brotherhood of men and boys. There are Boy Scouts in almost every country of the world. It is a privilege to wear the Boy Scout uniform and badge.

The whole world admires and respects us.

With these privileges, we also accept obligations. We promise to do our best to live up to the Scout Law. The world sees us as individual Scouts, but when one of us grossly violates one point of the Law it is not of an individual that the world thinks, but of the entire Scouting movement.

These burning candles represent the 12 points of the Scout Law and how they brighten the life of the Scout who observes them. Will you name with me each point of the Law as I put out the candles? (Put out candles one by one as each point is named. Pause momentarily.) How dark the room is! It reminds me of a Scout who makes no attempt to live up to the Scout Law. The candles are still on the table, but without illumination they are useless.

It was the living flame that brightened the room, and so it is with the Scout Law. The words, in themselves, are useless, but when through practice they become a part of our daily life they brighten not only our own life, but the lives of all we contact. (Light the three large candles.) We too easily forget that the Scout Oath is a serious pledge. Habitually, we recite the Oath like parrots, as if it were a group of meaningless words. Tonight, let us in full sincerity rededicate our lives to the principles of the Scout Oath and Law. (Lead the group in rededication to the Scout Oath and Law.)

3. (A record player is needed for this ceremony.)

The troop is formed, with the troop colors marching into place to a stirring march tune.

When the colors are in position, "The Star-Spangled Banner" is played and all salute.

On completion of the tune, another march is played and the colors are paraded out of the room. The command is given to repeat the Scout Law while the troop follows the colors out of the room. The object is for the Scout to stop repeating the Law as he leaves the meeting room, and to practice throughout the week that part of the Law that he stopped on when he left the room.

4. *(A table is set up in the center of the floor. Upon this rests a set of 4 logs, forming a square, into which are 12 candles placed. Another log holds 3 larger candles.)*

Leader: On this table you will observe 12 candles arranged in a square, which represent the 12 points of the Scout Law. They are placed in a square because a square is made up of four equal parts, similar to the four-fold, well-balanced program of Scouting: physical, mental, social, and spiritual well-being. The three large candles represent the three parts of the Scout Oath. As the candle gives out light, so you as a Scout shall shed the light of Scouting to those about you in your home, your school, at work, and at play. In your religious duty you are to work willingly and with a smile. Should you fail to uphold even one point of the Law, such as trustworthiness, the act will stand out as a charred candle (*puts out candle*). Although there are 11 lights still burning, the most conspicuous is the light that is not burning. One point broken is more prominent than 11 kept.

the award presentations. Rehearse as needed, in the actual setting. If scripts are required, make sure they are given out well in advance of the court.

Sample Agenda

The agenda provided here should be used as a guide. Variety is one key to success for courts of honor. Develop your own ideas and don't forget to get the boys' opinions as well as consulting parents.

- Scouts enter carrying troop and patrol flags.
- Court of honor members enter.
- Color guard enters carrying colors. Scouts and audience stand at attention.
- Parents and audience join Scouts in reciting the Pledge of Allegiance.
- Use an appropriate opening ceremony.
- Chairman convenes court of honor.
- Court chairman calls on members of the court to make award presentations.
- Have special program features—Scout demonstrations, brief address, or singing.
- Retire colors.
- Close. Court of honor may close with the troop's regular closing ceremony.

The outline that follows is for a large court with all awards represented. Few troops will have this many to present at one time.

- Opening flag ceremony by a color guard or by the entire troop.
- Welcome by senior patrol leader. Introduction of Scoutmaster and troop committee chairman, etc.
- Brief announcement by troop committee chairman, if necessary. (Adult recognitions are made at this time.)
- Introduction of the opening patrol by the senior patrol leader.
- Opening by patrol.

Courts of Honor

Points to Consider

1. Conduct courts of honor frequently—once every 2 to 3 months. Do not make a Scout wait 4 months to receive his award.
2. Planning is the key to successful courts of honor. Write out your plan, then rehearse key members' parts.
3. Refer to and use the checklist provided in the appendix of this section.
4. Be prepared—have an agenda or program for the boys and the adults who will be making

- New Scout induction ceremony, if needed—this would include Scout Oath and Law with candle-lighting. (If no induction, have Scout Oath and Law ceremony at this time, with entire troop participating.)
- Present Tenderfoot awards, with parents participating.
- Present Second Class awards, with parents participating.
- Present First Class awards, with parents participating.
- Present merit badges. If there are only a few, present them individually; if there are many, present them by patrols. Always have the boys come on stage or up front and announce individual names and badges earned.
- Present Star awards, with parents participating.
- Present Life awards, with parents participating.
- Present special awards such as 50-Miler Awards; Mile Swim, BSA; BSA Lifeguard; service stars; attendance pins, etc.
- Present Eagle Palms, with parents participating.
- Scoutmaster's Minute (no more than a minute).
- Closing by patrol.
- Refreshments and fellowship.

Escort Ceremony

The Scout's patrol leader escorts the Scout and his mother before the court and presents them. The chairman makes appropriate remarks of commendation and pins the badge on the pocket of the boy's shirt. They exchange Scout handclasps. The Scout faces his mother and pins a miniature badge on her. (Make certain there is adequate light to see the miniature clasp.)

Campfire Ceremony

This outdoor ceremony is particularly appropriate to Scouting. The fire is allowed to die down to

members. The court lines up on one side of the fire, and the Scout who is to receive the award on the other side. Other Scouts are in the background. The Scoutmaster tells the group of the accomplishments of the Scout. As he makes each point, the other Scouts shout "How! How!" or some other type of praise.

Chairman: "All has been dark, but the Scoutmaster speaks good words. Let the light shine on the face of this Scout." (*At this point, a handful of oil-soaked trash is thrown on the fire, which blazes up immediately.*) "By the light of this friendly fire we see that Scout _____ (name) is worthy. He may step forward and receive his badge.

Book of Honor Ceremony

The troop has a book or scroll in which the names of the Scouts who have won honors are recorded. This Book of Honor has a page for each rank. Before a boy is invested, the roll of those who have previously earned the same award is read. The chairman then proposes that the name of the Scout also be entered. There being no objections, the name is entered. The Scout is then called forward and met by one of the court who says, "I am happy to present Scout _____ (name) to this group as a _____ (rank) Scout." The Scoutmaster or the chairman pins on the badge, shakes hands, and the Scout returns to his place.

Closing

(Four Scouts are assigned to this ceremony. The room is dark except for the candles that were lighted during the opening ceremony.)

Scout 1: As I put out this white candle representing purity, may we be ever mindful of this obligation that a Scout is clean. He is clean in body and thought, stands for clean speech, clean sport, clean habits, and travels with a clean crowd.

Scout 2: As I put out this blue candle representing loyalty, may we be ever mindful of this obligation that a Scout is loyal. He is loyal to all whom loyalty is due—his Scout leader, his home, his parents, and his country.

Scout 3: As I put out this red candle representing courage and sacrifice, may we be ever mindful of our obligation that a Scout is brave. He has the courage to face danger in spite of fear, and to stand

up for the right against the coaxing of friends and the jeers or threats of enemies, and defeat does not drown him.

Scout 4: May we close this court of honor by reminding ourselves of our duty according to the American's Creed:

I therefore believe it is my duty to my country
To love it;
To support its Constitution;
To obey its laws;
To respect its flag; and
To defend it against all enemies.

Tenderfoot Rank Ceremony

The chairman asks the senior patrol leader to call the names of the new Tenderfoot Scouts. While he is calling the names, two Scouts place a large Tenderfoot badge cutout on the wall. This should be placed so that the spotlight, when trained on the Scout receiving the award, will cast his shadow on the badge.

The Scouts who have been called line up at one side of the room or stage. The member of the court of honor who is presenting the Tenderfoot Scout badges steps forward and makes a few appropriate remarks about this rank. The Scoutmaster calls the name of the first Scout to be recognized. He comes forward and steps up on a box or raised platform. The house lights go out and the spotlight comes on. This is a great moment for this Scout. Every eye is on him as he faces the audience.

The senior patrol leader or scribe helps the Scoutmaster who makes the presentations by having the badges handy. The Scouter pins the Tenderfoot badge on the pleat of the left pocket and gives the Scout handclasp with the left hand. The Scout salutes, the Scouter returns the salute, and the Scout steps down and proceeds to the opposite side of the room or stage, where he stands at attention until all awards for this rank have been made. House lights go on. The audience then gives a rousing round of applause.

Mothers of these Boy Scouts are now called to the stage, and each Scout presents his mother with the miniature Tenderfoot badge. Everyone applauds as mothers and Scouts return to seats. This same procedure is repeated for other ranks, with the appropriate badge placed on the wall.

Second Class Rank Ceremony 1

Leader: When the Indian boy prepared for manhood, he was required to go through a stern ordeal testing his worthiness and his fitness for a place among the braves of the tribe. If he passed through the ordeal successfully, he appeared before the chief at the council fire to receive the eagle feather of the brave. As the chief placed in his hands the weapons of his rank, he pledged the new brave to an oath—he bound him in honor never to use his weapons in any way that would bring discredit to his tribe or himself.

Just as the Indian youth went through his ordeal to prove himself, so you have gone through your Second Class rank requirements to prove yourself as a Scout hiker who can care for himself in the outdoors. Just as the Indian youth pledged himself to his tribe, so should you pledge yourself to Scouting and maintain the Scout Oath and Law. In your growth toward becoming a Scout hiker, do you feel that the Scout Oath and Law have become more meaningful to you personally?

Scout: I do.

Leader: This rank of Second Class—Scout hiker—represents to you the opportunities for service to others, as the weapons did to the Indian youth. We place no weapons in your hands, but the honor of all Scouting rests as surely on your shoulders. *(Leader presents Second Class badge and congratulates the Scout and his parents.)*

Scoutmaster (to candidates): Once before, you stood before this court and became Tenderfoot Scouts. Time has passed since then. You have used that time well in pursuing Scout activities and knowledge. You are now qualified to assume the title and duties of Second Class Scout. I know that you will wear this Second Class badge as a shield with honor and distinction. To prove that you know the rules by which this award may be worn honorably, you will repeat the Scout Law. Scout sign!

Candidates (repeat the Scout Law): A Scout is trustworthy . . .

Scoutmaster: Please face the audience, _____ (name). I present you with this badge. May you bring only credit and honor to it and to your troop.

Second Class Rank Ceremony 2

Chairman: Senior Patrol Leader _____
_____*(name)*, please call the names of
the Scouts who have earned Second Class rank. *(As
Scouts' names are called, they come forward and
stand at one side.)*

Chairman: Mr. _____ *(name)* will
make these awards.

Scouter *(making awards):* You Scouts have distinguished yourselves by qualifying for Second Class rank. You are now Scout hikers, but you are more than that. By living according to the Scout Oath and Law, you are adding your bit to the fires of good citizenship and world brotherhood, which, one day, will do away with the darkness of misunderstanding, hatred, and wars.

After I have pinned on your badge, you will place the stick that you hold in your hand on our fire and add to its brightness and warmth, just as your service as a Scout adds warmth and light to others. *(Scouts step forward one at a time. The Scouter pins on the badge. Scout places stick in fire. Scouter gives him the left handclasp. Scout salutes; Scouter returns the salute. Scout steps back to his place in line. After all have been awarded, the cheerleader leads in a big "How" for them.)*

First Class Rank

The First Class rank represents a significant step in Scouting. It represents the "complete Scout." Special attention should be given to the Scout earning the award. *(The presentation of the First Class citation should be included.)*

Ceremony 1

Leader: In the days of chivalry, after a squire had earned the right to carry sword and shield, it was customary to retire to the privacy of the chapel on the evening before he was to be made a knight. There, surrounded by his weapons, he prayed that he might live worthy of the honor that was his, and that he might never bring disgrace on his knight-hood, either in thought or in deed. Just as highly as the knights of old, we who are the Scouts of today value the distinction that is ours. As a First Class Scout, you have earned the right to demonstrate and abide by the code to which a true and mature Scout is forever bound by his Scout Oath

and Law. Do you accept this greater responsibility of First Class Scout in the spirit of service of the knights of old?

Scout: I do.

Leader: In qualifying for First Class rank, you have advanced from Scout hiker to more skillful living in the outdoors for longer periods of time. In this experience, you have become a Scout camper, better able to take care of yourself and others, as did the knights of old. As we present you with your First Class badge, I charge you to continue your development as a Scout camper, so that you may better serve your fellow men in the spirit of chivalry. *(Leader presents First Class badge and congratulates Scout and his parents.)*

Ceremony 2

The U.S. and the troop flags are posted on either side of a table, which is covered with dark cloth or bunting. On the center of the table rests the Bible. A first aid kit, compass, and ax are placed around it. Have a large First Class badge of painted plywood or heavy cardboard hung on the wall behind the table. The troop chaplain, chairman of the troop committee, Scoutmaster, senior patrol leader, and three Scouts are seated behind the table. The troop members are seated at any convenient place. Senior patrol leader calls names of Scouts to be honored. They proceed front and center, turn, and face the audience.

Senior Patrol Leader *(coming forward):* Scouts of Troop _____, we are gathered here to honor you in your achievement of First Class rank.

Scoutmaster: The Scoutmaster's greatest reward is seeing young men advance through the ranks of Scouting and grow into stout-hearted, clean thinking men. I have been privileged to work with you as you have traveled this trail to First Class. I am proud of each one of you. Look with me at our troop flag. Let me remind you again of the significance of its colors: red for bravery, white for purity, green for the adventure of the great outdoors, and gold for the sunny warmth of the Scouting spirit. As you continue along life's trail, remember the significance of these colors and the part that Scouting has played to prepare you for good active citizenship. *(Senior patrol leader presents the three Scouts who, in turn, take from the table one of the symbols and come forward.)*

First Scout: When you and I became Scouts, we gave the Scout sign (*gives sign*) and took the Scout Oath or Promise—"On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times . . ."—this is what we mean by Scouting spirit. The first aid kit I hold in my hands is a reminder that as a First Class Scout you must "Be Prepared" to serve others at all times.

Second Scout: I hold in my hand a compass. It has helped you find your way on hikes and in camp. It is symbolic of Scout participation in the activities of your patrol and our troop. Scouting is a compass, too. It will help you find your way along the trail of life.

Third Scout: I hold an ax. It is the tool that helped our forefathers build America. It stands for Scoutcraft skills, which you learned in achieving First Class rank. It also represents physical fitness. May you always use your strength and skills to better serve God, your country, and others.

(Scoutmaster presents each Scout with a First Class citation, including a certificate.)

Ceremony 3

(Attractively draped table on which two candles burn. The U.S. and unit flags flank the table. Scouter stands behind it. The candidates are brought before the table.)

First Class Scout: The Scouts of Troop _____, District _____, present candidates _____ (*name*), _____ (*name*), _____ (*name*), and _____ (*name*) for the award of First Class rank.

Scouter: In the days of chivalry, when a squire had earned the right to carry sword and shield, it was customary for him to retire to the privacy of the chapel for a vigil of prayer. There, surrounded by his weapons, he communed through the night with his Maker, praying that he might prove worthy of the honor and that he might never bring disgrace on his knighthood, either in thought or in deed.

Just as highly as the knights of old do we who are the Scouts of today value our honor. As a First Class Scout, yours will be the opportunity and the right to demonstrate to all the world our code, to which a true and mature Scout is forever bound.

Are you ready to take this additional pledge, which will aid you in living as a true Scout?

Candidates: I am.

Scouter: Then take again the Scout Oath, knowing that you are now more able and worthy of living up to its highest challenge. Candidates, attention! (*All rise and give the Scout sign.*) Repeat the Oath.

Candidates: On my honor I will do my best . . .

Scouter: Two! I congratulate you on having reached Scout maturity. You will now face our audience. (*Scouter pins badges and gives each candidate the Scout handclasp.*)

Star Scout Ceremony 1

Leader: Scouts, in receiving your Star rank tonight you are taking a long step toward Eagle, the goal of all true Scouts. You have advanced toward manhood in a way that obligates you to give younger Scouts the service and experiences you have received. Tonight you are leaving that group which receives Scouting. You are now to be admitted to a smaller group whose privilege and duty it is to give Scouting—to give leadership, guidance, and inspiration to younger Scouts who will follow your lead. Your willingness to do so will be a pledge of service and a sign that your understanding of the ideals of the Scouting is growing with your increasing stature. The fun and fellowship of the past will be accompanied in the future by a deep satisfaction with your service to others and your leadership of younger Scouts. Do you accept this pledge of service to younger Scouts as a personal obligation?

Scout: I do.

Leader: I declare that you are qualified to receive the rank of Star Scout. I charge you to keep on the merit badge trail of Scouting spirit and participation and Scoutcraft until you reach the Eagle rank. Somewhere along this trail you will find manhood in its finest form. Keep the spirit of service alive in you daily life, for your sake and for the sake of the Scouts who follow where you lead. May this Star Scout badge be a constant reminder of the star of service that will shine as a guide to lead you on the trail to manhood. (*Leader presents Star badge and congratulates Scout and his parents.*)

Star Scout Ceremony 2

Star Scout: Scouts _____ (name), _____ (name), and _____ (name), you are no longer First Class Scouts. Whether you realize it, by meeting your Star Scout requirement you have left the group of those who merely receive Scouting. Tonight you will join a smaller and more significant group—those whose duty and privilege it is to give Scouting to others. As you receive your Star Scout badge, it must be with full realization that you are accepting with that badge the giving of leadership, guidance, and inspiration to younger Scouts.

Star Scout (to Scouter): These Scouts are prepared to take the service pledge with their Scout Oath.

Scouter: Fellow Scouts, you have left behind what may have been the receiving end of Scouting. Before you stretches a worthier, more mature part of your Scouting experience—the giving part. The merit badge trail holds much for a Scout who is earnest and courageous. If you follow this trail far enough, the highest Scouting goal will be yours. Somewhere along the trail you will find manhood in its finest form. Are you willing to accept the responsibilities as well as the privileges that accompany the Star Scout rank?

Candidates: I am.

Scouter: Then retake the Scout Oath. As you utter the words, let your heart repeat a pledge of service to the Scouts who follow where you lead. Scouts, attention! Scout sign. Repeat the Scout Oath.

Candidates: On my honor I will do my best . . .

Scouter: Two! Your fellow Scouts congratulate you. You will now face our audience. (*Pins badges.*) The star I pin on you will always be a reminder of the star of service that will shine as a guide to lead you onward. (*Gives Scout handclasp to each.*) Congratulations.

Life Scout Ceremony 1

Leader: History will record two types of deeds—the deeds of the great scouts of the past, through whom we have received America, and the deeds of the Scouts of today, which will determine the type of heritage we leave to the future. The bold, rugged characters of George Washington, Daniel Boone, George Rogers Clark, and a host of others

were gained in the stern, robust life of the primitive outdoors. We cannot today perform the deeds of the old scouts. But we can live the outdoor life they lived and we can model our lives along the solid lines laid down by them. In this way, the heritage we leave to those who follow will be a worthy reflection of the heritage we received from the great scouts of the past. In light of this heritage, do you as a Life Scout renew the pledge of service to your fellow men that you made as a Star Scout?

Scout: I do.

Leader: This court of honor finds you fully qualified for the rank of Life Scout. The rank of Eagle Scout awaits you as you continue on the trail of Scouting. As I present you this rank of Life Scout, may the red heart of the badge be a constant reminder of the fine things you have received from Scouting, and of the fine things you carry in your heart as a pledge to Scouting and your fellow man.

Life Scout Ceremony 2

Scoutmaster: Scout _____ (name), you have traveled far on the Eagle trail. Before you, two lighted candles shed their radiance on the heart-shaped Life Scout badge. I am proud of the effort you have put forth and of your accomplishments in Scouting. (*Add any personal details that apply.*) The heart shape of the badge is symbolic of life and courage. For you, now, the Scout Oath and the Scout Law will mean more than ever before. You will ever strive to make them the keynotes of your conduct. The spirit of helpfulness and alertness of mind, and the mastery of those Scout skills that make "Be Prepared" really mean something—these are the inner qualities of the Scout who wears the Life Scout badge.

This miniature badge is for your mother—in recognition of her love, comradeship, encouragement, and her faith in you. Take it and pin it on her proudly! (*Scout pins badge on mother's dress.*)

(*Candidates will now face the audience.*) Mr. _____ (name), will you pin the Life Scout badge upon your son's uniform? (*Badge is pinned.*) Attention! Scout salute! Two! Dismissed!

Life Scout Ceremony 3

Scoutmaster: Candidates, the heart has always been an emblem of courage, strength, and service

to others. Indeed, it is the emblem of life itself. You are now entering on the final steep and rocky trail that leads to the summit—the rank of Eagle Scout. This Life Scout heart symbolizes the strength and courage that you will need to scale the final heights, at last to join the great brotherhood of Eagle Scouts.

It also reminds you to keep yourself physically strong, mentally awake, and morally straight, and to be of service to others. Are you now prepared to meet these obligations?

Candidates: I am.

Scoutmaster: Color bearer, bring the colors forward. (*The color bearer presents the colors.*) Candidates, salute! Please recite the Pledge of Allegiance.

Candidates: I pledge allegiance . . .

Scoutmaster: Colors, post! Candidates, please face the audience. (*Scoutmaster pins the badge on each uniform, the lights go up, and all offer congratulations.*)

The Eagle Scout Court of Honor

Points to Consider

It normally requires approximately 5 weeks following Eagle board of review approval to receive the Eagle badge, certificate, etc., from the national office. Therefore, the Eagle Scout court of honor should be scheduled approximately 6 weeks after board approval. If done properly, planning will require 6 weeks.

Many elected officials will send a personal letter to the Eagle Scout, if this request allows them sufficient time. These include the president, members of Congress, governors, mayors, etc. Request such letters using the proper format and address as soon after the board of review as possible. Be sure to provide the Eagle Scout's full name and the date of his court of honor.

The troop advancement chairman and/or Scoutmaster should call a meeting of two or three of the

unit committee and the Eagle Scout's parents and senior patrol leader (provided he is not the Eagle Scout) to plan the complete program. By using the suggestions and outlines in this manual and delegating specific responsibility to specific individuals, everything should go fine. Be sure the plan is written to avoid misunderstandings.

The troop committee should establish a standard of presentation items to be provided to the Eagle Scout at the court. This standard should apply to all Eagle Scouts on a continuing basis. Establish who should pay for certain items—the troop, mother's club, Eagle Scout's parents, etc. Do not set precedents that will be an economic hardship for any family. Items to be considered might include the Eagle Scout ring, neckerchief, or belt buckle, as well as Eagle-theme cake and refreshments.

Secure early commitments from members of the court and speakers. Send them a friendly reminder or a copy of the program about a week before the court of honor ceremony.

Invitations can be purchased at the local council service center, or a simple but distinctive form can be prepared by the unit or the parents on a duplicating machine. Whichever method is selected, it should be done soon after the court date is selected for early mailings.

The planner should assist the Eagle Scout's parents in composing a list of all persons who have helped the boy earn his Eagle rank, including Cubmasters, Scoutmasters, fellow Scouts (*past and present*), post Advisors or assistants, parents' committees, sponsors, merit badge counselors, teachers, church members and leaders (*past and present*), community leaders, school pals, and the boy's relatives. No other event can win parents' support better than a good Eagle court of honor.

Representative Eagle Courts of Honor Sample Outline

Introduction

Call to Order Troop committee chairman

Invocation Minister/priest/rabbi

Welcome Scoutmaster

Introduction of Honored Guests Committee chairman

Presentation of the Colors	Troop color guard
Pledge of Allegiance	Senior patrol leader
Opening of the Court of Honor	District/unit commissioner
Presentation of the Scout Law	Two Eagle Scouts from troop

An Eagle court of honor is always newsworthy, and newspapers usually like to have stories about the Eagle Scout recognition ceremony. Relating news items to the media is important; a slip can damage the total impact of the recognition.

The ceremony should be held in an unusual setting so the event will be memorable for the boy and those attending. Suggested places could be around a campfire, aboard a naval vessel, in a church, school auditorium, courtroom or judge's chambers, or other place of dignity. Do not select a theater, country club, etc.

Selection of participants depends upon the place, unit preferences, and the type of ceremony. Generally the boy's mother and father, Scouting coordinator, or Scoutmaster makes the presentation. It is preferable to have at least three people active in the presentation: one to give the charge, one to make the official presentation of the badge and credentials from the national office, and one to pin the badge. Other Eagle Scouts of the unit or district or the unit senior patrol leader may take active roles in the ceremony or act as ushers, Eagle badge pillow bearers, flag bearers, etc.

Printed programs add a touch of class to an Eagle court of honor. Again, these do not need to be expensive; a duplicated, typed copy will be acceptable. (Eagle program covers are available from the council service center.)

Trail of the Eagle

Review the Eagle Scout candidate's Scouting history from induction to Eagle rank, stressing his growth in the ideals of Scouting. As this is being read, the candidate walks from the back of the room to the front where he is to receive his Eagle badge. Somewhere along the "trail," it's a good idea

for the Eagle Scout candidate to rededicate himself by repeating the Scout Oath.

The Eagle Scout Award

Pledge of the Eagle	District executive or other adult who is an Eagle Scout
Presentation of the Award	Scoutmaster, parents, etc.
Challenge and Charge to the Eagle Scout	Impressive Scouter or other guest speaker holding Eagle rank
The Eagle's Response	Short speech by new Eagle Scout
Closing of the Court of Honor	Commissioner
Benediction	Minister/priest/rabbi
Retiring of the Colors	Troop color guard

Reception and Refreshments

Voice of the Eagle Ceremony 1

Voice of the Eagle (VOE) ceremonies are popular throughout the country. Each unit seems to have its own version or adaptation. Two VOE ceremonies are included here.

Senior Patrol Leader: Please stand for the presentation of colors. Advance the colors.

Color Guard Leader: (*Comes forward and lets color guard reach its position.*) Will the audience join us in the Pledge of Allegiance? Scouts, salute. (*Dip troop flag. Lead the Pledge of Allegiance.*) Two. Post the colors. Color guard retreat. (*Scouts return to seats.*) The audience may be seated. (*Leader be seated.*)

Senior Patrol Leader: I would like to welcome you to Troop _____ (*number*) Eagle Court of Honor. It is my pleasure to introduce Mr. _____, who is the chairman of this court of honor. (*Be seated.*)

Chairman: I would like to invite all Eagle Scouts, including adults, to stand at this time. (*Pause.*) Thank you, you may be seated. It is my pleasure to introduce _____ who will lead us in our invocation.

Narrator: (*VOE narrator remains out of sight, using microphone or sound system.*) Will Eagle Candidate(s) _____ please come forward? This is the voice of the Eagle, the Eagle whose heights you have struggled hard to reach. We remember well when you first came to the base of the cliff, and how you looked up with ambition and determination. Look back for a moment; look down the cliff you have climbed; look at the experiences you have encountered in your ascent. These experiences should not be forgotten. You should profit by making sure adverse experiences do not occur again. Experience is a valuable teacher, if you heed its teachings.

We remember when you took your first step upon the trail that leads upward. With that first step you began to grow physically, mentally, and morally. You started living the Scout Oath and Law.

All the while you were on the trail, we watched you study and we saw you learn by doing. First, you were only a Scout. (*A Scout steps out and takes designated place on stage.*) At that time your brother Scouts called you a Tenderfoot . . . and they were right. You were indeed a Tenderfoot Scout. (*Tenderfoot steps out and takes place.*)

Soon, you reached the first ledge, and there you were greeted by a large group of Second Class Scouts. (*Second Class Scout steps out and joins Scout and Tenderfoot Scout.*)

Some, like you, were stopping to catch their breath before continuing along the trail. You began to study more, you worked harder, and almost before you knew it you came to another ledge—the ledge where the First Class Scouts dwell. (*First Class Scout steps out and takes his place.*)

There you found a tempting green meadow by a crystal-clear stream bathed in the sun. Here you were tempted to remain. Yes, you could have remained there to live the First Class glory, but your ambition stirred you on. We remember your advancement to Star Scout. (*Star Scout steps out and takes his place.*)

The trail from First Class to Star rank was not as difficult as it had seemed. This spurred you on,

and again you climbed farther. The trail was steeper and less worn. Fewer Scouts seemed to be headed in your direction. You looked down and saw the crowds below you. You looked up and saw a few above you and, with the same determination with which you started your climb, you continued up the trail. Soon, you earned the badge of Life rank. (*Life Scout steps out and takes his place.*)

The heart badge was then placed on your uniform. You will never forget your thoughts at that moment. This feeling has been experienced by all Scouts on reaching the ledge of Life Scout: "Now I am close to the Eagle, I will carry on." The trail became tougher, but more interesting. The original principles, the Scout Oath and Law, now had a fuller meaning. Your understanding of them was greater.

Yes, we have watched your character unfold and become more manly. We have watched your leadership expand into a valuable asset. We have watched your mind develop and your wisdom increase. We have watched all these things in you and now that you are on the threshold of your goal we welcome you, for you have done your climbing in a true Scoutlike manner.

This is the voice of the Eagle. (*Chairman steps forward. Scouts be seated.*)

Chairman: The awarding of the Eagle badge is an important and serious occasion, the climax and the goal for which a Scout works many years, an occasion for pride and joy, a time for serious contemplation. It is the culmination of efforts of the various leaders of this (these) Scout(s). The Eagle Award is the highest and most coveted rank in Scouting; the last major step in the advancement program. Fewer than 2 percent of all Scouts in the United States reach the Eagle rank. At this point, we trust you have achieved our purpose in the building of character, training of leadership, and the practice of service.

The requirements for the Eagle rank are as follows:

- a. Earn 21 merit badges, including 11 which are required (specify).
- b. Serve actively in a troop position for a period of 6 months after becoming a Life Scout.
- c. Plan, develop, and carry out a service project worthy of an Eagle Scout.

- d. Appear before a board of review of prominent persons and satisfy them that you have done your best to understand and live up to the Scout Oath and Law and, in all ways, qualify for the Eagle Scout Award.

Careful examination has been made by the court as to the qualifications of this (these) applicant(s) for the Eagle Scout Award.

Mr. _____, proficiency in the various crafts and skills prescribed for Eagle rank has been checked, and the records of merit badges earned by the Scout(s) have been approved and certified by the counselors appointed by the court. The Scout(s) has (have) qualified on the basis of merit badge achievement. Eagle candidate _____ has earned _____ merit badges.

Mr. _____, the applicant(s) has (have) demonstrated his (their) capacity and willingness to exert leadership in activities that are constructive and worthwhile in this community. The record has been checked in troop leadership, school affairs, and in other fields of work and service. He (they) has (have) demonstrated loyalty and duty to God and country. We believe him (them) qualified to receive the rank of Eagle Scout.

Mr. _____, the following is a resume of _____'s personal and Scouting history (*Read resume.*)

Narrator: This is the voice of the Eagle. I speak for the Eagle Scouts of this council. We challenge the Scout to accept the responsibilities as well as the honor of the Eagle Scout Award. These responsibilities are as follows: An Eagle Scout is to live with honor. His honor is sacred; it is the foundation of all character. An Eagle Scout will live so that he reflects credit upon his home, church, school, friends, and self. May the white of your badge remind you to live with honor.

An Eagle Scout is to be loyal. "To thine own self be true, and it must follow, as the night the day, thou canst not then be false to any man." Neither pain nor profit, pride nor personal loss shall sway his loyalty. The blue on your badge is the emblem of loyalty.

An Eagle Scout is to be courageous. Courage gives all character force and strength. With trust in God and faith in his fellow man, he faces each day unafraid and seeks his share of the world's

work to do. Let the red of your badge remind you of courage.

Finally, an Eagle Scout is service-oriented. Extend a helping hand to those who toil along the Scouting trail you have completed, just as the others have aided you. The daily Good Turn must take on a new meaning and better the life pattern of service. Protect and defend the weak and helpless; comfort the unfortunate and oppressed. Uphold the rights of others as well as your own. Remember, real leadership is founded upon real service.

Chairman: In recognition of these obligations, I ask you to reaffirm the Scout Oath or Promise. (*Applicants give Scout Oath.*) Will Mr. _____ come forward as a representative of the National Council, Boy Scouts of America, and administer the Eagle pledge? (*Read National Council letter.*)

Chairman: Will the Eagle applicant(s) escort his (their) parents to the front? Fellow Eagle Scout(s), we now proclaim to all the world your accomplishments. The symbol of your success is the Eagle badge and neckerchief, which will now be presented to your parents by _____. Your parents will, in turn, pin the badge over your heart and place the neckerchief around your neck. (*Presentation of badge.*) Eagle Scout _____, in recognition of the wisdom and guidance given to you by your father, will you present to him this Eagle tie bar, which he will be proud to wear in your honor? (*Pause.*) And now, also in recognition of the many hours of patient guidance given by her in your efforts, will you pin the Eagle mother's pin over your mother's heart? (*Scout gives his mother a kiss.*) Eagle Scout(s), will you now escort your parents back to their seats, and return to the front?

Now Eagle Scout(s) _____, will you advance your name on our board to Eagle rank? (*Pause until return.*) As you see (*display plaque*), your name(s) has (have) been placed on our permanent Eagle plaque for all time.

Chairman: I would like to read the following letters. (*Read any congratulatory letters, etc.*) I now have the honor to present to you this gift (*if any*) from Troop _____ in recognition of your outstanding service to this troop and of becoming an Eagle Scout. I would like to introduce _____, who will now give the Eagle charge.

Speaker: Mr. _____, I have the honor of giving you the Eagle Scout charge on the occasion of your elevation to the highest rank in Scouting.

Eagle Charge (*speaker may use own text if desired*): The Boy Scouts of all nations constitute one of the most meaningful and significant movements in the world's history, and you have been counted worthy of high rank in its membership. All who know you rejoice in your achievement. Your position, as you well know, is one of honor and responsibility. You are (a) marked men (man). As (an) Eagle Scout(s), you have assumed a solemn obligation to do your duty to God, to country, to fellow Scouts, and to humanity. This is a great undertaking. As you live up to your obligations, you bring honor to yourself (yourselves) and your brother Scouts. When you fail, you bring down by so much the good name of all true and worthy Scouts.

Your responsibility goes beyond your fellow Scouts, to your country and God. America has many good things to give you and your children after you, but these good things depend, for the most part, on the character and leadership abilities of her citizens. You are to help her in all that she needs most. She has a great past. You are here to help make her future greater.

I charge you to undertake your citizenship with a solemn dedication. Be a leader, but lead only toward the best. Lift up every task you do and every office you hold, to the highest level of service to God and your fellow men. So live and serve, that those who know you will be inspired to the finest living. We have too many who use their strength and their brains to exploit others and to gain selfish ends. I charge you to be among those who dedicate their skills and abilities to the common good.

Build America on the solid foundation of clean living, honest work, unselfish citizenship, and reverence for God, and whatever others may do, you will leave behind a record of which every Scout may be proud.

Chairman (*closing remarks as desired, followed by benediction*): You are invited to remain for the reception for Eagle Scout(s) _____ following our benediction by _____. (*Benediction.*) This Eagle court stands adjourned.

Voice of the Eagle Ceremony 2

The candle-lighting Scout Oath and Law ceremony is done by the Scoutmaster and 12 Scouts.

The candidates move along the "Eagle Trail" as the voice of the Eagle explains each rank. This ceremony also includes the Scout Oath spoken by the new Eagle Scouts.

This court begins with a welcome, invocation, introduction of honored guests, and flag ceremony/Pledge of Allegiance, followed by a Scout Oath and Law ceremony.

(Twelve Scouts, each having an assigned point of the Law to present, proceed onto the stage and line up directly behind the candle log in the order that they are to speak. They should be at least 2 feet behind the log. The Scoutmaster lights the Spirit of Scouting candle.)

Scoutmaster: Before you stands a single, lighted candle. It represents the spirit of Scouting. The law of this troop is the Scout Law. Scouts also live by another code, which is the Scout Oath or Promise. The Scout Oath describes three duties that every Scout must accept—duty to God and country, duty to others, and duty to self. Repeat with me this Oath as I light the three candles representing these duties. (*The Scoutmaster uses the Spirit of Scouting candle to light the three Oath candles as the Oath is spoken. The Scout reciting the first point of the Law moves up to the log, lights his candle, gives the Scout sign, and says the "trustworthy" text loudly and clearly. See The Official Boy Scout Handbook. The other 11 Scouts follow the same procedure, in order. Each Scout uses the Spirit of Scouting candle to light his candle. After the twelfth point of the Law, the Scoutmaster and Scouts return to their seats.*)

The court is now officially opened, and the "Trail of the Eagle" begins. (*The voice of the Eagle can be taped before the court of honor.*)

Master of Ceremonies: At this time we wish to present Eagle candidates _____ and _____, who will be taken to the foot of the Eagle ladder by their honor guard escort. (*As the Eagle candidates reach the back of the room, the lights dim—selected spots stay on.*)

Voice of the Eagle: This is the voice of the Eagle, the Eagle whose heights you have struggled hard to reach. We remember well when you first came to the base of the cliff, and how you looked up

with ambition and determination. Look back for a moment; look down the cliff you have climbed; look at the experiences you have encountered in your ascent.

These experiences should not be forgotten. You should profit by making sure adverse experiences do not occur again. Experience is a valuable teacher, if you heed its teachings.

We remember when you took your first step upon the trail that leads upward. With that first step you began to build yourself physically, mentally, and morally. You started living the Scout Oath and Law. All the while you were on the trail, we watched you study and we saw you learn by doing. First, you were only a Scout. Then your brother Scouts called you a Tenderfoot . . . and they were right, you were indeed a Tenderfoot Scout. (*Honor guard and candidates walk slowly to Tenderfoot sign.*)

Soon, you reached the second ledge, and there you were greeted by a large group of Second Class Scouts. To reach the rank of Second Class, a Scout learns to work with members of his patrol and he begins to develop patrol spirit. (*Honor guard and candidates walk slowly to Second Class sign.*)

Some, like you, were stopping to catch their breath before continuing along the trail. You began to study more, you worked harder, and almost before you knew it you came to another ledge where the First Class Scouts dwell. When a Scout reaches the rank of First Class in Troop _____, he is really first class. He is an expert in the outdoor skills of camping, cooking, hiking, and first aid. (*Honor guard and candidates walk slowly to First Class sign.*)

There you found a tempting green meadow by a crystal-clear stream bathed in the sun. Here you were tempted to remain. Yes, you could have remained there to live in First Class glory, but your ambition stirred you on. We remember your advancement to Star Scout. A Star Scout learns to work with the younger boys in the troop, passing along the knowledge he has gained. (*Honor guard and candidates walk slowly to Star sign.*)

The trail from First Class to Star was not as difficult as it had seemed. This spurred you on, and again you climbed farther. The trail was steeper, and was less worn. Fewer Scouts seemed to be headed in your direction. You looked down and saw the crowds below you. You looked up and saw a few

above you and, with the same determination with which you started your climb, you continued up the trail. A Life Scout demonstrates leadership in the troop, and takes part in community service projects. (*Honor guard and candidates walk slowly to Life sign.*)

Soon, the Life Scout badge—the heart badge—was placed on your uniform. You will never forget your thoughts at that moment—the feeling that has been experienced by most Scouts on reaching the ledge of Life: “Now I am close to the Eagle; I will carry on.” The trail became tougher, but more interesting. The original principles, the Scout Oath and Law, now had a fuller meaning. Your understanding of them was greater. The rank of Eagle is Scouting’s highest award. The Eagle Scout must earn the specified number of merit badges and must plan, develop, and carry out an extensive service project, giving leadership to others. He must also serve as a troop officer for a specified time. (*Honor guard and candidates walk slowly to Eagle sign.*)

Yes, we have watched your character unfold and become mature; we have seen your understanding of citizenship expand; we have watched your mind develop and your wisdom increase; and we have observed your leadership ability growing into a valuable asset. We have seen all these things in you, and now that you are at the threshold of your goal we welcome you, for you have done your climbing in a true Scoutlike nature. (*Stage lights on full; house lights on half.*)

Will the escorts for the Eagle candidates please escort them to the stage? (*Escorts then return to their seats.*) Scoutmaster _____, have Eagle Candidates _____ and _____ conducted themselves in a manner that exemplifies Scouting?

Scoutmaster: They have.

Voice of the Eagle: Eagle candidates, you will rededicate yourself by repeating the Scout Oath. Repeat it slowly as you stand beside the three lighted candles. Each one represents a part of the Oath. Resolve to uphold forever its principles with the same ambition and perseverance that has brought you this far. (*Candidates repeat Oath.*)

The law of the Eagle is the Scout Law. Your fellow Scouts have told you the Law, which you know so well. Take heed of this advice and wisdom. Your

conduct along the trail has been excellent. You have rededicated yourselves to the principles of Scouting. You have heard again the call of the Eagle. But, one more thing is important—your future. As an Eagle, you become a guide to other Scouts. You become an example in your community. Remember, your actions are then a little more conspicuous, and people will expect more of you. To falter in your duties would reflect not only upon you, but also on your fellow Eagles. The torch you carry is not yours only, but ours as well.

Now, my fellow Eagles, let this not be the end of your Scouting, but go on to greater heights and give other boys the benefit of your experiences.

(The Eagle candidates are given the pledge of the Eagle, their parents are escorted to the stage, and the Eagle badges and parents' recognitions are presented. A guest speaker gives the Eagle challenge and charge, and the court of honor closes with a benediction and the retiring of the colors. Reception and refreshments follow.)

Trail to Eagle Ceremony

The voice of the Eagle challenges the candidate and informs him of his responsibilities after he and his parents are on stage. The candidate accepts the challenge.

The Eagle charge is made before the badge is presented. *(The court of honor begins with a flag ceremony, invocation, welcome, and introduction of honored guests. All Eagle Scouts in the audience are asked to stand and introduce themselves.)*

Master of Ceremonies: Our theme tonight is "The Trail to Eagle." The pathway to Eagle can be described as a steep trail leading up to three peaks, the highest being that of Eagle Scout. Officially, the trail starts with the Scout and Tenderfoot ranks and continues through Second and First Class ranks. Then, the mountain climbing begins. The path is marked with merit badges, leadership responsibilities, service projects, and the practice of Scouting skills. The first peak reached is that of Star Scout, the second is Life Scout and, finally, Eagle Scout.

(The troop members are asked to rededicate themselves to the Scout Law so they may be reminded of the guiding principles of Scouting. The master of ceremonies asks the Eagle candidate to escort his parents to the stage, they are introduced, and his

mother is presented with flowers. The master of ceremonies or other special guest reads the candidate's Scouting biography and asks the candidate to stand.)

Master of Ceremonies: This candidate for Eagle Scout has passed all requirements for the rank of Eagle. A total of _____ merit badges have been earned. He has completed a service project and has served the troop as a leader. He sat before the Eagle board of review, and his records have been reviewed and approved by the National Council of the Boy Scouts of America. He stands before us, ready to receive the highest award in Scouting. I see no reason why the Eagle Award should not be presented to this applicant. If anyone knows of any reason why this Scout should not be awarded the rank of Eagle Scout, let him speak now.

First Voice of the Eagle: Gentlemen of the court, I represent all Scouts who have received the Eagle Award in the _____ Council. We do not object to the awarding of this badge, but we do believe that this applicant should understand that the Eagle rank is a responsibility as well as an honor. We respectfully ask that this applicant be informed of the responsibilities of an Eagle Scout before the badge is awarded.

Master of Ceremonies: I concur. Please state the responsibilities of an Eagle Scout for this applicant.

First Voice: The white section of the Eagle badge stands for honor. The first responsibility of an Eagle Scout is to live with honor. An Eagle's honor is sacred. Honor is the foundation of all character. Character is what one really is; not what one thinks he is. An Eagle's life should influence his family, church, school, and friends in a positive manner. May the white of your badge remind you to live with honor always.

Second Voice: The second obligation of an Eagle Scout is loyalty. It is designated by the blue in the badge. Without loyalty, all character lacks direction. "To thine own self be true, and it must follow, as the night the day, thou canst not then be false to any man." Neither pain nor profit, pride nor personal loss shall change him in his loyalty. The blue is an emblem of loyalty.

Third Voice: The final obligation of an Eagle Scout is courage, symbolized by the red in the badge. Courage gives character, force, and

strength. Trusting in God and with faith in his fellow men, he faces each day unafraid and seeks his share of the world's work to do. Let red remind you always of courage.

Fourth Voice: The final obligation of an Eagle Scout is service. He extends a helping hand to those who still toil along the Scouting trail, just as others helped him in his achievement of Eagle rank. The habit of the daily Good Turn must take on a new meaning through a life of service to all those who need him. He protects and defends the weak and helpless. He aids and comforts the unfortunate and oppressed. He upholds the rights of others while defending his own. He knows well and will always be prepared to put forth his best.

First Voice: Are you willing and eager to accept the responsibilities as well as the honor of the badge of an Eagle Scout?

Candidate: I am.

First Voice: Because of your reply, the Eagle Scouts of the _____ Council welcome you as a new member of the highest order among Scouts. *(The master of ceremonies asks the candidate to be seated and introduces the guest speaker. Following the speaker, an appropriate poem is read and the candidate and entire troop are asked to stand. The presenter of the Eagle badge is introduced.)*

Presenter: By virtue of the authority vested in this court by the National Council, Boy Scouts of America, upon recommendation of responsible persons and after thorough investigation of the applicant, I now award the rank of Eagle Scout to _____. I have the honor to give the Eagle Scout charge on this occasion of your elevation to the highest rank in Scouting.

The Boy Scouts of all nations constitute one of the most meaningful and significant movements in the world's history, and you have been found worthy of the highest rank in its membership. All who know you rejoice in your achievement. Your position, as you well know, is one of honor and responsibility. You are a marked man. As an Eagle Scout, you have assumed a solemn obligation to do your duty to God, to country, to your fellow Scouts, and others. This is a great undertaking. You will live up to these obligations and bring honor to yourself and your brother Scouts. You cannot fail and bring down the standard of all others. Your responsibility goes beyond your fellow Scouts, to God and

your country. America has many good things to give to you and those who follow you, but these good things depend, for the most part, on the character and leadership abilities of her citizens. You come to help her in all that she needs most. You are here to help make her future greater.

I charge you to undertake your citizenship with a solemn dedication. Be a leader, but lead only toward the best. Lift up every task you do and every office you hold to the highest level of service. By doing so, all may live better.

(Following the charge, the candidate's parents are asked to stand and the Eagle badge and mother's recognition are presented. The new Eagle Scout and his parents are congratulated and the guest speaker is thanked. The benediction is given, and the colors are retired while "Taps" is played.)

Portrait of an Eagle Ceremony

(Use desired opening and invocation. Then the chairman formally begins the court of honor.)

Chairman: Tonight I am going to paint a portrait. The central figure in this portrait is to be the candidate for the Eagle Award. *(The candidate is escorted to the stage. He takes his place front and center on the stage. Escorts return to their seats.)*

Chairman: The first step in painting the portrait is to fill in the background. For this purpose, several persons are being asked to help with the presentation of the Eagle badge. *(Whenever possible, use each of the following members. Introduce them properly, and have them take their place on the stage, forming a semicircle behind the Eagle Scout. If not available, improvise.)*

Chairman: Each local council in the United States is represented on the National Council by one person for each 1,000 boy members. This council has _____ (number) people who are National Council representatives. The Eagle badge is issued by the National Council *(all others are issued by the local council)* and sent to the local council service center.

The council officers include the president, vice-president, district chairman who represent their districts on the council's executive board, executive board members, and committee chairmen appointed by the council president. Because the National Council forwards the Eagle badge to the

local council to be awarded, we will ask _____ (name), who is the _____ (title), to be the first to start the Eagle badge on its journey to the candidate. (*Pause while taking place in portrait.*)

The district officers of the _____ District are the district chairman, vice-chairmen, district committee members at large, and members of the district committee appointed by the district chairman. Just as the National Council forwards the badge to the council to be awarded, the council forwards the badge to the district. We will ask Mr. _____, who is the district _____, to represent the _____ District this evening.

The one institution that helps all of us most is the church. From the cradle to the grave we are reminded of her teachings. We are proud that Scouting is privileged to help in her work. We have asked the Eagle candidate's pastor to be with us for the awarding of this badge. Reverend _____ of the _____ Church, we ask that you take your place next to the district officer.

The institution that helps us most, second only to the church, is the school. While many teachers and schools have helped in the development of our candidate, we have asked one educator to speak for them all. Mr. _____, will you please take your place next to the clergyman in our portrait?

The troop committee chairman is the person who received the Eagle badge from the district for this presentation. Tonight we are honored to have this person with us. Mr. _____, will you please come and take your place in our portrait next to the school representative?

The addition of the next two men will almost complete our portrait. These men are the Eagle candidate's Scoutmaster and assistant Scoutmaster, Mr. _____ and Mr. _____ of Troop _____. You must indeed be proud of the achievement of the Eagle candidate and, in some degree, feel recompensed for the many hours you have given voluntarily and cheerfully to the boys in your troop. Will you please take your places in our portrait next to the troop chairman.

The next person to become a part of the background of our Eagle portrait represents the many

merit badge counselors who have assisted our candidate in earning the _____ merit badges required for this high rank. The assistance these counselors give is greatly appreciated. Mr. _____, please join the group on stage. (*The presenter explains that our portrait is now complete, except for the one person who has done the most for the Eagle candidate, his mother.*) I now call _____ to the stage. (*Escorted by two Eagle Scouts, she stands on the right side of her son, the Eagle candidate.*)

(*Addressing the candidate, the chairman informs him that it has been a pleasure to have had a part in the ceremony and that he is happy to give the badge to the council representative for presentation to the candidate. The council representative addresses the candidate and, after a few remarks of a personal nature, he ends by passing the award to the candidate's pastor. The school representative, troop committee chairman, Scoutmaster, assistant Scoutmaster, merit badge counselor, each, in turn, passes the badge to the next man after a few remarks to the candidate. The merit badge counselor presents the badge to the candidate's mother, who pins it over the heart of the candidate.*)

The new Eagle gets a miniature Eagle pin from the chairman and presents it to his mother. Flowers and a kiss are appropriate. He may present his father with the Eagle tie bar, if he desires.

If the Eagle ring buckle, or neckerchief is to be presented, now is the time to do so

The chairman invites the audience to the reception following the ceremony. Following the closing he formally closes the Eagle court of honor.

Hall of Fame Eagle Ceremony

The ceremony depicts the trail to Eagle. It recognizes Eagles from the troop's past as well as the new ones, and it incorporates the use of "still life" or pantomime scenes portrayed within two or three life-size "picture frames" on stage by members and adults of the troop. The center picture frame is used to highlight each new Eagle Scout as he receives his badge. For maximum effectiveness, several spotlights are needed and their use should be carefully rehearsed.

Setup: Stage curtains are closed; large Eagle emblem is mounted above the stage. At right and left stage front there is a lectern with a light and microphone. Three people-sized picture frames are

set upon the stage, behind curtain; spotlights are preset. Aisle seats, except in the first two rows, are saved for the troop. The front two rows are saved for honored guests, minister, Scoutmaster, committee chairmen and their spouses, new Eagle Scouts and escorts, and new Eagle Scouts' families. Two rows in the rear area are also saved for Scouts.

The houselights are dimmed. The new Eagle Scouts and escorts enter and seat themselves in the front row. House lights are turned off, except blue spot on stage curtains. From the rear of the auditorium the troop comes down the center aisle in pairs, with the first pair stopping at the third row of seats. Each boy has a penlight, held as a candle. They turn and face each other.

The color guard comes down the center aisle. Each Scout turns off his penlight as the flag passes. The color guard turns and faces the audience to present colors; the Pledge of Allegiance and invocation follow. Then the court is officially opened.

(Master of ceremonies goes to the lectern at audience's left; lectern light on; spotlight on Eagle emblem mounted above the stage.)

Master of Ceremonies: This is the Troop _____ Eagle Scout Honor Roll. Tonight, _____ (number) new Eagle Scouts will be honored and their names will be entered in this gallery. They will join _____ (number) other fine young men from our troop who have achieved this distinction; in the troop's _____ (number)-year history, including . . . *(Give names of earlier troop Eagle Scouts, voice fading out.)*

Today's requirements are *(read required list of merit badges.)*

Eagle Candidate _____ has advanced through the ranks of Scouting—Tenderfoot, Second Class, First Class, Star, and Life. The skills learned along the way will help him throughout his life. Contained within these formal requirements is the general outline for the picture of an Eagle Scout.

To complete the picture, there are some less tangible but equally important qualities these young men have developed with the aid of Scouting—ambition, determination, and knowledge. When did each Scout first decide he might become an Eagle? Who encouraged him when his interest lagged? What has he gained from the merit badge program beyond the listed skills?

Let us consider the experiences and associations that helped form the character of our Scout as we create in our minds the portraits of those entering Troop _____ (number)'s gallery of Eagle Scouts. From these experiences, these challenges, these relationships, traits of character are molded and shaped to complete the picture of the Eagle Scout. They add another dimension to a boy—the difference between completing a list of requirements, and being an Eagle Scout. *(Curtains open, spotlight on frame at stage right. Scene: Small boy, age 11, studying The Official Boy Scout Handbook.)*

Master of Ceremonies: A young boy wants to be a Scout. He memorizes the Scout Oath and the Scout Law, perhaps scarcely knowing the meaning of the words he says. But he commits them to memory—the meaning will come later as he lives the Scout Oath and Law . . . "On my honor, I will do my best . . ."

(Spotlight shifts to frame at stage left. Scene: Pantomime, with older Scout instructing a young Scout who is dressed in summer camp uniform with backpack.)

Master of Ceremonies: Our future Eagle Scout comes under the influence of older Scouts in the patrol. He learns to follow and respect authority here and in his home, school, and community. He feels good about working as a team member and doing a job well. He has enjoyable weekends—camping, water skiing, beachcombing, learning new skills, and developing friendships. He competes with his patrol in the district camporee. He finds that the year's highlight is the summer backpacking trip. From year to year, the Scout's role changes and his responsibilities and enjoyment increase. With them, so does his self-confidence. He usually singles out one or two older boys as models—boys he can admire and emulate—and, about this time, he sees his first Eagle Scout court of honor. He begins to understand what sets an Eagle Scout apart from others.

(Spotlight shifts to frame at stage left. Scene: Medium-size Scout with parents.)

Master of Ceremonies: In the requirements it is not specified that the boy's parents must be participating, and Scouting is for boys, but Eagle Scouts who cannot recall the encouragement, counsel, or just the look of a proud mother or father are rare. The troop's program depends in many ways on the parents—the practice trips for camporee and for

the summer backpacking and other outings, dinners, parties, and money-earning projects, all of these events depend on the mothers and dads and the participation of all.

(Spotlight to frame at stage left. Scene: Scoutmaster facing a Scout.)

Master of Ceremonies: Week after week, from the Scoutmaster's study and experience, comes an understanding of a boy's mind, spirit, humor, and needs. And from this understanding the Scoutmaster challenges the boy and provides an opportunity and lots of encouragement. Leadership training is offered at the right time for that boy. Now, when he hears the words "trustworthy" and "loyal," he truly knows their meaning.

(Spotlight to frame at stage right. Scene: Scout in uniform with a man in business suit—pantomime.)

Master of Ceremonies: Our Scout encounters new adult friends in the merit badge program. He learns from them the required material and, in addition, something of what it means to give back to youth the wisdom acquired with age. The Scout Law becomes more meaningful as the boy recognizes "helpful" and "friendly." He learns to work with persons of varied personalities and backgrounds, and to respect each—occasionally forming lasting friendships with these truly helpful men and women. The image of the Eagle Scout develops further still, as he works on community service projects and finally develops his own initiative in planning, leading, and completing his Eagle project. This part of Scouting offers boys the opportunity to help those less fortunate than themselves.

(Spotlight off last scene in frame at stage left and put on Eagle emblem.)

Master of Ceremonies: Scouting offers a boy everything we have mentioned and more. Some boys reach out for more than others, and only a few, one in 80 to 90 Scouts, attain the Eagle rank. We are proud of Troop _____ (number)'s program. In recent years, _____ (number) of every 10 boys joining the troop have progressed to Eagle rank. From play to work, fun to frustration, following to leading, the beginning until now, _____ (number) boys in Troop _____ (number) have become Eagle Scouts. None developed alike, but all have met the Eagle standard.

Tonight, _____ (number) new portraits are being placed among those of other outstanding young men of Troop _____ (number)'s Hall of Fame. They are joining those from the past (repeat seven to eight names of earlier Eagle Scouts, voice gradually fades). Now, this year . . .

(Spotlight drops to center frame where first new Eagle Scout is standing. Second speaker steps up to lectern at audience's right. Second speaker gives first new Eagle Scout's full name. Scout stands a moment longer in frame, then steps out, meeting the Scoutmaster who pins the Eagle badge on him. As second speaker begins to read biographical material, first new Eagle Scout steps back into frame for a moment, then advances forward and down the steps from stage to waiting parents. He shakes his father's hand, places pin on mother, and slowly escorts both to the rear of the auditorium as second speaker continues to read biographical material. As Eagle Scout and parents begin to walk slowly toward the rear, Scouts seated on aisle rise and come to attention. They salute, in turn, as Eagle Scout and his parents pass. The second speaker finishes biographical material as Eagle Scout and parents reach the back of the room and are seated. The spotlight follows them to the rear of the auditorium.)

Master of Ceremonies (repeats seven to eight names of earlier Eagle Scouts, voice gradually fading out): Now, this year . . . (Spotlight goes back to center frame where second new Eagle Scout stands. Repeat procedure with Scoutmaster, second speaker, and troop saluting for as many new Eagle Scouts as are being honored.)

(Spotlight to master of ceremonies; curtain closes.)

Master of Ceremonies: We have placed the portraits of _____ (number) new Eagle Scouts in our hall of fame. These young men have excelled in what Scouting professes to teach, and we are here tonight to recognize this achievement.

The Eagle rank, however, is not an end in itself. Eagle Scouts, we charge you to build on what you have accomplished. We admonish you to remember always that your position is one of honor and responsibility. You are marked men. As Eagle Scouts you have assumed a solemn responsibility to do your duty to God, to your country, to your fellow Scouts, and to all people.

As you live up to your obligations, you bring honor to yourselves and your brother Scouts.

(Master of ceremonies pauses, then states slowly and clearly the date and full names of the new Eagle Scouts. The house lights come on. The court is officially closed and the master of ceremonies thanks the guests for attending and invites audience to reception.)

Scout Oath Eagle Ceremony

This ceremony is based on the Scout Oath and relates each phrase to the ranks required to reach Eagle rank. It can be used with the sample outline provided at the front of this section, with the exception that the Scout Law ceremony has been incorporated into the "trail" rather than occurring separately.

The ceremony can be taped ahead of time, with background music added where appropriate. For most troops it is simpler to do it "live" with the speakers hidden from the audience but where they can be heard well (use a microphone if necessary). All speakers should be boy or adult Eagle Scouts. If few are available, speakers can double up on parts, though some effectiveness is lost. As given here, the script requires two adult and three older boy Eagle Scouts.

Use a patrol as a guard of honor for each Eagle candidate (in addition to the Eagle Scout's escort) at the end of the "trail" ceremony, with the patrol leader reading the Eagle Scout's biography. (The purpose of this is to allow more troop participation in the Eagle court.)

Master of Ceremonies: Now, we are proud to present our Eagle candidates, _____ (names), who will be guided by their escorts to the base of the Eagle Trail. *(The candidates and escorts who have been seated in the front row on either side of the center aisle walk slowly to the rear of the auditorium, turn, and face stage with escorts on right side.)*

Adult 1: We who speak to you now are Eagles. We have earned the Eagle badge. Now, back to the time when you first became Scouts.

Youth 1: The first thing we learned as new members of our troop was the Oath by which Scouts do their best to live. Although we easily learned to repeat the words, we soon found that to live by the meaning presented us with a real challenge. To be a good citizen, to do the right thing not for fear of

punishment but because we felt the obligation to live up to the best within ourselves, to keep our minds and bodies healthy—in all these things we have tried to do our best. So has each of you—and this is why you stand here tonight.

(Eagle candidates and escorts move to Tenderfoot sign.)

Youth 2: On my honor, I will do my best . . . *(First escort lights Tenderfoot candle at top of sign.)*

Adult 2: Let us look at the phrase, "Scout's Honor." When a Scout stands before his fellow Scouts and pledges "On my honor, I will do my best," he should not take the words lightly. That phrase should help him to focus upon his personal integrity, so that his earnest desire to do his best is strengthened and reinforced.

Youth 3: As Tenderfoot Scouts we said to ourselves, "These are my rules. I believe in them and accept them." We became Scouts on the Eagle trail, taking a bearing on our future and moving toward honor. Behind us, on that same trail, came each of you. *(Eagle candidates and escorts move to Second Class sign.)*

Youth 2: . . . to do my duty to God and my country . . . *(First escort lights Second Class candle on top of sign.)*

Adult 1: And your duty to your country? There is an old Chinese saying that each generation builds a road for the next. The road has been well built for you. It is incumbent upon you to build your road even better for the next generation. We hope you will never be called upon to die for your country, but you will be expected, and America has every right to expect, that you live for it.

Youth 1: By the time we became Second Class Scouts, we began to develop an increasing awareness of the meaning of this part of the Scout Oath. We began to learn the importance of good citizenship, its privileges and, more importantly, its responsibilities. The time we spent hiking and camping with the troop made us more appreciative of the beautiful world God created for us. We began to see that doing our best to live as God and our country expected us to live not only made each of us a better person, but helped our fellow Scouts. As this awareness grew in each of us, it developed in each of you. *(Eagle candidates and escorts move to First Class sign.)*

Youth 2: . . . to obey the Scout Law . . . (*First escort lights First Class candle on top of sign.*)

Adult 1: Many times since you first became Scouts you have repeated the 12 points of the Scout Law. When you were inducted as the newest members of the troop, you found these points impressive. Later, as you advanced in Scouting, you probably repeated them at various ceremonies without always giving thought to the implications behind the words. Now, as you relive with us your progress in Scouting and in personal maturity, we would like you to hear them again. (*Scout Law ceremony, done by two Eagle Scouts or older boy leaders, on stage. Eagle candidates and escorts remain in place.*)

Youth 3: As First Class Scouts, we tried to demonstrate the points of the Scout Law by the way we lived. We gained some understanding of these 12 goals of personal conduct and we found that as we moved farther up the Eagle trail, living up to these goals became increasingly demanding and rewarding. Just as we were challenged, so were you. (*Eagle candidates and escorts move to Star sign.*)

Youth 2: . . . to help other people at all times . . . (*First escort lights Star candles on top of sign.*)

Adult 2: This should remind you of the Scout slogan, "Do a Good Turn Daily." If we do something regularly, it becomes a habit. That is the aim of this part of the Scout Oath. Doing personal Good Turns and community service is an important part of Scouting.

Youth 2: To become Star Scouts and earn the next rank, the heart badge of Life, we are required to do community service work. Sometimes we worked under the leadership of an older Scout whose immediate goal was Eagle rank, but we also planned and carried out projects of our own. We became increasingly aware of the value of the work we were doing and the personal satisfaction to be gained from making that work succeed.

Youth 3: As we served our community and assisted fellow Scouts, we also discovered something else—the importance of the example we were setting to those who watched us, who would later be more likely to accept such responsibilities in their turn because of our attitude and actions.

As we did our best to set the example, so has each of you. (*Eagle candidates and escorts move to Life sign.*)

Adult 1: When a Scout makes a pledge to keep himself physically strong, he's not thinking of bulging muscles. He's speaking of physical fitness in its most complete sense . . . fitness to be able to enjoy life at the fullest . . . fitness so that he can fulfill his finest possible role in life with confidence in his own abilities.

Adult 2: The phrase "to keep myself mentally awake" sets a goal of mental health and vitality, initiative, and keenness of mind—an expanding concept that grows as a boy matures. The mentally awake person finds many pathways to growth. He thinks the people who stimulate him are curious, alert, and creative. He uses all the available resources to help him understand the world in which he lives and to which he hopes to contribute his share.

Adult 1: "To keep morally straight" means to keep clean in mind and body, whether you are alone or in a crowd. Many times you will be alone, the decision for right or wrong will rest solely with you, and it may test your honor and your strength. Such battles may be the most gallant of your life, for in them you will win without praise and lose without blame.

Youth 1: In many ways we found this part of the Scout Oath to be the most challenging of all. As Life Scouts in the leadership roles to which we were appointed or elected, we found that more was expected of us than ever before. It was now assumed that as troop leaders we would accept responsibilities and see them through . . . and that we would set an example of physical, mental, and moral fitness for our fellow Scouts. We did our best to meet the challenge, and so has each of you.

Adult 1: Have you done—and been—all that you could have? Only you can answer that question, but because you stand here tonight we know that you have tried. (*Pause.*) "On my honor I will do my best . . ."

Adult 2: You have nearly completed your journey and there is one final thought we would like to share with you. (*Pause.*) The word "leadership" does not appear in the Scout Oath but is implied in every phrase. Give thought now to your responsibility as leaders. A leader is a person who is going somewhere, but not along . . . he takes others with him as he goes. Where will you lead those who follow you?

We challenge you to take pride in what you have learned so that through your leadership, as you move with purpose toward your goals, the principles of the Scout Oath become a living thing for those who follow.

Adult 1: Will you now, with those who have served as escorts on your journey, turn and face your fellow Scouts. (*Eagle candidates and escorts turn and face audience. Scoutmaster or assistant Scoutmaster rises, stands behind candle log.*) Join in spirit with the thousands of young men who have attained the goal you have now achieved. Pledge yourselves once again to citizenship and service by repeating the Scout Oath. (*Eagle candidates and escorts give Scout sign, all repeat Oath. Scoutmaster or assistant Scoutmaster lights three candles at appropriate time.*)

Adult 2: Those around you—your Scoutmaster, parents, and friends—have watched your character mature, your mind develop, and your leadership abilities expand into a valuable asset. This is a proud moment for each of you, but remember that the badge you are about to receive is not only yours, but ours. For what you do in the future reflects not only upon yourselves, but also upon your fellow Eagle Scouts. (*Pause.*) You have walked the Eagle trail with honor, and we welcome you. (*House lights up. Master of ceremonies stands by podium to continue court of honor.*)

Summary of Eagle Court of Honor

- Plan well in advance.
- Involve the Eagle Scout and his parents.
- Request letters from prominent people (President of the United States, senator, state representative, governor, others).
- Make sure the Eagle court of honor is a special event.
- Send invitations to friends and all parents in the troop.
- Invite community, church, and school leaders.
- Print programs.
- Obtain local newspaper coverage.
- Consider presenting a special Eagle neckerchief, ring, or belt buckle, or a special plaque.

- Conduct a good court of honor:

Use a printed agenda.

Ensure that speakers know what to say.

Ensure that presenters know when to do it.

Practice (walk through).

Include all elements.

Be professional.

- Have a reception with refreshments—an Eagle cake is appropriate.

Campfire Ceremonies

A Recognition Ceremony

This simple ceremony welcomes new campers to their first council fire so they will have a feeling of belonging to the group as a whole. The master of the campfire says, "Now we are going to recognize and welcome a new group of campers. Some of you may remember the campfire when you received a similar welcome. As I call your names, let each new camper come forward and place a small stick on the fire, showing that you are now a member of your council fire brotherhood. Then face the group and raise your right arm in greeting."

As each Scout raises his arm, the rest of the troop calls out "how." Then the Scout resumes his seat in the campfire circle.

A Scout Law Ceremony

(*For this ceremony you will need four small fires and four warriors or buckskin pioneers to light them.*)

First Warrior: I have lighted the fire of truth to remind us that we must be trustworthy, loyal, and reverent.

Second Warrior: I have lighted the fire of friendship to remind us that we must be helpful, friendly, and kind.

Third Warrior: I have lighted the fire of citizenship to remind us that we must be clean, cheerful, and thrifty.

Fourth Warrior: I have lighted the fire of courage to remind us that we must be brave, courteous, and obedient. *(The master of the campfire asks all to stand and repeat together the 12 points of the Scout Law in their proper order. He then declares the council fire to be open.)*

A Fire-Lighting Invocation

This variation on "Hiawatha" may be changed to fit the name and location of the camp. If your master of campfire can memorize this, it will be quite an impressive ceremony, especially if accompanied by a trick method of lighting the fire.

On the shore of Old Lake . . .

By the brightly shining water,

Stand the wigwams of our campers.

Dark behind it stands the forest,

Stand the chestnut, oak, and hemlock,

Stand the firs with cones upon them.

Many things they learn and do here:

How Wakonda, the Great Spirit,

Cares for all his faithful children,

Cares for all the forest people;

Learn they of the stars in heaven,

Of the birds that fly and nest here,

Learn the language of all creatures,

Call them friends when'er we meet them.

Oh Great Spirit, then, in heaven,

Send us flame to light our campfire

That we may for this be thankful;

Oh Great Spirit, this we ask thee,

Send us fire and we shall praise thee!

Following this invocation, possibly by a staff member in Indian costume, the fire is lighted.

A Campfire Pioneering Ceremony

Two small tepee fires are ready, one on each side of a large unlighted log cabin-type of council fire. The master of campfire, in buckskin or Scouting costume, calls the council fire to order. An Indian enters and lights the first tepee fire, using a bow-and-drill method. Immediately, a buckskin pioneer with a fur hat enters and lights the second tepee fire with flint and steel. These two characters may act simultaneously, if desired.

Master of Campfire: You see before you the fires made by the Indian and the pioneer. The red man's fires lighted the forests and plains of this great land many years before the white man came. His council fire was all-important; around it many tribal decisions were made. The fires of the hardy pioneers lighted the trails of the covered wagons and warmed the first American log cabins. The fires of these ancestors of ours lighted the way to those settlements that are now great cities in every corner of our land. We light our own council fire from the flames of the campfires of the Indian and the pioneer. May their ideals and their courage burn brightly in our hearts! *(Two Scouts come forward holding unlighted candles. Each stands near one of the fires and waits at attention.)*

Master of Campfire: We now light . . . *(Scouts take flame from the tepee fires and light the large council fire, one Scout standing on each side of it. Then they retire quietly. If this is done as an Indian ceremony, you will prefer to present it to the soft and very slow beat of an Indian drum, used as a musical background.)*

Opening Chants

1. As the flames point upward, so be our aim.

As the red logs glow, so be our sympathies.

As the gray fades, so be our errors.

As the good fire warms the circle, so may our ideals warm the world.

2. Spirit Red, Spirit Red—thy hunger must be fed.

Spirit Hot, Spirit Hot—forget us not, forget us not.

As the year grows old, keep us from the cold.

Spirit White, Spirit White—in the darkness of the night, be our shining light.

I now declare the campfire open.

Closing Campfire Ceremonies

As the glowing campfire embers fade and die, the campfire should be closed on a note of quiet inspiration, with reference to the value of the ideals of Scouting in our daily lives.

The Scout Oath

Have all Scouts give the Scout sign and repeat together the Scout Oath. Do not follow this with the Scout Law, which may be repeated so much that it can lose much of its meaning.

The Scout Law

For a closing ceremony, repeat one point of the Scout Law in its entirety. The leader in charge states the heading of this point and another leader responds with the explanatory portion of the point.

The Scout Benediction

Have all stand, bow their heads, and repeat together: "May the Great Master of all Scouts be with us until we meet again." Then the Scouts leave the area quietly.

Silent Prayer

All campers bow their heads and the leader says, "A Scout is reverent . . . He is faithful in his religious duties, and respects the convictions of others in matters of custom and religion. Amen."

Tattoo with Echo

Have the camp bugler stand some distance from the council fire area and play "Tattoo." Then have him repeat this quite softly. By using two buglers, the echo will be heightened.

Brotherhood Circle

Form a circle, arms around each other's shoulders. Sing "Auld Lang Syne" and sway back and forth to the music.

Sing "Boy Scout Vespers" and "On My Honor," then "Taps" (*Boy Scout Songbook*). Start with arms lifted high, lower them slowly as song progresses.

From the suggestions above, campfires may be developed to fit many occasions. Be sure that a varied, balanced mixture of these ingredients is used.

Special Campfires

First Campfire

Ashes from the last campfire of the previous year are kept and used in a ceremony for new campers. The boys are called forward and the Scoutmaster says, "Scouts, you have now been in camp one day and have attended part of our first campfire. Earlier in the evening you listened to the traditions of our troop and responsibilities of every Scout. Will you help us keep these traditions as good campers should?" Answer: "I will."

Scoutmaster: "I hold in this vessel some of the ashes of last year's campfire. They stand for all that we enjoyed in our past. I now place some of these ashes on the right shoulder of each of you and pronounce you campers in good standing, entitled to the rights and obligations of our camp."

Tall-Story Campfire

Tell Paul Bunyan or John Henry tales. Have a patrol contest to find the champion storyteller of the troop. Announce the contest early in the day so that the boys can prepare for it.

Indian Campfire

The boys arrive at the campfire in Indian file, stripped to the waist but covered with a blanket, and made up with war paint and feathers. Indian ceremonies, songs, and dances are featured.

Patrol Campfires

One or more evenings in camp should be designated for patrol campfires for which the patrols will make up their own programs.

Intertroop Campfires

If the troop is camping in an intertroop camp, the biggest evening events, undoubtedly, will be when the troops gather for big campfires together. For such events each troop provides its best talent and best efforts for mutual enjoyment.

Campfires in the Rain

Build the fire near the edge of a mess fly, or as near the most compact group of several tents as possible, or near the opening of the troop general assembly area, leaving Scouts under some cover.

Awards Campfires

The presentation of merit badges and other "instant recognitions" earned at camp focuses on the true outdoor spirit of Scouting. An outdoor "mini" court of honor, with a simple but dignified ceremony, puts real significance on advancement and remains in the boys' memories for a long time.

Parents' Campfire

If your troop has an annual family campout, be sure to involve family members in your campfire. Ask them to participate in skits, etc. Most parents enjoy it thoroughly!

Last Campfire

On an extended outing, this can be made the climax of the outing, with a more serious program tending toward the inspirational. Use the ashes for the next outing's campfire.

Flag Ceremonies

Opening Ceremony: Silent Pledge

(Leader stands at the front of the room, facing the U.S. flag. Reader stands at side of room. Use penlight for light. One other person is needed to shine

light on the flag with a lantern or flashlight. All lights out except the lantern or flashlight shining on flag. All stand.)

Leader: As I say the words to the Pledge of Allegiance, repeat them silently to yourselves. Hand salute—one. *(Leader—hand salute throughout.)* "I pledge . . ." Two. *(Immediately following each phrase of the pledge, reader reads appropriate section below.)*

Leader: I PLEDGE ALLEGIANCE

Reader: As our founding fathers pledged their lives, their fortunes, and their sacred honor to a new nation, so do we pledge our devotion and our loyalty.

Leader: TO THE FLAG OF THE UNITED STATES OF AMERICA

Reader: An honored symbol of a nation's unity, its hopes, achievements, glory, and high resolve—red for courage, white for purity, and blue for vigilance, perseverance, and justice.

Leader: AND TO THE REPUBLIC FOR WHICH IT STANDS

Reader: Where sovereign power resides in a body elected by, representative of, and responsible to this nation's citizens.

Leader: ONE NATION UNDER GOD

Reader: From the Atlantic to the Pacific; from Canada to Mexico; high mountains, wide prairies, great cities and tiny villages, vast ranches and small farms—we are united as one under the one to whom we turn for guidance, whose blessings we ask, and who watches over us—as individual citizens, and collectively as a nation—for in His spirit America was founded.

Leader: INDIVISIBLE

Reader: The citizens of this great country come from different racial backgrounds, have different traditions, and often worship in different houses. Because the people of America are so varied, so diverse, and so rich in heritage, the whole of this nation is far greater than the sum of its parts—and we stand together to face the world.

Leader: WITH LIBERTY AND JUSTICE FOR ALL.

Reader: We have both the right of freedom and the responsibility to respect and protect the freedom of others. From Revolutionary times to the present day, men have defended our flag with their blood and with their lives. Our flag is a symbol of the people . . . all the people . . . us . . . the people of the United States of America.

Flag Ceremony for a Court of Honor

(The troop lines up outside the meeting room in two columns, with a flag bearer at the head of each. The two columns march in, one down each side of the room. They stop. The leader of each column is at the end of the front row of seats. The Scoutmaster and the senior patrol leader stand at the front of the room, between the two flag stands.)

Senior Patrol Leader: Color guard, post the colors. *(The leader of the left-hand column carries the U.S. flag, and the leader of the right-hand column carries the troop flag; they advance to the front of the room below the stage, cross each other's path to the opposite side, and post the colors so the U.S. flag is on the speaker's right. They remain standing by their flags.)*

Senior Patrol Leader: Troop, present yourselves. *(Each Scout, beginning with the first one in line in the left-hand column, then the first one in the right-hand column, and continuing with alternating Scouts in each column, steps one pace out of line towards the audience, salutes the flag, and states his name. After all the Scouts in each column have saluted the flag and given their names, the two members of the color guard do the same, followed by the senior patrol leader and Scoutmaster.)*

Senior Patrol Leader (to audience): Please join us in the Pledge of Allegiance.

The Birth of a Flag

Narrator: Have you ever stopped to think how a flag is made? Today, we are going to show you how our flag was made.

First we add the red for courage. *(Boy raises red strip)* The courage of those gallant men who have given their lives defending the freedom of our great country. Red is for the courage of those Scouts who have accepted the challenge of advancement and development of mind, body, and character.

Next we add some white *(next boy raises white strip)* for purity. The purity of the birth of a new nation that struggled for life carved from virgin wilderness. The white is also for the purity of a new Cub Scout just beginning the great adventure of Scouting.

Then let us add some blue *(next boy raises blue strip)* taken from the sky above and the water that surrounds our continent. The blue represents the life-supporting elements that sustain our very existence, the blue sky and the blue water that beckon Scouts of all nations to enjoy God's great natural beauty.

Next we add just a dash of stars *(next boy drops stars into container)* to represent the 50 states that make up this grand land we call the United States of America. Stars that shine in the eyes of a lad as he succeeds in the accomplishment and goals achieved in the Scouting program.

Finally we add this needle and thread *(next boy drops needle and thread)* with which to finish our flag. The steel of the needle signifies the strength of our nation, and the thread represents the fiber of the brotherhood that binds us together in a united effort to continually defend the freedom our flag represents. Our flag! Old Glory! The red, white, and blue! Stars and stripes forever! The flag of the United States of America! May it always fly with honor and respect.

The Birth of a Flag (with props)

Materials

- One large container (such as a box, wash pot, etc.)
- One roll each of 1- or 2-inch red, white, and blue crepe paper
- Eight or 10 stars or disks made of aluminum foil or similar material
- One large spike or similar material to represent a needle (this object must be large enough to be seen by the audience)
- One piece of brightly colored yarn, attached to the "needle"
- One troop-size flag of the United States of America

- **Five Scouts, or if available, a Cub Scout, a Boy Scout, a Varsity Scout, and an Explorer, or any combination**

Place the container in the front center stage, with or without backdrop. Conceal the U.S. flag within the interior of the container. Take care to protect the flag from soiling or desecration during this procedure. Position the five Scouts around the container so that, on cue during the narration, each may deposit his property into the container.

At the conclusion of the narration and at the beginning of the accompanying music, the five Scouts should, in unison, bend, grasp, and withdraw the U.S. flag and hold it in proper position until the conclusion of the music, then withdraw from the stage with the flag. Two Scouts should properly fold the flag after they have withdrawn into the wings.

Scout No. 1: First, we add the red for courage. (*Deposit red crepe paper into container by holding loose end of roll, allowing roll to "stream" into container.*)

Scout No. 2: Next, we shall add white for purity. (*Deposit white crepe paper into container by holding loose end of roll, allowing roll to "stream" into container.*)

Scout No. 3: Then, let us add some blue taken from the sky above and the water. (*Deposit blue crepe paper into the container by holding loose end of roll, allowing roll to "stream" into container.*)

Scout No. 4: Next we will add just a dash of stars to represent 50 united states. (*Deposit stars or disks of foil into container by letting each slip out of his hand one or two at a time into the container.*)

Scout No. 5: Finally, we add this needle and thread with which to finish our flag . . . (*Deposit "needle" and "thread" into the container by slowly lowering the "needle" followed by the "thread" and finally dropping end of "thread" into container.*)

All Five Scouts: (*Stand at ease [military position] until the narration cue.*) . . . the fiber of brotherhood that binds us together in a united effort. (*Then, all five Scouts bend, grasp, and withdraw the flag and hold it in proper position while the national anthem is played. At the conclusion of the national anthem, the five Scouts do a half turn toward the Scout holding the part of the flag with the stars and withdraw from the stage into the wings. The Scout holding*

the flag position with the stars is in command and gives the order to "right face" or "left face" before giving the command to "retire colors," upon which command the Scouts march off stage in military step)

The two Scouts responsible for holding the two ends of the flag will be responsible for the proper folding of the flag as soon as the color guard has reached the wings of the stage.

Be sure that at least one rehearsal is held before the actual presentation at this ceremony.

Our Flag - A Symbol of Us

(The troop is lined up and stands at attention. Flag bearer is at front with spotlight [flashlight] on troop flag).

Narrator (at side): Franklin K. Lane, in *The Makers of the Flag*, makes the flag say to us "I am whatever you make me, nothing more. I am your belief in yourself, your dream of what a troop may become. I live a changing life, a life of moods and passions, of heartaches and tired muscles. Sometimes I am strong with pride, when boys do an honest work, fitting the rails together truly. Sometimes I am loud, garish, and full of ego that blasts judgment. But always, I am all that you hope to be, and have the courage to try for." Our flag is a symbol of us. To some people our flag is just a piece of cloth. To others it is just a flag. But to me it represents more than I could say here tonight in such short time.

It represents . . . what happened at camp one time—one of our boys cut his foot and had to be taken to the hospital.

It represents . . . the time I was invested as a Tenderfoot Scout; the times I helped invest others.

It represents . . . a lot of cold nights in camper tents and a lot of joyous days in the sun.

It represents . . . the first night at camp when we get little sleep.

It represents . . . the long trail from Tenderfoot to Eagle and the joys and satisfactions that come from attaining those ranks.

I believe our troop flags are neglected too much.

Our troop flag represents the Scoutmaster, assistant Scoutmaster, our committee members, our

chartered organization representative, and many others.

I think we could say that our troop flags are the hearts of troops. We should fly our troop flag at every opportunity and especially when we go tent camping.

So fellows, let's keep our troop flags flying!

I Am Your Flag

I was born on July 4, 1777.

I am more than just cloth shaped into a design.

I am the refuge of the world's oppressed people.

I am the silent sentinel of freedom.

I am the emblem of the greatest sovereign nation on earth.

I am the inspiration for which American patriots gave their lives and fortunes.

I have led your sons into battle from Valley Forge to the steaming, treacherous jungles of Vietnam.

I walk in silence with each of your honored dead, to their final resting place beneath the silent white crosses—row upon row.

I have flown through peace and war, strife and prosperity, and amidst it all I have been respected.

My red stripes symbolize the blood spilled in defense of this glorious nation.

My white stripes signify the burning tears shed by Americans who lost their sons.

My blue field is indicative of God's heaven under which I fly.

My stars, clustered together, unify 50 states as one, for God and country.

"Old Glory" is my nickname, and proudly I wave on high.

Honor me, respect me, defend me with your lives and your fortunes.

Never let my enemies tear me down from my lofty position, lest I never return.

Keep alight the fires of patriotism, strive earnestly for the spirit of democracy.

Worship Eternal God and keep His commandments, and I shall remain the bulwark of peace and freedom for all people.

Flag Ceremonies at Camp

Flag ceremonies at camp may vary with local conditions, but if we understand a good general pattern we can adapt this to any situation.

In a short-term camp the proper methods of showing respect to our flag are important. They build morale and patriotism. The flagpole may be merely a line run into a tree. In some areas it may be necessary to march the colors in and out, flanked by color guards, if no method of flag raising is possible.

A small council camp may find it convenient to assemble all Scouts around a central flagpole for ceremonies both morning and night. However, such a camp may prefer to raise the colors in the morning without ceremony and to hold a formal retreat at night.

Large council camps may have many decentralized unit camps. Some of these units may not be able to see the main flagpole. They may or may not be able to hear a centrally located bugler.

It is common practice in such camps to raise the flag at a central point in the morning without formal ceremony, at the first note of "Reveille," and to march the units to this flagpole for a formal retreat ceremony in the evening.

The important thing is to use flags and flag ceremonies at all troop outings. The display of the flags, troop and U.S., should be as much a normal scene as tents and Boy Scouts.

Morning Routine

The following morning routine is suggested for unit camps where a bugler is available. At the get-up hour the bugler plays "First Call." The unit leader gives the command "Fall in!" This brings the campers to attention.

The color detail is at the flagpole with the flag. At the command "Sound off!" the bugler plays

"Reveille" and the flag is raised quickly. The Scouts salute without command at the first note and drop their hands at the last note of the bugle. The unit then proceeds with the morning schedule.

Evening Routine

In a unit camp, the Scouts assemble at "First Call." The color detail and bugler go to the flagpole. After assembling, the boys get the command "Fall in!" The command is given, "Parade rest! Sound off!" The bugler plays "Retreat." When he finishes, the command is "Attention! Sound off!" The bugler plays "To the Colors" and the flag comes down slowly, timed to the bugle call. Scouts salute at the first note of the bugle and drop their hands at the finish of the call. The regular routine after the retreat then follows, sometimes mess call followed by the evening meal.

If the units march to (or assemble at) a central flagpole, the ceremony just described will still be in order, except that orders may be given by a member of the camp staff.

Webelos-to-Scout Transition Ceremonies

Bridge to Scouting

This impressive ceremony for Webelos Scouts can be used indoors or outdoors. Advancement recognition ceremonies for the lower ranks may precede it.

Personnel. Webelos den leader (Akela), Scoutmaster, den chief as torchbearer, Scouts from troop, graduating Webelos Scout and his parents, senior patrol leader.

Equipment. A rustic bridge with a railing made of dead tree branches and floored with scrap lumber; two campfires (artificial ones for indoors); camp candle lantern.

Arrangement. Graduating Webelos Scout and parents and Boy Scouts are seated around their respective campfires at opposite ends of a rough bridge on an auditorium stage or on the ground. If indoors, the room should be darkened. Webelos den leader asks Webelos Scout to stand and repeat Cub Scout Promise. Then—

Webelos Den Leader (calls): Hello, Scouts of (name of Scout camp).

Scoutmaster (answers): Hello, Webelos Scouts of Akela, what do you desire?

Webelos Den Leader: We have a Webelos Scout of Akela's council ring who has prepared himself for entrance into the council ring of (name of Scout camp).

Scoutmaster: Bring him forward to the bridge that joins our two council rings. (Webelos den leader leads graduating Webelos Scout and his parents to bridge. Scoutmaster crosses over bridge and is introduced to parents and Webelos Scout.)

Webelos Den Leader: _____ (name), you have contributed much to your den and pack and we shall miss you and your parents. Now you are leaving us to enter the Scout troop of your choice. There, we are sure, you will continue to grow in Scouting skills and friendships. An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our pack and Cub Scouting, will you remove your neckerchief and give it to me? Soon, your new Scoutmaster will place around your neck the neckerchief of the troop you are to join. (Webelos Scout removes neckerchief and gives it to Webelos den leader. Scoutmaster now beckons the graduate to follow him across the bridge.)

Scoutmaster (standing before Scout campfire): As Scoutmaster of Troop _____ (number) I welcome you and your parents. There are many traditions in Troop _____ (number)—so many that I would not attempt to relate them all to you now. (Scoutmaster may explain one or two traditions and tell of important troop activities planned for the near future.) Now it is my pleasure to present you with the neckerchief of our troop. (He places neckerchief around neck of incoming Scout.) Wear it with pride as many have done before you. Your senior patrol leader, _____ (name), now wishes to express the troop's happiness in having you as a member. (Senior patrol leader leads troop in a cheer for the new Scout.)

Crossing the Bridge

Personnel. Webelos den leader, Scoutmaster, a Boy Scout, graduating Webelos Scout and his parents.

Equipment. A rustic bridge on the stage or in front of the pack meeting room. The Webelos den leader stands on one end of the bridge with the graduating Webelos Scout and his parents. On the other end is the Scoutmaster with a Scout holding a rolled troop neckerchief.

Webelos Den Leader (to the parents): During the years you and your son have been in Cub Scouting, we have had many opportunities to work together along the trail. Now _____ (Webelos Scout's name) has reached the age of 11 and is leaving the pack to enter Boy Scouting. I am sure you are going to find the same satisfactions there that you found in Cub Scouting. As a symbol of the growth of your son and his entrance into Scouting, I ask that he stand before me where I will divest him of his Webelos Scout neckerchief. You and he will then cross over the bridge into Scouting, to be welcomed by Scoutmaster _____ (name) of Troop _____ (number). (After Webelos den leader has removed the Webelos Scout's neckerchief and saluted him, the Webelos Scout and his parents cross bridge and stand before Scoutmaster.)

Scoutmaster (greets Webelos Scout and parents with handshake): As Scoutmaster of Troop _____ (number), it is indeed a pleasure for me to welcome you into the troop. We meet each week at _____ (time) at _____ (place). We shall look forward to welcoming you at our next meeting.

Scoutmaster (to boy): And now I present you with this Scout neckerchief. (Places rolled neckerchief around the boy's neck.) May you wear it with pride; its colors are those of Troop _____ (number), which welcomes you as its newest member. (All exit.)

The Milepost

Personnel. Cubmaster, Webelos den chief, graduating Webelos Scout and his parents, Scoutmaster, and two Scout aides.

Equipment. Troop neckerchief for graduate.

Cubmaster (addressing audience): Cub Scouting is the younger boy part of the great Scouting movement. In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. He decides what troop he will join and with his parents arranges for his entrance into Scout-

ing on his 11th birthday. Tonight our pack has the privilege of bringing another Webelos Scout to this significant milestone. (Addressing den chief) Den Chief _____ (name), will you escort Webelos Scout _____ (name) and his parents forward? (Cubmaster greets them.) Webelos Scout _____ (name) has chosen Troop _____ (number). Mr. _____ (name), is here. We will ask him to come forward with his aides. (Cubmaster introduces Scoutmaster and his aides to Webelos Scout, his parents, and audience.)

Cubmaster: We are now going to relive the Cub Scout experiences of our boys who are ready to cross over the bridge into Boy Scouting. You started your Cub Scout careers as Bobcats. You were at least 8 years of age, or had completed the second grade. You had to learn the Cub Scout Promise, the Law of the Pack, the handshake, and the salute. So you started your journey on the Bobcat trail. You looked ahead and saw that the trail went through a comparatively level "Wolf Valley." (Boys and parents move to Wolf Valley sign, led by Cubmaster.)

Cubmaster: As you went through "Wolf Valley" you worked on your physical and mental skills until you had passed 12 achievements. You passed these achievements with your parents or at your den meetings. You were growing; you mastered "Wolf Valley." Raise your heads and look where the trail leads now—up and up. Your next goal was "Bear Mountain." (Boys and parents are conducted by Cubmaster to Bear Mountain.)

Cubmaster: As you progressed up the trail toward Bear Mountain, you found the achievements a little more difficult because you were growing both physically and mentally and more was expected of you. You passed your 12 required achievements and were encouraged to work on electives, both Wolf and Bear. A year passed and you reached the top of Bear Mountain, and could now see ahead of you the Lodge of the Webelos. Your guides on the trail now changed and fathers became the leaders who worked with you. (Boys and parents are conducted to "Webelos Lodge" or council fire.)

Cubmaster: You were a member of the Webelos den. Now it was strictly between you and your leaders whether you wanted to work for the Arrow of Light Award or just wanted to be a member. You remained a Webelos Scout until you reached the age of 11, when you became eligible to join a Boy Scout troop. You've worked hard in the Webelos den and are now ready to take your next step on the

Scouting trail by crossing over the bridge to further adventure.

(The Cubmaster calls each Webelos Scout and his parents forward to the foot of the bridge. The mother is presented with the achievement board. Enumerate the awards and achievements and then conduct the Webelos Scout and his parents across the bridge—one boy at a time. The Scoutmaster should be prepared to make a welcoming speech to the boys and their parents, plus other recognition as desired.)

Scoutmaster: _____
(name), it is a privilege to welcome you into Troop _____ (number). As a Scout you will hike and camp. You will learn many useful things. You will have an opportunity to continue to grow into a useful citizen because you will participate in civic activities and learn the thrill of helping other people by practicing the habit of doing a Good Turn every day. And now Scouts _____ (name) and _____ (name) will exchange your Webelos Scout neckerchief for our troop neckerchief, symbolic of graduation into Scouting. *(Aides replace the Webelos Scout neckerchief with a Scout neckerchief, give the Scout handclasp, step back, and salute. The Webelos den chief leads the pack in a yell for the graduate.)*

Cub Scout—Family Graduation

The graduation ceremony can be held indoors or outdoors, in uniform or in Indian costume.

Personnel. Webelos den leader, graduating Webelos Scout and his parents, Scoutmaster, patrol leader, five Cub Scouts to hold signs, den leaders, pack committee members.

Equipment. Display signs of all Cub Scout ranks, Scout neckerchief, and a slide.

Arrangement. All Cub Scouts, Webelos Scouts, den leaders, and committee members line up in two columns. Small signs or posters bearing the five Cub Scout ranks are held by Cub Scouts. The

Webelos den leader, graduating Webelos Scout, and his parents stand at one end of the double column. The Scoutmaster of the troop the graduate is joining faces them at the other end of the column. With him is a patrol leader (of the patrol the graduate will join, if this is known).

When all are in their places, the Webelos den leader reads a review of the graduate's accomplishments during his Cub Scout years, mentioning awards he has received.

Webelos Den Leader: Our accomplishments are never made without help. And significant in _____'s (graduate's name) growth has been the help he has received from his parents. I thank you for the help you have given your son and your cooperation with his den and pack leaders. Of course, we shall miss you as you move on into Scouting, but we are honored to present Troop _____ (number) with such an outstanding family. All of us here wish you continued success as you climb the Scouting trail. *(The graduate and his parents now pass down the line between the two columns, receiving good wishes and goodbyes from all pack members. Cub Scouts might sing "For They're a Jolly Good Family" to the tune of "For He's a Jolly Good Fellow." As the graduate and his parents reach the end of the column, the Scoutmaster welcomes them.)*

Scoutmaster: You have had a delightful experience in Cub Scouting and Webelos Scouting. Boy Scouting will introduce you to new skills that lead to great fun—hiking and camping. Mrs. _____ (name), we hope you will continue to help your son. Mr. _____ (name), we will look forward to your active participation with the other dads as they assist us in making our troop one of the best. In so doing you will be assured that your son is receiving full benefits from his Scouting experience. *(The graduate's patrol leader now replaces his Webelos Scout neckerchief with the neckerchief of his new troop and gives him the Scout handclasp. Close with a graduation song, grand howl, or other appropriate closing.)*

Appendix

General Tips for Good Ceremonies

A few props and techniques can spice up any ceremony. These can range from the simple to the elaborate, depending on need and budget. A few ideas have been included in this guide, but use your imagination to develop your own.

Lighting

Lighting is important to most ceremonies. Techniques range from performing a ceremony behind the campfire so the fire illuminates the participants to spotlighting recipients in a court of honor.

- **Room Lights.** Check out and be sure you know what to switch on and off, and when. Know and plan the effects.
- **Stage Lighting.** Floodlighting can be accomplished using anything from yard reflector lights to desk lamps. Regular table lamps can be used simply by shielding the audience by using cardboard, etc.
- **Spotlighting.** Spotlighting should be used any time a boy is recognized before an audience, such as a court of honor, etc.

A flashlight may be used as a spotlight. A 35mm slide projector can be an effective spotlight. Try it first to be sure of the distances. Masks in front of the lens will reduce the size of the spot.

Decorations

A few decorations can transform a room into a special place for appropriate ceremonies.

- Stand-by crepe paper
- Boy Scout neckerchiefs
- Posters—Boy Scout and other
- Colored lights

- Scout skill displays, merit badge displays, knot boards, etc.

Audiovisuals

Many commercial and BSA movies and slide programs are available and appropriate for more formal ceremonies. Good sound equipment (tape or record) and carefully selected music will enhance a court of honor or other special ceremony.

Special Props

Specially designed and developed props become tradition and add special flair to ceremonies.

- **Advancement boards.** Develop your own. Arrange by rank or patrol. Have names on individual cards punched for hanging when advanced.
- **Eagle plaque.** Impressive plaque with troop number and etched eagle emblem. Engrave new Eagle Scout's name and add it to the plaque at the Eagle court of honor.
- **Candle log.** Log(s) with holes drilled for candles. Many designs and uses for Scout Law, Oath, and ranks.
- **Artificial campfires.** Made with electric light bulbs or flashlights, logs, and red/orange plastic. Be sure not to make a fire hazard.
- **Badge holder.** Have some device to hold your advancement badges, pins, and cards. This could be a felt-covered tray or a Boy Scout emblem covered with cork, etc. Divide all items by boy's name and be sure the presenter knows how to get them off.

Flags

The use of troop, church, state, and U.S. flags is appropriate in ceremonies. Be certain you display and carry flags correctly. A spotlight on the flag(s) is a nice highlight.

Troop Scrapbook

Display your scrapbook at special ceremonies.

CHECKLIST FOR COURT OF HONOR

(May be adapted to other formal ceremonies as applicable)

Eagle Court	Regular Court	Planning Phase
_____	_____	Schedule date
_____	_____	Reserve facility
_____	_____	Meet with Eagle Scout, committee, parents
_____	_____	Request letters from dignitaries, etc.
_____	_____	Secure speaker/court commitments
_____	_____	Send invitations
_____	_____	Print programs
_____	_____	Prepare/release news releases
_____	_____	Mail programs to participants
_____	_____	Order refreshments
		Physical Arrangements
_____	_____	Seating for audience
_____	_____	Seating for platform
_____	_____	Lights
_____	_____	Heat and ventilation
_____	_____	Public address system
_____	_____	Special equipment (such as movie equipment, if used)
_____	_____	Custodian's cooperation secured
_____	_____	Refreshments
_____	_____	Parking
		Awards Presentation
_____	_____	Badges and certificates in individually marked separate envelopes

_____ Claaspe on mothers' pins and metal badges open and ready to be pinned on

_____ All other awards and recognitions arranged and marked

Presenter's Briefing

_____ One Scout at a time receives his award.

_____ The Scout faces the audience.

_____ The Scout is on a box or raised platform.

_____ The Scout is spotlighted, if possible.

_____ Know where to pin the badge.

_____ Know how to give Scout handclasp with left hand.

General Program

_____ Who is to be introduced?

_____ Make speakers aware of time limit.

_____ Prepare notes for people who are not familiar with activities.

_____ Encourage parents' participation.

_____ Recognize the Scoutmaster and other leaders.

_____ Have demonstration or special program materials on hand.

_____ Plan entrance for court of honor officials.

_____ Start on time and end on time.

_____ Set up and man refreshments/reception.

Followup Details

_____ Make arrangements for returning equipment and cleaning.

_____ Send note of thanks to program participants, custodian, and others who help.

Meeting Ceremonies—Opening, Closing

Take every opportunity to recognize participants in Scouting. Make your ceremonies more impressive by planning and using a little showmanship.

Conservation Opening Ceremony

Equipment. Outdoor Code on poster on wall of meeting room. Have troop artist design a poster.

Formation. Troop in line, facing poster.

Program. Senior patrol leader: "Scout sign! Repeat after me: 'As an American, I will do my best to be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation-minded.'"

Conservation Closing Ceremony

Equipment. Outdoor Code poster, pencils.

Program. Each Scout comes up to the poster and pledges himself by personal signature to live up to the Outdoor Code.

Square Knot—Scout Law Opening Ceremony

Equipment. Each Scout has a 6½-foot belt rope, each patrol has its patrol flag.

Formation. Scouts form by patrols in circles around their patrol flags, each boy with his rope, patrol leader holding flag.

Program. At command of senior patrol leader, "Tie bowlines around patrol flagstaff," each Scout in turn ties his rope around flagstaff and returns to his position in the circle, holding on to the free end of his rope. When all ropes are attached, the Scoutmaster says: "These ropes, joined to the patrol flags with a knot that will not slip, symbolize your patrol unity. Let us repeat together the Scout Law expressing the spirit of our patrols. Scout sign! A Scout is trustworthy, loyal, helpful . . ."

Carry the theme of the troop meeting's opening ceremony over into the closing ceremony, to tie the parts of the meeting into a unit.

Square Knot—Scout Oath Closing Ceremony

Equipment. Each Scout has a 6½-foot belt rope, each patrol has its patrol flag.

Formation. Troops form a large circle, each Scout with his rope behind him.

Program. Senior patrol leader directs: "Tie one end of your rope to the end of the rope of the Scout on your right, with a square knot. Grasp the rope with your left hand; make a circle as large as the ropes permit."

When the command is carried out, the Scoutmaster says: "We are bound together in a circle of ropes tied by the square knot, which represents the brotherhood of Scouting. While in this circle, let us rededicate ourselves to the Scout Oath. Scout sign. On my honor, I will do my best . . ."

Troop Flag Ceremony

Scouts in circle formation, troop flag in center. The Scouts salute and repeat after the senior patrol leader in troop's pledge, along this line: "As a member of Troop 14, I pledge that I shall always strive to be a good member of my patrol, to take part in all troop activities, to advance in Scoutcraft, and to act as a Scout at all times."

Scout Benediction Ceremony

Troop in circle formation.

Scoutmaster: "May the Great Master (all make gesture toward heavens) of all Scouts (inclusive gesture from right to left at height of shoulder) be with us 'til we meet again (right hands brought to heart and heads bowed.)"

America Yell Ceremony

Troop in circle formation.

Close with America Yell—"A-M-E-R-I-C-A, Scouting, Scouting, U-S-A"—followed by Skyrocket Yell: "Sss" (the hiss of the rising rocket), "Boooom" (the bursting rocket), "Ah-h-h" (the soft exclamation as rockets spread), (then the terrific boy-satisfying yell) "SCOUT!" "Scr-r-ratch."

Scoutmaster's Minutes

VI/Scoutmaster's Minutes 641

Scoutmaster's Minutes

The Winning Spirit

Scouts, what is a winning spirit? In some sports, people say that a guy who has the winning spirit really comes to play. That kind of guy is sometimes called a "gamer."

In Scouting we have gamers, too. Know who they are? They're the guys who are active in their patrols and in our troop. They're always trying to learn something new and to advance from one rank to another.

That kind of guy has his own motto. His motto is: "Be First Class." From the day he joins the troop he's shooting for First Class—in rank and in everything he does.

You new Scouts should remember that. Be First Class!

Patrol Spirit

I'm sure all of you Scouts have played team sports, so you know what teamwork means. Most football fans see a touchdown run and say, "Wow! Isn't that guy a great runner?" Maybe he is, but if you have played football you know that what really made that great run was the blockers on the line and downfield. Teamwork made the touchdown, not just one guy's talent.

The secret of patrol teamwork is having every member do his job, whatever it is. If one Scout goofs off, the patrol suffers. If every Scout does his part, the patrol is bound to be a winner.

The winning attitude is what we call patrol spirit. Is your patrol a winner? I'm not asking whether you win every contest. I'm asking: Is your patrol doing the very best it can, and is every member contributing?

If your answer is no, then ask yourself: "Am I doing my very best? Do I have real patrol spirit?"

The Real Way to Happiness

Who can tell me what the Scout slogan is? That's right, "Do a Good Turn Daily."

The Boy Scout Handbook tells us that a Good Turn is an extra act of kindness. It might be a big thing like saving somebody's life with courage and skill. Or it could be some small act like picking up trash on the street or helping a child get his kite out of a tree.

There are two good reasons for doing Good Turns. One of them, obviously, is that it makes other people happy. But you find, if you do a Good Turn daily, that it makes you feel good, too. Baden-Powell, the man who started Scouting in England more than 75 years ago, said this about the Good Turn: "The real way to get happiness is by giving it to other people."

Every one of us should be doing our Good Turn daily. Are you? If you don't think about it very often, it's a good idea to start now. We'll be reminding ourselves later this month when we do a troop Good Turn for _____. But if you have the Scouting spirit, you will do your best to follow the Scout slogan in your daily life with some small services to your family, your teacher, your friends, or a perfect stranger.

Thanksgiving

Thanksgiving is almost here, and that means a school holiday, probably some football games

to watch, and surely a big meal of turkey with all the trimmings.

It's a great time for everybody. But before the holiday passes, take a few minutes to think about what it really means. Thanksgiving started out to be a time for giving thanks to God for his blessings. We should make sure to keep that thought in our celebration today.

That doesn't mean we have to spend the whole holiday time in prayer. By all means we should enjoy the feast and the football. But we should also remember that a Scout is reverent, and part of that point of the Scout Law is praying and giving thanks at appropriate times. So when you sit down to your big Thanksgiving dinner, don't forget to offer your thanks to God, not only for the food but for all your other blessings.

Laws and Men

Why do we have laws? What's the purpose of laws? That's right, we need laws to govern society. To protect life and property and to make rules for the way our society works. If we had no laws, there would be nothing to stop a man from injuring someone weaker than himself or stealing from others. Laws are essential for any civilized society.

But you know, there are laws and laws. For instance, we speak of the law of nature. Is that some kind of written rule that everything in nature must follow? Not really. It's more like a description of the way the natural world works. The law of nature tells us that predator animals like lions kill and eat prey animals like wildebeests and antelopes—not because they are vicious but because that is nature's way of sustaining her creatures.

Then there's the Scout Law. Are the 12 points of the Scout Law something that must be obeyed or you'll go to jail? Of course not. The Scout Law is a different kind of law. It is a prescription for good character. But in its way the Scout Law is just as important as the laws Congress passes because the man who follows the Scout Law will be the best kind of citizen. That kind of citizen tries his best to obey not only the Scout Law but also the laws of his community, state, and nation. Let's now stand and renew our pledge to the Scout Law.

Measuring Up

This month we're learning how to measure heights and distances by estimation. It's fun, and it can be a useful skill in the outdoors—in planning pioneering bridges, for example.

We measure by estimation in lots of everyday things, too. In the morning, you estimate how much orange juice you want for breakfast by pouring it into a glass. It's not a precise amount, just approximate. And you measure by estimation when you cross a street well before a car comes or when you pass a football to a running teammate.

One thing most of us don't measure often enough, though, is ourselves. How often do we stop and say, "Am I doing the right thing? Is it what a Scout should do? How am I measuring up to the Scout Oath and Law?"

I suggest that you set aside 5 minutes a week to pause and ask yourself, "How am I measuring up?"

The Importance of Knowledge

(Have an assistant leader enter the room with a bloody "wound" on his head. Use catsup or food coloring mixed with cold cream to make blood.)

Scouts, we have a bad bleeding case here. I'd better fix him up. *(Use neckerchief to make an arm sling on the assistant, ignoring the head wound.)*

Well, I fixed him up pretty good, right? No? What's wrong?

That's a pretty stupid mistake, isn't it? What should I have done? *(Get answers.)*

The point we're making here is that bad first aid is worse than no first aid at all. In first aid, you have to know what you're doing. You don't have to be a doctor to do it right, but you do have to understand what the problem is and then take proper action. That's what we're learning this month.

All of you know that the First Aid merit badge is required for First Class. So the subject is important for its own sake, not just for advancement. That's why I hope that every Scout in this troop becomes proficient in first aid this month.

Keep Your Cool

Scouts, I have a sort of trick question for you. Think before you answer. What's the most important thing for a first aider to do?

Call for help? No, that's often very important, but it's not the first. Check for breathing? No—again, that's obviously vital, but it's not the first thing.

The most important thing for a first aider to do is this: Stay cool. Think! Don't act in a panic. Think first!

Often you must act fast when a person needs first aid. But think first! That's not always easy to do in a real-life accident or serious illness, but it is

essential. It's easy to be calm and cool when we're practicing first aid here in the troop room. It's not so easy when an accident victim is not breathing or when blood is spurting out of a severed artery. In those situations, you must act fast.

But begin training yourself now to stay cool and think before you take action. Then, if you're ever in a real crisis situation, you will remember the first aider's first rule—stay cool and think.

Hibernation

Does everybody know what the word "hibernation" means? That's right, it means to sleep through the winter. Woodchucks do it. So do some chipmunks, ground squirrels, bats, and some mice. Bears do a lot of sleeping in the winter, too, but they're not true hibernators because they sometimes get up and yawn and look around a little on a warmish winter day.

Did you know that some Scouts are hibernators, too? They're what we might call warm-weather Scouts. When the air gets cold and there is snow on the ground they'd rather stay home than go outdoors as Scouts do.

I hope we don't have any hibernators in this troop. Leave hibernation to the animals who really need to do it because it's part of their life cycle. The most important part of the word "Scouting" is "outing," and in this troop we like to get outdoors rather than try to find our adventures in front of a TV set. Part of the fun of Scouting is learning to live comfortably outdoors all year round. You will find that there is a lot of satisfaction in knowing that you can take care of yourself in any weather. That doesn't mean that we're nuts, though; if we get caught in a blizzard with sub-zero temperatures, we'll come home. But we know how to take care of ourselves in ordinary winter weather.

So you newer Scouts can tell your folks that you'll get along just fine with the troop when we go out later this month. In this troop Scouting really is outing.

Your Wild Animal

Scouts, did you know that everybody, including you, has a wild animal behind bars? The wild animal is your tongue, and the bars are your teeth.

If your tongue is not trained it can cause a lot of trouble, not only for yourself but for those around you. Keep those bars of teeth closed until your tongue is so well trained that you know it won't harm anybody.

Your wild animal can make trouble by bad-mouthing other people, by gossip and slander, and by wisecracks at the wrong time. Train your tongue so that it knows the right time to speak and the time to keep quiet. Until you have it fully trained, keep that wild animal behind those bars.

Your Cook Kit

Scouts, have you ever heard of people who claim to be able to read your character by the lines in your hand, the shape of your head, or your handwriting? Well, I know a better way. (*Hold up a cooking kit.*) All you have to do is look at a Scout's cooking kit.

First you ask, "Is it clean?" Then you ask, "Who cleans it?" Every self-respecting Scout cleans his own kit. He doesn't expect his mother to do it for him.

The next thing to ask is, "Has it been used a lot?" We all know that some mess kits don't get used very often. They're owned by Scouts that some people call "sandwich-wrapped-in-a-pink-napkin" outdoorsmen. I see some of you are smiling. Of course, I'm not referring to anyone here.

Then there is the Scout who really uses his cook kit—keeps it clean, too. He can cook with a stick, and he can cook with aluminum foil. In fact, he can cook just about any way he wants to and have fun doing it.

He's our kind of Scout. You can tell by looking at his cook kit.

A Scout is Thrifty

I don't know about you, but whenever I hear the word "thrifty" I think of a guy putting his money in a bank. But I know that the word means a lot more than that. When we say, "A Scout is thrifty," we're talking about a lot more than saving money.

Thrift means not wasting things, too. We should not waste food, for example. And we should not waste our natural resources, either. When we go camping, we don't burn more wood than we need, we don't trample plants and wildflowers unnecessarily, and of course we are very careful with fire.

All of that thrifty idea is contained in our Outdoor Code. In the code, we pledge ourselves to be clean in our outdoor manners, careful with fire, considerate of others, and conservation-minded.

So the point of the Outdoor Code is to preserve the wonders of the outdoors for others to use in their turn. And that's being thrifty just as much as saving our money.

Let's all think thriftiness every time we're hiking and camping.

Looking Toward Your Career

How many of you think you know what career you will choose when you become men? Most of you have plenty of time to make up your mind, and probably you'll change your ideas before you really get serious about a career.

The reason I asked the question is that this month you have a chance to do some career exploration as we sample a few merit badges. You know, there are more than 100 merit badges and probably half of them are related to careers. So your years in Scouting are a great opportunity to take a close look at the world of work.

Don't miss the chance. It's a chance not only to find out which careers interest you, but it's also a chance to find out which careers you don't like. That's a good thing to find out now, if you can, so you don't spend a lot of time thinking about a career that's not for you.

If you're on the trail to Eagle—and I hope everybody here is—you have to worry about getting the required merit badges—First Aid, Safety, Camping, the three Citizenship badges, and so on. But for the other merit badges you'll need, don't just pick the ones that look easiest. Use the opportunity offered by merit badges to explore working careers and meet the people in those careers. When it's time for you to decide on a career, you'll be glad you did.

First Class

In our everyday speech, "first class" means the best. When we say that someone is traveling first class, or that's a first-class restaurant, everyone understands what we mean.

In Scouting, "First Class" has another meaning. As we all know, it's the third of our six ranks. In some ways it's the most important because it's the hump you have to climb over to reach Star, Life, and Eagle. A First Class Scout has mastered the basics of Scouting and is ready for the advanced course.

You fellows who joined the troop last fall ought to be setting your sights on the First Class badge now. Most of you have made Second Class by this time and you'll soon have been in Scouting long enough to be eligible to earn First Class rank. Why not make it your goal to reach First Class by the time we go on our "Great Outdoor Quest" this summer?

In this troop, we try to be first class in everything we do—camping, hiking, camporees, Scout shows, trips. To achieve that, we need lots of first-class Scouts—those who have earned the First Class badge.

Caring for Tools

(Show various hand tools.) Tools like these are essential in making repairs around the house and in doing the kind of community Good Turn we're planning this month. You couldn't do the job without them.

But they must be in good condition. If your hammer's head is loose, the hammer becomes a dangerous weapon. If your saw blade is dull, it makes the work harder and you also run the risk of cutting yourself if the blade jumps out of the groove. And if your screwdriver's blade is all beat up, you're going to ruin a lot of screws.

Your character is like a set of tools. Think of your character as a set of qualities or attributes we talk about in the Scout Law—trustworthy, loyal, helpful, and so forth. If you are not trustworthy, that part of your character is like a hammer with a loose head. You could be dangerous to others because no one could depend on you to do what had to be done in an emergency. If you're not loyal, you're like a dull saw blade—not reliable when the chips are down.

A good craftsman keeps his tools in excellent shape because they are his livelihood. A good Scout keeps his character in excellent shape because he knows that the attributes that make up his character are his most precious possession. Let's remind ourselves of that by joining now in the Scout Law.

Be Proud

You can't watch TV or read a newspaper today without hearing the word "community." There's talk about the black community, the Hispanic community, the business community, and the scientific community. Wherever there are people with the same interests, they're a community.

You're part of a community, too. It's our neighborhood (or town). As a resident of this community, you have some common interests with everybody else who lives here. You want it to be clean and safe with pleasant streets, good schools, and friendly people—a place you can be proud of.

Well, there's something you can do about that. In fact, we're going to do something about it next week with our Good Turn. But you can do more.

You can avoid littering, for example, and it won't hurt you to pick up other people's litter either. You can be a good citizen in school and thus make your school better.

Be proud of your community. And let's all do our part to make it a place to be proud of.

Your Label

Smart shoppers read labels when they go to the supermarket. Product labels tell them a number of things: whether the can or package has beans, corn, flour, or pork chops; what ingredients it contains; what it costs; the weight of the product. The label also carries the trademark of the packer or manufacturer. You can learn a lot by reading labels.

In Scouting we carry around our own labels. The uniform itself is kind of a label. It tells people that we are Scouts and that we are trying to live by the Scout Oath and Law.

If they know anything about Scouting, the badges we wear are labels, too. The badges describe some of the ingredients that make up your package—how far you have progressed and whether you're now a leader in the troop.

How well does your label describe the contents of your package? Can it be said of you: "The enclosed package lives up to the Oath and Law? He is prepared to help in emergencies and does a Good Turn daily?"

And is it true that the badge of rank you wear honestly reflects your Scouting skills? I'm quite sure it does because we don't give badges in this troop to Scouts who haven't earned them.

Wear your label, your uniform and its badges, proudly. And remember that it tells a lot about you and about your pledge to the Scout Oath and Law.

Junk Food

You all know what junk food is—stuff like potato chips, soda pop, and candy. You've probably heard people say that it's not good for you.

I don't think that's really true. Even junk food has some food value. But it is true that a steady diet of junk food is not good because you don't get a balanced diet of vitamins, minerals, and protein that you need to grow.

We have what might be called junk food in troop meetings. They're the games we play just for fun—not to learn any special skill but just because we enjoy them. There's not a thing wrong with "junk

food" games, and I hope you enjoy them as much as most of you do real junk food.

But they're not all of Scouting. In our troop activities we try to give you a balanced diet of Scouting, with some instruction in skills and plenty of chances to advance in rank and to learn useful things.

Take advantage of those chances. Don't just enjoy the junk food and leave the rest of the meal.

A Scout is Obedient

What's the seventh point of the Scout Law? That's right, "A Scout is obedient." Our handbook explains it this way: "A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them."

That tells us that some rules and laws may be unfair, doesn't it? Perhaps some are, but there must be some reason for them. Think about the reason before you try to change them or ignore them.

This month we're using some rules for water safety. The rules are called the Safe Swim Defense, and there is a good reason for all of them. It's to protect your life.

You may think you should be in a different swimming ability group. Well, if you can prove it, you'll be put in a higher group. But until then, stay with your buddy and your group. Obey our swimming supervisors.

Our rules for swimming have only one purpose, to protect you. Remember that when you're in the water.

Scouts in Action

(*Show Boys' Life cartoon feature "A True Story of Scouts in Action."*) Did you see this cartoon in this month's *Boy's Life*? It's a story of how a Scout saved a life. I read it every month, and I hope you do, too.

In just about every story, the Scout hero showed a lot of guts in making the rescue. But have you noticed that he usually demonstrated some skill, too?

More often than not, in water rescue cases, the Scout hero used one of the methods we teach in this troop. Same thing with rescue breathing cases.

The point is, it takes more than guts to save a life. It takes skill—the kind of skill that comes only from practice, practice, and more practice.

Maybe you get a little tired sometimes of practicing rescue breathing, or lifesaving carries, or some other skill over and over again. But remember, each time you should be improving your technique a little bit—and that little bit of extra skill could mean the difference between life and death if you are called upon to use it some day.

A Scout is Friendly

Tonight I'm going to tell you a little story that didn't really happen—at least, I don't think it did. It's about a boy named Brian who had just moved into town and hadn't any friends.

One night Brian happened to come by our meeting place and heard us playing. He hung around a while, listening and looking, but he couldn't get up the nerve to come in. I guess he was just a little bit timid.

Anyway, the next week he was back, hanging around the door. He still couldn't get up his courage to come in and join us.

Brian was waiting around the door when he saw a Scout coming down the street, heading for our troop meeting. That Scout was you.

That's all the story I'm going to tell. You have to finish it. What happened? Did you brush by him or did you invite him to come in?

World Friendship

"A Scout is friendly. A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own."

That's what the handbook tells us about the fourth point of the Scout Law. What does that mean? For one thing, it reminds us that we have a lot of brothers.

Did you know that there are about 12 million Scouts in some 115 countries around the world? Scouting is a lot bigger than our troop, our local council, or even the Boy Scouts of America. It's a worldwide movement of brothers.

Some of those brothers are in poor countries. To help them the Boy Scouts of America has the World Friendship Fund, which collects money from American Scouts to buy uniform material, supplies and equipment, and to train their adult leaders.

Next week our troop will be making a collection for the World Friendship Fund. You don't have to give a lot. Just contribute one of the quarters you'd

use for candy or a video game at the arcade. It will help. Your contribution doesn't have to be a big sacrifice for you to show your friendship for Scouts around the world. Remember, a Scout is friendly.

Be Prepared for Any Old Thing

In the past I've sometimes mentioned a man named Robert Baden-Powell, who started Boy Scouting in England more than 75 years ago. He was a most interesting man. If you're curious about him, you can learn a little by reading page 475 of your handbook.

Anyway, he was once asked about the Scout motto, "Be Prepared." What, he was asked, is a Scout supposed to be prepared for?

"Why, for any old thing," Baden-Powell replied.

That's a tall order. Life holds a lot of surprises and you probably won't be prepared for all of them. But in Scouting you're learning how to deal with most of them. You're prepared to give first aid in an emergency, rough it outdoors, direct a stranger to his destination, give service to our community and the nation, help clean up our environment, and provide many other Good Turns for people.

Preparing you for life is what Scouting is all about. Learn as much as you can and you'll be ready to meet life's challenges.

Even a Parrot

Once a Scoutmaster was visiting in a new Scout's home. He was there to test the boy for his Scout badge. Now it happened that this Scout's family owned a parrot.

Well, one of the requirements for the Scout badge is knowing the motto. The new Scout knew it, of course, and shouted it out: "Be Prepared!"

The next morning, the Scout's family was awakened by the parrot screeching, "Be prepared! Be prepared!"

And for the next few days, until the bird brain had forgotten it, that household resounded with the Scout motto.

Sometimes we may be like that parrot. If we're asked, "What's the Scout motto?" we're quick with the correct answer. It's easy to remember and say.

But do we ever stop to think what it means? Perhaps we would be better Scouts if we asked ourselves every day, "Am I prepared? Am I going in the knowledge and skills that will make me a better Scout and a better man?"

Don't be a parrot. Whenever you say the Scout motto—or the Oath, Law, or slogan—think about

what they really mean. Then try to give them meaning in the way you live your life.

Our Oath and Law

The Scouts of the Twenties came into Scouting for the same reason you did—to enjoy the outdoors, learn some new skills, and have some fun.

There's something else that is not different: our Scout Oath and Scout Law. Ever since 1910, more than 75 years ago, Boy Scouts have been gathering at troop meetings and repeating the exact same Scout Oath and Law.

I think that's amazing. The world has changed in many ways over 75 years. When Scouting was new, a boy's life was very different. There was no television, no radio, movies were brand-new, most people traveled by horse carriage or train, adults worked long hours six days a week—and so did some kids. It was just a different world.

But the first Boy Scouts in 1910 pledged themselves to the same Oath and Law. And they tried to live by it, just as I hope you do today. Let's think about that as we repeat the Oath and Law. (*Lead Oath and Law.*)

Strengthening Our Troop

(*Hold up two ropes of different sizes.*) Which one of these ropes do you think is stronger? You're right. Common sense tells us that the thicker rope must be stronger.

But how much stronger? Is a half-inch rope twice as strong as a quarter-inch rope? Sounds as if it should be, doesn't it?

It's not, though. In fact, a half-inch rope is four times stronger than a quarter-inch rope of the same material.

Why is that? It's because there are more strands in the bigger rope, and each strand helps to make the others stronger. When the strands are laid together in a rope, their strength is much, much greater than when they are separate.

Our troop works the same way. If the members of your patrol help each other, then your patrol will be much stronger than if each patrol member does his own thing. And if the patrol works together when we're doing things as a troop, the whole troop becomes much stronger than if each patrol goes its own way.

So let's share our skills and knowledge as we share the fun of Scouting. Everybody—you, your patrol, and our whole troop—will benefit if we pull together.

World Friendship

During the coming months we'll be doing some things that remind us of Scouting's past. We'll also try to show you that Scouting is big—world-wide, in fact.

More than 100 other countries have Scouting for their boys, too. A lot of those countries in the Scouting brotherhood are very poor.

To help the Scouts of other countries, the Boy Scouts of America has the World Friendship Fund. It supplies them with uniforms and equipment and helps their leaders get training.

Next week, at our open house for parents, we will take up a collection for the World Friendship Fund. Of course, you don't have to contribute if you don't want to, but if you can spare a quarter it will help a brother Scout in another country.

Remember that in the Scout Law we say, "A Scout is friendly . . . He is a brother to other Scouts."

Scouting Pathfinder—Baden-Powell

In 1985 we celebrated the 75th anniversary of the Boy Scouts of America. But Scouting is even older than that. It really began in 1907 on a little island in England. A British soldier named Robert Baden-Powell took 21 boys camping on this island to test his idea of Scouting for boys.

From that first camp, the idea grew into a world-wide movement. Baden-Powell was a remarkable man. You can read a little about him on page 475 of your handbook.

Baden-Powell wrote the first Scout Oath and Law and the motto, "Be Prepared." He developed the idea for patrols within a troop and he taught many of the outdoor skills we learn today. Now let us honor Baden-Powell by repeating the Scout Oath. (*Lead Oath.*)

Scouting Pathfinder—Ernest Thompson Seton

Last week I talked about Baden-Powell, the English soldier who founded Boy Scouting. While Baden-Powell was working out his ideas for Scouting in this country a man named Ernest Thompson Seton was doing something quite similar. Seton was an author and artist, and even before Baden-Powell organized the first Scouts, Seton had started a boy's organization called the Woodcraft Indians.

His Woodcraft Indians hiked and camped and studied nature, just as Scouts do. When Baden-Powell's Boy Scouting idea spread to America, Seton joined in. He became the first Chief Scout of the Boy Scouts of America and he did much to spread the idea of Scouting here.

Seton stressed Indian lore and many of his ideas still live in the Order of the Arrow. In honor of Ernest Thompson Seton let us repeat the Scout Law.

Scouting Pathfinder—Daniel Carter Beard

I told you last week about Ernest Thompson Seton, who was one of the earliest leaders of the Boy Scouts of America. Another important leader of the BSA in those days was Daniel Carter Beard. He was an illustrator and writer of boys' books. In 1902 he started an organization for boys called the Sons of Daniel Boone.

It was a pretty informal organization. Mostly he promoted it by writing magazine articles and letters to boys. But the Sons of Daniel Boone were the forerunners of Boy Scouts, and Beard became one of the main leaders of Scouting. Let's honor Dan Beard with our patrol calls. (*Each patrol gives call.*)

Good Turn Hunt

Our program theme this month is called "Good Turn Hunt." Makes it sound as if Good Turns are hard to find, doesn't it?

They're not really. If you always remember that a Scout is kind and a Scout is courteous, you'll find yourself doing Good Turns all the time without thinking about it—helping another student pick up his dropped books, for instance, or taking out the garbage at home without being asked.

This month we're learning skills that some day might be much more important. With first aid skills you may save a life. So our Good Turn Hunt is partly a hunt for those skills. Later this month, we're going to start a hunt for a big Good Turn we'll do in February for our chartered organization. That's part of this program theme, too.

But always—every day—you should be conducting your own Good Turn Hunt by remembering that a Scout is kind and courteous.

The Good Samaritan

This month we've been talking a lot about the Good Turn. The Good Turn idea has been a tradi-

tion of the Boy Scouts of America for more than 75 years now, but it's been around a lot longer than that.

Let me tell you about a man who practiced the Good Turn hundreds of years ago. A man was traveling down a road when he was ambushed by thieves. They robbed him and beat him almost to death.

As he lay bleeding, several people passed him by. They didn't want to get involved. Then a man who believed in doing Good Turns happened along.

Using his own clothing, he improvised bandages and poured some wine on the man's wounds as an antiseptic.

Can you guess who the rescuer was? I'll give you a hint: The story is in the Bible. Yes, the rescuer was the Good Samaritan. He has been famous down through the ages because he cared enough to help a suffering person and because he knew enough first aid to help.

In Scouting, you are learning to be a Good Samaritan, too—to care enough to help a person who needs it, and also to know what to do.

Let's all aim to be Good Samaritans as we go through life. That, after all, is part of what Scouting means—to help other people at all times. We can say the same thing in another way by again going to the Bible. It says, "Do unto others as you would have them do unto you."

The Scout Trail

When we go hiking we spend most of our time on trails. Sometimes the going is easy because the ground is flat and smooth. Other times it's all uphill—steep and rocky.

The Scout advancement trail is like that, too. Some of the requirements for merit badges are easy for you. Some are tough, like an uphill climb with a 40-pound pack.

This month we're going to concentrate on helping each other up those steep, rocky hills to earn merit badges. Why bother? Because by mastering more skills we grow to be a better person, more independent, better able to take our place as a responsible citizen.

Some of us may be slower to advance than others. That's OK. The important thing is that we're all doing our best to make progress. Because if you're not progressing, you're really moving backward—you're getting behind the rest.

Let's all make up our minds to take a step forward on the advancement trail this month by earning at least one merit badge. If you're near First

Class now, make a special effort to reach it in time for the court of honor.

And let's help at least one other guy over the tough spots on the Scout trail.

It All Depends

A lot of you Scouts have been working on the Communications merit badge, and I hope you've learned the importance of communicating clearly.

(Show walkie-talkie.) With this little device I can throw my voice a half-mile, maybe more. But what good is it if I don't communicate clearly?

Suppose I radioed you on this walkie-talkie and said, "Go, man! Trapped in cave. In trouble at Spencer's Mountain."

Sounds like I'm trapped in a cave at Spencer's Mountain, right?

But what if I used exactly the same words but said them like this: "Go! Man trapped in cave-in. Trouble at Spencer's Mountain."

Quite a different story, isn't it? No doubt you'd rush to Spencer's Mountain if you heard it either way. But would you bring a flashlight and rope to fish me out of the cave? Or would you bring a shovel to dig the other guy out of the cave-in?

As you can see, sometimes a breakdown in communication can be a matter of life and death.

Many Good Turns

Back when Scouting was young, one of our national leaders was Ernest Thompson Seton. He was called the Chief Scout and he often visited troops and asked Scouts about the Good Turns they had done.

He wrote a story about one of his visits in *Boys' Life* in 1912. To understand the story you have to know that in those days there were no automatic washing machines. Clothes were scrubbed in washtubs and wrung out by a machine called a mangle which you operated by turning a crank.

Seton asked a Scout about any Good Turns he had done, and the Scout said, "I guess I did a good many Good Turns." He explained, "My mother, she takes in washing, and I turn the mangle, and I guess I gave it a good many good turns."

The other Scouts laughed, of course, but Seton asked him, "Was it your regular job to turn the mangle, and did you get paid for it?" "No," the Scout said.

Seton replied, "Well, then, you did your good turn all right, and one of the very best kind."

As you can see from this story, the Good Turn has been around for a long time. And it's still the same thing it was then—an act of kindness for which you don't get paid.

Thanks to the BSA

Last week I told you a little story about a Good Turn and an early leader of the Boy Scouts of America named Ernest Thompson Seton.

There was another well-known leader of Scouting in those days named Daniel Carter Beard. If your grandfather was a Scout, ask him about Dan Beard because he'll remember him. Dan Beard was a legend in Scouting until his death in 1941.

Anyway, he often wrote for *Boys' Life* in those days. I want to read you just a part of his Thank-giving message to Boy Scouts in 1918.

Dan Beard wrote: "Fellow Scouts: You have more opportunities today, you have more people devoted to your cause, a better chance to become noble, distinguished, brave citizens than ever before in the world's history. A great ancestry, a great history, a great country, and the finest boys' organization ever invented. So give three cheers for the Boy Scouts of America, for the Scout Law, and for Old Glory, our flag!"

That was true then and it's true now. Let's give three "Hows and an Ugh!" for the Boy Scouts of America. *(Lead cheer.)*

Measure Yourself by the Golden Rule

(Show an ordinary ruler.) What do I have here? Right, it's a ruler. Some people call it a rule. This one isn't golden but it does remind me of the Golden Rule. Do you know what the Golden Rule is?

"Do unto others as you would have them do unto you." That's a great guide for living. Scouts, if we always followed that rule we would always be kind to others because no one wants unkindness done to him.

The trouble is, we aren't saints. And so we don't always follow the Scout Law—"A Scout is kind"—or the Golden Rule.

Some of us follow the Golden Rule for about 3 inches. Others make it for 8 inches. A few of us might make it all the way to 11 inches.

How far do you go on the Golden Rule? Probably not as far as you could. So the next time you're tempted to do something unkind, or say something that will hurt someone, stop and think. What will it do to your place on the Golden Rule?

Don't Be a Litterbug

(Hold up a paper carton or other pieces of litter.)
This month we've been talking a lot about conservation of natural resources, and next week on our campout we're going to tackle some conservation work in the woods.

But one thing we can all do every day to help with conservation is to avoid throwing litter around. *(Toss litter in wastebasket.)* I'm not saying that if we avoid littering, a tree will grow better or a wild creature will benefit. But we will, because a clean environment looks a lot better and it will encourage us to do some real conservation work.

An awful lot of people are litterbugs. They think nothing of tossing cans, bottles, cartons, and other junk onto the ground wherever they go. It's a disgusting habit and one I hope none of you has or will ever get.

As Scouts, we should live by the Outdoor Code and be clean in our outdoor manners. That means we never throw litter on the trail and we always leave our campsites better than we found them.

Let's try to remember that all the time, not just when we're outdoors with the troop.

You've Got to Get It Over

You've probably seen a baseball pitcher who can throw a ball through a brick wall, but he can't throw strikes. In baseball if you don't have control you don't win.

That's true for all of us, not just pitchers. Self-control and self-discipline are vital to any man. A man must be able to control his tongue, his appetite, and his body and brain if he's going to get anywhere.

A long time ago, a sportswriter named Grantland Rice wrote a little poem that expresses the idea well. The poem is called "Over the Plate" and it goes like this:

It counts not what you have, my friend,
When the story is told at the game's far end.
The greatest brawn and the greatest brain
The world has known may be yours in vain.
The man with control is the one who counts.
And it's how you use what you've got that counts.
Have you got that head? Are you aiming straight?
How much of your effort goes over the plate?

A Warped Wheel

If you loosen five or six adjoining spokes on a bicycle wheel, it will warp out of shape so that it no longer makes a true circle. Pretty soon you're going to have a bumpy ride.

Your character is something like a bike wheel. The spokes are a series of rules that in Scouting we call the Scout Law. The points of our Scout Law are guides to help you stay straight and true.

If you get loose and sloppy on any point of the Law, the result will be the same as loosening the spokes on a bike wheel. Your personality will be warped and out of shape.

One way to stay true to yourself is to keep your observance of the Scout Law always foremost in your mind. When doubts creep in and you might consider violating one of the points of the Law, think about the warped, out-of-shape bike wheel and resolve to live up to the ideals of Scouting.

The Scouting Handshake

Our Scout salute and handshake are ancient signs of bravery and respect. During the colonial period of our country, many men carried weapons for protection. Sometimes when they met one another, there was an uneasy moment as each man watched the other's right hand. If it went to his sword or gun, there might be a fight. But if it went to his hat, it was a salute of friendship and respect.

The left handshake comes to us from the Ashanti warriors whom Lord Baden-Powell, the founder of Scouting, knew almost 100 years ago in West Africa. He saluted them with his right hand, but the Ashanti chiefs offered their left hands and said, "In our land only the bravest of the brave shake hands with the left hand, because to do so we must drop our shield and our protection."

The Ashantis knew Baden-Powell's bravery because they had fought against him and with him, and they were proud to offer him the left hand of bravery.

When you use the Scout salute and handshake, remember that they are a signs of respect and courage.

Recipe for Life

This month you young Scouts are learning something about food and cooking and how to use recipes to whip up a tasty meal. I hope you're learning that following a recipe is vital to good cooking.

unless you're satisfied with hot dogs and hamburgers all the time in camp.

You've probably found out that a pinch of salt, a dash of cinnamon, or a teaspoon of sugar makes all the difference. In fact, everything in the recipe has a reason for being there.

Scouting is like a recipe for living. We call the ingredients our ideals—our Oath and Law, our motto, our slogan. You might say that Scouting's recipe for living calls for a cupful of each of the 12 points of the Scout Law, a tablespoon of Good Turn, a heaping cup of duty to God and country, and a couple of dashes of duty to self—that is, physical, mental, and moral fitness. Add a quart or two of fun. Mix well, and you have good Scouting.

But if we ignore one of the ingredients, the Scouting dish doesn't taste as good as it should. Let's remember that for good Scouting, and a full, satisfying life, each of Scouting's ingredients is important.

Parents

Scouts, if you're like most boys, you don't think of your parents very often. Oh, they're around all the time, of course, and sometimes they may make you do things you don't want to do.

But how often do you think of what your parents want from you? Probably not very often. Maybe you give them gifts on Christmas and their birthdays. But most of us don't go out of our way to help our parents as much as we might.

I have a suggestion. Do you know what is the best gift you can give them? I'll tell you.

Parents want most of all, and have a right to expect, that you will do your best to make them proud of you. I don't mean by becoming famous, or even by getting all A's in school—although I hope you do your best at your studies.

The best gift you can give them is to become the best man you can be. There is no better way to do that than by living up to the Scout Oath and Law. That is a gift you can give them right now and all the time, and it is a gift they will always cherish above all others.

Outdoor Housekeeping

Some of you are working on the Environmental Science merit badge. You're learning how everything in nature is connected in some way to everything else. Some scientists call it the web of nature. Every strand has connections with other strands. Even rocks, for example, are part of that web

because they help form the soil we depend on for food.

You're also finding out that if we pollute or destroy some strand in the web of life, it has effects on other strands. That's why it's so important that we understand what we are doing to nature and why as Scouts we sometimes do conservation projects to help our environment.

What I'm leading up to is a reminder that, especially when we are camping or hiking, we follow Scouting's Outdoor Code in all we do. If we obey that Code, we are not going to damage any strands in the web of life.

Please join me in the Outdoor Code. (*Lead Outdoor Code, page 54, Boy Scout Handbook, by repeat-after-me method.*)

Jamboree Spirit

Thousands of lucky Scouts have participated in past jamborees. We'll have our own troop jamboree next week, but I'm not going to try to kid you that it will be as spectacular as the national jamboree.

Still, we can have plenty of fun ourselves. And we certainly can share in the jamboree spirit.

What's that? Well, the jamboree spirit is the spirit of Scouting and the idea that Scouts everywhere are brothers. To me at least, it's a marvelous feeling to know that all over the country—and in 115 other countries around the world—Scouts like us pledge themselves to the same ideals and purposes that we do. It's a mighty brotherhood and one I'm proud to belong to.

Next week, as we gather for our own jamboree, let's take a moment to think about jamboree spirit and the brotherhood of Scouting. And let's give thanks for our opportunity to be members of that brotherhood and share in the fun, adventure, and service that Scouting offers us.

The Buddy Plan

(*Hold up buddy tags.*) What do I have here, Scouts? That's right, they're buddy tags. We use them whenever we go into the water, so that every Scout is responsible for the safety of another Scout and so the leaders knows who is in the water. It's an important way to make sure that no swimmer gets into trouble because no one is paying attention to him.

The buddy plan is really a part of everything we do in Scouting. Remember that in the Scout Oath we say that we will help other people at all times. In other words, we are our brother's keeper,

and we pledge to act as a buddy would even to a total stranger.

Maybe I'm stretching the point a little bit, because you're never going to be a real buddy to some lady you might give directions to on the street or to some little kid whose ball you find for him.

Still, the idea of the Good Turn and the buddy plan are the same in a way. Both call for you to help another person—to become your brother's keeper. The buddy plan is absolutely essential when we're in the water and the idea behind it is important in everything we do.

A Scout is Brave

In the Scout Law we say, "A Scout is brave." What does that mean to you? (*Get answers.*)

Usually we think of bravery as overcoming fears to take some action that saves a life or helps someone in some way. Most of the time we're talking about overcoming fear of physical harm to ourselves.

But there's another kind of bravery. It's the bravery to overcome fear of ridicule from our friends. It's the courage that is required to do what you know is right, even if your friends make fun of you. It may be even tougher than being brave in a crisis because you usually have more time to think about it.

I know it's sometimes hard to act right when everybody is urging you to do something you know is wrong. It takes a courageous Scout—or man—to withstand the pressure from friends.

It's not easy—but it's the mark of a good Scout. Let's try to do our best to be brave in every situation—the emergency and the pressure from our friends.

Minnows and Whoppers

Everybody likes to hear fish stories, the wilder the better. I expect we'll have a lot of them after our fishing campout this month. We enjoy them because they're funny, and nobody is fooled into thinking they really happened.

But some people tell fish stories all the time. They're not usually funny stories. In fact, they're really lies. I call them minnows and whoppers.

Minnows are little lies that just shade the truth. For instance, maybe a guy is playing Skish and says he hit a target 55 feet away when it was really only 40 feet. No serious damage is done, except to the guy's own character, from a minnow like that.

The trouble is, if you get used to telling minnows it becomes easier to tell whoppers—the big lies that may hurt somebody.

The best thing to do is stick to the truth. Minnows have a way of growing into whoppers.

Our Natural Resources

(Hold up two glasses, one filled with dirty water, one with sparkling clean water.)

Scouts, which one would you rather drink? The answer is pretty obvious, isn't it?

We can do our part to make sure that we will always have plenty of good clean water. We can't do it all by ourselves because water can be polluted by erosion of the soil, sewage, industrial wastes, and other causes. Those types of pollution can only be cleaned up with the cooperation of industry and by action of our state and federal governments. I'm glad to say that our government conservation departments are working hard to conserve our water resources.

But every Scout, and every other citizen, has a responsibility, too. For one thing, we can make sure that we don't pollute the water when we're out fishing, swimming, or camping along a water source. We have to make sure that we never throw litter or garbage into a stream or lake. We don't dig latrines near a stream or lake. We use soap instead of a detergent for dishwashing in camp. We do that because nature can't break down a detergent as it does soap. So if our old soapy dishwater filters into the stream, it won't be a pollutant for very long.

Let's try to remember that on our fishing campout. We can all make a contribution to clean water for ourselves and for future Americans.

GIGO

Like any other profession, the computer field has a lot of special words, like pixel, RAM, ROM, crash, and byte. All these terms have precise meanings for computer specialists.

My favorite is a made-up word. It's GIGO (gi'go), spelled G-I-G-O. Does anyone know what it means? It stands for "Garbage In, Garbage Out."

That's the computer expert's way of saying that if you put wrong information into a computer you'll get false results. The computer is a marvelous machine but it can only work with the data you feed it. If that data is wrong, the computer's answer will be wrong, too.

"Garbage In, Garbage Out" is true of the human mind, too. Your mind is the most powerful com-

puter ever created, but like this home computer we have here, results depend on what you put into it.

For instance, if you hang around guys who always use terrible language, it will be imprinted in your brain's circuits and it probably won't be long before garbage will be coming out of your mouth, too. Same things with actions. If your friends are always trying to rip things off or hurt other people in some way, you can be almost sure that you'll start to pick up their habits.

So when you're choosing friends, remember GIGO—Garbage In, Garbage Out.

Computer World

This month we've had a chance to learn a little about computers. You've seen that they're good for a lot more than computer games, and maybe you've had a glimpse of what the future will be like in the Computer Age before you.

By the time you are adults, your homes will probably be controlled by computers. Computers will adjust the temperature by turning on the furnace or air conditioner, wake you in the morning with soothing music, turn on the lawn sprinkler when sensors say the ground is dry, and control a robot that does the housecleaning. At work, no matter what your job is, there will be some kind of computer to help you. Thousands of uses for computers that we can't even imagine now will be everyday stuff by the time you are men.

Sounds wonderful, doesn't it? It will be. Computers are surely going to change the way we live.

But they won't change what we are—human beings with a need to love and be loved, to be useful, and to get along with other human beings. That's why I think the Scout Law will be just as important 50 years from now as it is today. And that's why it's important that now, while you are young, you begin to learn to live by the Scout Law. Let's remind ourselves of what that means by thinking about each point of the Law as we repeat it. (*Lead Law*)

Good Turnabout

At times you may think your life isn't all that great, especially when you have a lot of homework or your parents are bearing down on you.

But if you think about it for a moment, you'll realize that you do have a good life. You have three good meals a day, a home to go to, a chance to go to school, plenty of friends, and maybe a little spending money. You also have parents who love

you, and that's a big blessing; I'm sure they do lots of Good Turns for you that you hardly ever think about.

This month we're going to do a Good Turn for two reasons. One is that our Scout Oath pledges us to help other people. The other is that we owe something to those around us—our parents, our community, and our troop's chartered organization. You might call this Good Turn a Good Turnabout because in part it's a way to show our appreciation. (*Mention your troop's planned Good Turn.*)

I expect to see all of you out on our Good Turn day, not because you have to but because you want to. As the old saying goes, "Turnabout is fair play," and with this Good Turn we'll be saying thanks to those who have helped us (or our community or nation, depending on who will benefit from the Good Turn.)

Family Night

Next week we'll have our big family night and court of honor, and I'm hoping that all your families will be here and have a great time.

We only have a family activity once every three or four months, so it's a big deal for us when our parents and brothers and sisters join us for a court of honor or other event. But you know, every night should be a family night for you.

Sound strange? Well, I don't mean that the troop should meet every night and invite our families. What I do mean is that you should share some part of every day with your family. Maybe just during the dinner hour or even 15 minutes over your homework. The point is that your family is the center of your life and will remain so until you're grown up and leaving home, perhaps to start a new family.

If you have a chemistry set at home with a little vial of mercury in it, try this experiment. Put a glob of mercury on a piece of paper. Then take a knife and cut it up into three or four smaller globs. When you tilt the paper toward the center, the little globs all run together into a big blob again.

A family is like that—two or three or four or more individuals who come together at times into one big whole. Make it a point to share some time with your family every day.

Living Your Law

Nations, states, communities, and even families have laws. These are simply rules by which people must live in order to have harmony. If we didn't

have laws or rules to govern ourselves, society would be impossible.

If a person breaks a law of the land, he is penalized in some way. He might be fined or sent to prison. If you break one of the family's laws or rules, you get penalized, too. Maybe your time to watch television is cut back or maybe you get grounded.

Each of us needs his own set of laws to govern himself, too. These are your personal standards, the laws by which you live. In Scouting, we call these standards the Scout Law.

What's the penalty for breaking the Scout Law? Maybe you think the penalty would not be so bad, but let's consider it for a moment. If you're not trustworthy, people will never depend on you. If you're not friendly, you won't have many friends. If you're not obedient to your parents, teachers, and others in authority, you can't expect that other people will obey you when you're in authority.

There's a reason for every kind of law—our nation's, our town's, our family's, and our own. They show how we can live in harmony with others and with ourselves. Let's think about that as we repeat the Scout Law. (*Lead Law*)

Be Prepared

Next week we're going on our winter campout. For you new Scouts especially, it's going to be a test of what you've learned about camping and being comfortable outdoors.

Camping is easy and fun in the spring, summer, and fall because while you may get wet occasionally, it's not much trouble to get dry and warm again. Camping in winter is fun, too, but it's not so easy to stay comfortable when the temperature is around the freezing mark and cold rain or snow is falling.

That's why it's so important that we're all prepared for winter camping. Tonight we've checked our camping equipment and each patrol has planned some nutritious meals for camp. We've also practiced some of the things we'll need to do to stay warm and dry and have fun in camp.

I suggest that each patrol go over its preparations once more before camp. Remember that Mother Nature is easy on us through most of the year, but in winter she can be unforgiving for Scouts who are not prepared.

Mentally Awake

(Have a junior assistant Scoutmaster enter the room apparently in the throes of choking. He's gasp-

ing for breath, grabbing his throat, turning red. See what the response is.)

Well, Scouts, that was scary, wasn't it? How many of you knew what seemed to be happening to him? How many of you knew the proper first aid?

Jim was just acting, of course, to make a point. The point is that you have to be mentally awake to be prepared to give first aid. It's one thing to practice slapping backs and doing manual thrusts. It's another to recognize trouble when it comes and know what to do without panicking. Sure, you may be a little scared the first time you have to make a real rescue or give first aid to someone who really needs it. But that's the test of a first aider.

Be alert to recognize trouble. When it comes, stay cool. Then act. Your training in first aid in our troop probably will make you better prepared to help than anyone else on the scene.

Emergency Preparedness

So far this month, we've spent most of our time learning first aid. We've been trying to prepare ourselves to help other people when they're sick or injured.

But there's more to being prepared than just knowing first aid. Real preparedness is many things—knowledge, confidence, and having the necessary equipment on hand when it's needed. We want to be ready for any emergency.

Next week we'll be testing ourselves on our readiness for emergency action. Our tests will require not only skill in first aid but also the ability to communicate well, to think through a problem, and to work together as a patrol.

Those are the kinds of skills that are useful in a disaster. If our town was hit by a tornado we might be called out to help rescuers, but maybe we wouldn't be asked to do any first aid. We could be asked to serve as messengers, direct traffic, or cook and serve food.

That's why it is important that we prepare ourselves by learning more about our community and by practicing all sorts of Scout skills. And that's why it's important that you take full advantage of what Scouting has to offer by taking part in all of our activities and doing your best to move up in rank. By the time you're a First Class Scout, you'll be prepared for many kinds of service.

A Scout Is Friendly

What's the fourth point of the Scout Law? That's right—"A Scout is friendly." Do you have as many

friends as you'd like to have? Real friends, I mean? The kind of guys you're glad to see, and who are glad to see you?

Maybe not. Lots of us would like to make more friends, but somehow it doesn't seem to happen.

Well, the secret of making friends is simple—it's being friendly. If you're a put-down artist, or if you are always trying to rip off everybody or get the better of them in some way, you're not going to have many friends. Nobody likes to be put down or ripped off.

The Bible gives us the key to making friends. It's called the Golden Rule—"Do unto others as you would have them do unto you."

That's a great rule to remember in everything you do. And it's a perfect prescription for making friends.

Wilderness Pledge

Next week we're going to practice some of the skills of what is called low-impact camping when we're outdoors for our park service project. As you've learned this month, the idea of low-impact camping is to leave no trace that we were ever there when we leave a campsite or hike a trail.

As part of our opening ceremony tonight we heard a reading of the Outdoor Code. You should be familiar with that because we recite it every once in a while and it's in your handbook.

Now we're going to read and think about a code that goes a step further. It's called the Wilderness Pledge.

The Wilderness Pledge says: "Through good camping and hiking practices, I pledge myself to preserve the beauty and splendor of America's wilderness, primitive, and backcountry areas.

"I commit myself to: Set a personal example in following the Outdoor Code; train those I lead in the skills and attitudes needed to protect and preserve wilderness for future generations; and assure that parties of which I am part observe the hiking and camping standards that will 'leave no trace' of our passing."

That pledge is particularly important when you go into really wild areas of our beautiful country. You are promising that you will do everything in your power to preserve its beauty for all who follow you.

Now I would like you to join me as we borrow the first phrase of the Scout Oath to commit ourselves to the Wilderness Pledge. Please repeat after me: "On my honor, I will do my best . . ." (*Scouts repeat.*)

The Two Knapsacks

Perhaps you've heard some people say that life is a hike between the cradle and the grave. For some, it is a long trip of many moons. For others it is a short trip that ends unexpectedly.

But all of us are equipped for life's trip with two knapsacks—one to be carried on the back, the other to be carried on the chest.

The average hiker on the trail of life puts the faults of others into the knapsack on his chest so that he can always see them. His own faults he puts into the sack on his back so that he cannot see them without special effort. He hikes through life constantly noticing the faults of other people but usually overlooking his own faults.

Scouts, this pack arrangement is bad because no one can have a successful life just finding faults with other people. It is the man who can see his own faults and who strives to correct them who enjoys the hike through life the most and finally enters the Happy Hunting Ground with thanksgiving.

Let's place the knapsack with our own faults upon our chests and put the bag with other's mistakes behind us. That way, we'll have a happier hike through life.

Breaking Them In

(*Show a pair of well-worn hiking boots.*) These old boots have taken me over a lot of miles of trail. They're really comfortable. Whoever coined the expression, "as comfortable as an old shoe," must have been talking about these boots.

But once, a long time ago, they were brand-new and stiff as a board. Oh, I softened them up with some polish and saddle soap, but mostly I broke them in by using them. One step at a time—that's the way good boots become good friends.

Good habits are like that, too. The first time you do something hard that you know is right, you may feel as uncomfortable as a new boot. For instance, maybe a friend suggests that the two of you steal the answers to a quiz from the teacher's desk. Maybe that doesn't seem too bad—but you know it's wrong, and you refuse to do it, even though your friend calls you chicken.

Nobody likes to be called chicken. But you'll be secretly glad you refused. And I'm sure you will find that it will be easier the next time, because, like these boots, good habits become more comfortable each time they're used.

A Balanced Menu for Life

Tonight we've spent a lot of time talking about the four food groups we need to be healthy. And we've looked up some recipes using those food groups.

I hope you'll remember what you have learned when we go on our campout at the end of the month because I'm getting tired of hamburgers and hot dogs.

But just as a balanced diet of foods is vital for your physical health, a balanced diet of activities is vital for your mental and spiritual health. You all know by now that if you ate nothing but potato chips, candy, and soda you would not stay healthy very long. The same idea applies to your activities.

If you did nothing but play sports all the time and neglected your school work, your religious duties, your Scouting, and other activities with friends, you might be a good ballplayer, but that's all. You would not make any progress mentally, spiritually, or as a person who is a pleasure to be around.

Well, you might say, I love sports. Fine. Play them—and play for all you're worth. But remember that life has many satisfactions beside sports. Don't shut yourself off from them by spending all your time in one activity.

Join a school club. Become active in your church's youth group. Come to every troop meeting and activity. Take full advantage of school; don't just do enough work to get by. And play sports.

You can do it all, and if you do I think you'll enjoy life even more than you do now.

A Scout is Clean

(Hold up two cooking pots, one shiny bright on the inside but sooty outside, the other shiny outside but dirty inside.) Scouts, which one of these pots would you rather have your food cooked in? Did I hear somebody say, "Neither one?"

That's not a bad answer. We wouldn't have much confidence in a patrol cook who didn't have his pots shiny both inside and out.

But if we had to make a choice, we would tell the cook to use the pot that's clean inside. The same idea applies to people.

Most people keep themselves clean outside. But how about the inside? Do we try to keep our minds and our language clean? I think that's even more important than keeping the outside clean.

A Scout, of course, should be clean inside and out. Water, soap, and a toothbrush take care of the outside. Only your determination will keep the inside

clean. You can do it by following the Scout Law and the example of people you respect—your parents, your teachers, your clergyman, or a good buddy who is trying to do the same thing.

Your Direction

(Take a bearing with a compass.) One day a Scout named Bill was sighting with his compass, as I'm doing now. "Top of that hill is 45 degrees," said Bill. "I'm going to follow that bearing and end up on top."

Bill started off, checking his compass now and then to make sure he was heading right. Finally he set foot on the top of the hill.

He had done three things—set his objective, figured out the direction he'd have to go to get there, and then moved full steam ahead.

Like all of you, Bill set a lot of courses toward many goals in his lifetime. Maybe he said to himself, "I'm going to be an engineer." Then he found out what it takes to become an engineer and steered his course in that direction.

By the end of the month, all of you should be able to set a compass course. Probably some of you have also set a course toward a career.

There's another kind of course that's even more important than your career. I'm talking about the character course. Your character is being formed right now by what you do and don't do.

We have a "compass" for the character course, too. It's the Scout Oath and Law. Set your character course using the Oath and Law and you'll have the best kind of character. You'll be the kind of man that others can trust, rely upon, and admire. You'll go to the top of the character hill.

A Scout is Kind

Scouts, our Law says, "A Scout is kind. A Scout understands that there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason."

Some of you may already be hunters. No doubt others will hunt as you grow older.

I have a question for you: Is a hunter following the Scout Law when he shoots wild creatures? *(Get answers.)*

It seems to me that the key words in this point of the Law are "without reason." A Scout does not hurt or kill harmless things without reason.

If you're going to hunt for food, or to kill pests that are destroying property, or hunting animals

that are dangerous to people, you're not hunting without reason. So you are not violating the Scout Law.

But never aim at a target you don't intend to hit. And if your target is a living creature, be sure you're not killing it without reason.

A Scout is kind, and he does not blast away just for fun. He shoots only for a good reason.

That First Step

The Chinese have a saying, "A journey of a thousand miles must begin with a single step." There's a lesson for us in that saying.

I'm thinking of advancement. If you come to troop meetings without ever looking in your *Boy Scout Handbook* all week long, and if you never ask how to pass a test or who to see about a merit badge, you'll never advance very far in Scouting. In Scouting, and in life, the rewards don't come to those who sit back and wait for something to be handed to them on a silver platter.

I would like to see every one of you set the Eagle Scout Award as your goal in Scouting. As a step toward that goal, I hope that most of you will receive some award at our court of honor at the end of the month.

Whatever goal you set for yourself, remember that only you can take that first step toward it. No one can do it for you. Once you've taken that first step, I believe you'll find that the next step comes easier. And the ones after that will be easier still because you are on the way along the Scouting trail.

Independence Day

Everybody loves the Fourth of July. In many communities it's a time for parades, fireworks, ball games, and picnics.

Real fun! But we ought not forget what the Fourth of July really is—the birthday of our country. That's when the Declaration of Independence was adopted in 1776.

Here's a trick question for you. How many stars were in the U.S. flag on the first Fourth of July? You're probably going to say 13, because there were 13 colonies in America then, but that's wrong.

In fact, there weren't any stars in the flag. The colonists were using what became known as the Grand Union Flag, which used the British union symbol and 13 red and white stripes. You can see a picture of it in your *Boy Scout Handbook*.

Stars representing the states first appeared in the U.S. flag 11 years later. Since then stars have been added each time new states joined the union.

Today we honor this emblem of our country with its 50 stars and 13 stripes because it is a symbol of the nation's unity. We use flag ceremonies so often that it's easy to forget what the flag means and what the Fourth of July means in this country's history.

Now I'm going to ask our honor patrol to retire the colors. As they do it, let's think about the brave men who signed the Declaration of Independence and the love of country they passed on to us.

Setting Standards

As Scouts and as school students, you spend a lot of time meeting standards. In school your work may be graded on a scale from A through F. In Scouting you're asked to meet a set of standards before you can earn a merit badge or a new rank.

These are pretty clear-cut standards. Either you can tie a bowline and perform rescue breathing or you can't. There's nothing inbetween.

We have other standards in this troop that are harder to measure. I'm talking about our standards for behavior, dress and grooming, and Scout-like conduct.

Soon we're going to summer camp (or on tour) and these standards will be particularly important then. I'm not saying they are not important all the time. But in summer camp (or on tour) you're not just John Smith, you're representing this troop and the whole Boy Scouts of America.

I hope you'll all remember that and do your best to be neat and clean, wear your uniform when it is appropriate, and above all, conduct yourselves as Scouts should.

That doesn't mean you have to be a goody two shoes. There's a time for horseplay, getting mussed up, and teasing. But in this troop the standard is that when the horseplay and games are over, we look like Scouts, sound like Scouts, and conduct ourselves by the Scout Law.

A Scout is Brave—But Not Foolhardy

What's the tenth point of the Scout Law? That's right, "A Scout is brave." It means that a Scout is courageous enough to do what needs to be done when someone is in danger or when other guys laugh at him because he won't do something he knows is wrong.

Everybody admires a brave person, even the guy who might laugh at him for not going along with a rip-off. But, you know, there is sometimes a fine line between being brave and being foolhardy or stupid by taking chances that are not necessary.

Right now I'm thinking of the danger when we're in the water. "Danger?" you say. "What danger? I'm a champion swimmer."

Maybe so, but the water is dangerous all the same. All it takes is a bad cramp or a blow on the head when you're roughhousing in the water, and you could be an Olympic gold winner for all the good it would do you. The cemeteries are full of strong swimmers who swam alone into deep water.

That's why we have the Safe Swim Defense plan and particularly the buddy system whenever we are in the water. And we will insist on using the buddy system every time—no matter whether you can't swim a stroke or are the best swimmer in town.

It's great to be brave—and I hope you all are—but around the water we'll be cautious, too.

Set of the Sails

If you have ever been sailing, or at least watched sailboats, you may have noticed that two sailboats can go in different directions in the same breeze. The trick is in knowing how to set your sails.

That's true of a Scout's progress, too. Let me read a very short play to show what I mean.

Act 1. Curtain. Two boys enter to join a Scout troop. Curtain closes. Time passes. The curtain parts again.

Act 2. Same scene 2 or 3 years later. Where are the Scouts who joined the troop in Act 1? There's one! He's an Eagle now. And there's the other! But he's only wearing a Second Class badge. Why? They both had the same chance. One of them sailed ahead, taking advantage of all opportunities. The other just limped along. It must be the set of their sails.

Poet Ella Wheeler Wilcox said it this way:

One ship drives east and another drives west

With the selfsame winds that blow.

'Tis the set of sails and not the gales

Which tells us the way to go.

Safety Through Skill

We've been talking a lot about safety tonight, how to be safe ourselves and make our homes and community safe. I think the lesson is partly exercising our common sense and partly learning the skills of safety.

What do we mean by the skills of safety? Well, for one thing, we're talking about learning how to find the emergency escape doors and windows in buildings like this one. We tried to do that tonight. From now on it will probably be in the back of your mind when you enter an unfamiliar building.

In other words, training your mind to think safety is one lesson. Another is carefulness and common sense.

By being careful and using your common sense, you're not likely to get hit by a car while crossing the street. Still, a lot of kids are killed every year because they thought they could beat a car. Others die in accidents around the house that could have been prevented with a little forethought. Still others get trapped in their burning homes, partly because they hadn't planned escape routes.

Safety is not the most exciting topic in the world, but it's a vital one for all of us to learn and pass on to our younger brothers and sisters.

Boring or not, the skills of safety are important. They may save your life or that of someone you love.

The Boy Scout Neckerchief

You new Scouts probably learned tonight that our troop neckerchief has other uses besides looking good and showing our troop's colors. You found that it can be used in first aid, too.

Over the next few months, you'll find that the neckerchief has other uses, too.

There's one use, though, that you may not think of—and that's to remind you of the Scout Oath. The neckerchief is a triangle, and its three corners should remind you of something you recently learned—our Scout Oath.

The Oath, you remember, has three corners, too—duty to God and country, duty to others, and duty to self. From now on, every time you put on your neckerchief it should remind you of the things you pledge each time you repeat the Scout Oath.

A Scout is Loyal

Scouts, what's the second point of the Scout Law? That's right, "A Scout is loyal." Our Scout handbook

explains that a Scout is loyal to his family, Scout leaders, friends, school, and nation.

I'm going to add one more thing to that list—a Scout is loyal to his team. The team might be his patrol or his sports team.

Your patrol or your soccer team can't be as good as it should be if you goof off a lot or constantly complain about your teammates or your patrol leader or coach. A winning patrol, and a winning team, must have a winning attitude. That means that every member must do his part and not spend time griping because plans are not going his way.

That doesn't mean that you have to be close friends with everybody in the patrol or team, or even like all of them. But it means that when you join, you commit yourself to the success of the patrol or team and pledge to give it your best effort.

In Scouting and in sports, it's teamwork that makes winners. So whenever you're with your patrol or sports team, remember, "A Scout is loyal."

Sportsmanship

Probably one of you will earn the Sports merit badge this month. If so, the first thing you'll have to do is understand what sportsmanship is, because that's the first requirement.

I'd like to read you a little story from the Sports merit badge pamphlet that sums up sportsmanship very well. Here's the story.

"In 1940, an underdog Dartmouth football team played powerful Cornell, which needed only one more victory for a perfect season and a number-one ranking in the country. Trailing 3-0, Cornell scored a controversial touchdown that the Dartmouth players insisted was made on the extra 'fifth down.' However, the referee counted the touchdown, and Cornell won, 7-3.

"But after the game, Cornell officials watched the game on film and saw that, indeed their team had been allowed an extra play. They immediately sent a telegram to Dartmouth stating that they could not accept the victory. It went into the record book as a 3-0 victory for Dartmouth."

That little story tells us what sportsmanship really is. It is the desire to play hard and to win—but to win fairly—and if you lose, to accept defeat with good grace. Let's remember that during our sports tourney and throughout our lives.

Two Little Words

Scouts, here's a quiz: What's the most welcome two-word sentence in the English language?

Some of you might say it's "We won!" Others would vote for "Here's money!" But I think the most welcome two-word sentence is "Thank you."

It isn't used as often as it should be. How often do you use it? And how often do you say "thank you" to the people who are closest to you, your mother or father? How often do you say it to your friends or even strangers when they do something for you?

It's so easy to forget, especially if the Good Turn is done by somebody in your family. Too often we take for granted the many things our parents and other family members do for us.

Next week we're going to have a family night for members of our families. Here's a challenge for you. Between now and then, see if you can find some reason to say "thank you" every day to some member of your family. You may be surprised how they will react.

A simple "thank you" costs nothing, but it means much to those who matter most to you.

Thanksgiving

As Americans, we have a lot to be thankful for this Thanksgiving. We live in freedom, and most of us have an abundance of food and clothing and adequate shelter.

We are as blessed as any people in the world, but sometimes we forget that and gripe that we don't have even more. Let's remember that a lot of the world's population goes to bed hungry every night in homes that few Americans would want to live in.

So it's good to remind ourselves occasionally that we are lucky and to thank God for our blessings. That's what Thanksgiving really is, a time to give thanks. The Pilgrims started it more than 300 years ago when they gathered to thank God for a bountiful harvest.

Today Thanksgiving is a time for family gatherings around a groaning table followed by watching football games. There's nothing wrong with that.

But it's important that we don't forget the real meaning of Thanksgiving. So when you sit down with your family for Thanksgiving dinner, take time to count your blessings and thank God for them.

Handicap Awareness

Most of you probably know somebody who has a physical or mental handicap. Chances are that he or she functions pretty well in spite of it. A little

limp isn't going to keep anyone from living a full life, and a person who is a bit hard of hearing probably will get along quite well with that handicap.

But some people have severe handicaps. They might be legally blind, or completely deaf, or have to use a wheelchair to get around. But we should understand that they are people just like us, with the same needs, the same desires, and—except for the handicap—the same capabilities we have. In other words, handicapped people are more like you than they are different.

(If your troop will do a Good Turn for handicapped people:) Remember that when we do our Good Turn this month. When you meet a handicapped person, treat him or her exactly as you would want to be treated. The person might need a little help from you, but don't fuss over him. Do the minimum that's necessary to help, then back off and treat him as you would your other friends.

Those of us who are able-bodied have a lot to be thankful for. But that doesn't make us any better, or worse, than people with severe handicaps. We are all children of God.

Holiday Spirit

Christmas and Hanukkah are, for most people, the most joyful holidays of the year. The holiday parties, the exchange of gifts, and the brilliant lights of Christmas trees make a guy glad to be alive at this season.

Sometimes we forget that these holidays are really religious festivals. It's well to remember the real holiday spirit is cast by the Star of Bethlehem and the Hanukkah candles, reminding us of miracles in times past.

In the twelfth point of the Scout Law we say that a Scout is reverent. That doesn't mean that he goes around all the time with a long face or with his hands folded in prayer. It means that he does his duty to God, which includes doing things for God's other creatures. We'll be doing that later in the month with our troop Good Turn.

Now, remembering that a Scout is reverent, let us close with the Scout benediction.

New Year's Resolution

Well, Scouts, did you make any New Year's resolutions? I hope some of you resolved to bring up your grades in school and be more helpful around your house. I'm sure your parents would be delighted with those resolutions.

In Scouting, we make a resolution almost every time we meet. Each time we repeat the Scout Oath or Law we're resolving to do our best to do our duty and to make ourselves the best citizens we can be.

I'm inclined to think that resolving to follow the Oath and Law are the most important resolutions you can make—now and in the time to come. The Oath and Law cover almost everything that makes a good man and a good citizen. So I think, as we start the New Year, we ought to repeat the Oath and Law and think about what we're saying. *(Lead Oath and Law.)*

Spell it Honesty

Tonight we've spent a lot of time talking about ethics—about honesty and fairness and respect for others. Now I'll tell you a true story about a Scout who showed what those things mean.

His name is Andrew J. Flosdorf, and in 1983 he was a First Class Scout in Troop 42 of Fonda, N.Y. Andy was in the National Spelling Bee in Washington, D.C., competing for the championship and a chance for a scholarship.

During a break in the competition, Andy went to the judges and told them that although they thought he had spelled "echolalia" correctly, he had mistakenly substituted an "e" for the first "a" in the word, which is the name of a speech disorder. He said he discovered his error when he looked it up afterward.

By admitting the mistake, which the judges hadn't caught, Andy eliminated himself from the competition. The chief judge said, "We want to commend him for his utter honesty," and the crowd gave him an ovation.

But Andy didn't tell them about his error to earn cheers. He wanted to win as much as the other contestants, but he wanted to win fairly.

"The first rule of Scouting is honesty," Andy told the judges. "I didn't want to feel like a slime."

I don't know what has happened to Andy Flosdorf since then, but I'm sure of two things. He learned one of Scouting's most important lessons, and he gave us an example of honesty and fairness that all of us should shoot for.

Salt of the Earth

Who can tell me what "salt of the earth" means? That's right, it means a person who has a fine character and is a nice guy to be around.

The expression "salt of the earth" probably came from the fact that common salt improves the taste

of a lot of foods. As you young Scouts will discover while you are working on your Cooking merit badge, salt is used in many recipes—maybe most of them for breakfast and dinner dishes.

Just as salt improves the flavor of many foods, a person who is the salt of the earth improves the lives of those around him. He lives every day by the Scout Oath and Law, even if he's not a Scout. He does his daily Good Turn and he deals fairly with everyone he meets.

You can be the salt of the earth, too, just by living the Oath and Law. Let's remind ourselves of what it takes by repeating the Law now. (*Lead Law.*)

Smilin' in the Rain

A long time ago a joker said, "Everybody talks about the weather, but nobody does anything about it." That isn't really true anymore because the scientists can seed clouds with chemicals to make rain fall—if there are clouds, that is.

Next week we're going to be outdoors, possibly in foul weather, for our foul-weather cookout (or see'do). It may be snowing or raining cats and dogs while we're out there, but we'll be there just the same because this is not a fair-weather troop.

It may not be as much fun as being outdoors on a sunny summer day, but it's part of outdoor life, and as Scouts we belong outdoors. As long as you have a poncho, warm clothes, and a pair of dry socks and underwear in your pack, you can enjoy bad weather, too.

At least I hope you can. I like to see Scouts smiling in the rain because a real Scout is cheerful even when things aren't 100 percent perfect.

The weather, and life, aren't always predictable. One of the lessons you should be learning as Scouts is to be prepared for foul weather as well as fair.

So the key words for next week's outing are "Be prepared" and "A Scout is cheerful." If you follow that advice you'll have a fine time, no matter what the weather.

Planting Seeds

(*Have an apple and a plate with a few apple seeds.*) If I gave you a choice, which would you rather have, the apple or the seeds? I guess most of us would choose the apple.

A long time ago there was a guy who would have taken the seeds. He was a nut about apple seeds—so much so that people called him Johnny Applesed. For many years he walked across hundreds of miles of our country, back when most of

it was frontier land, and everywhere he went he planted apple seeds. The trees from those seeds fed many thousands of people in later generations. That's real long-range planning!

Many of us are interested mainly in the present. We don't think ahead like Johnny Applesed.

Maybe you don't want to go around planting apple seeds like he did. But there's another kind of seed you should be planting every day—the seed of good feelings about yourself.

Coal and Diamonds

Scouts, I'm sure you've all seen a diamond. It's very hard, very bright, and very beautiful. Most of you have probably seen coal, too. It's a dull black and it crumbles easily.

Now a little chemistry lesson. Who can tell me how coal and diamonds are alike? That's right—both are made from the element carbon.

But a diamond has great value because it is rare. I compare the diamond to a man of sharp mind, a strong body, and shining bright spirit. The coal might be compared to a man who is not mentally sharp, physically tough, or spiritually bright.

Someone once said that a diamond is just a piece of coal that stuck to it. Over many millions of years, its brilliance was caused by the heat and pressure inside our earth.

My hope is that, like the diamond, you will stick to it by following our Scouting ideals. If you do, you will become an example of what a man should be.

On the Trail

Once a long time ago a hound was out with his master trailing a mountain lion. The hound came to a place where a fox had crossed the trail, and the hound decided to follow the fox instead of the lion.

A short time later a rabbit track crossed that of the fox, and again the hound changed direction. Why should he chase a fox when a rabbit might be easier to catch?

When the hunter finally caught up with his hound, the dog was barking at a small hole in the ground. The hound had brought to bay a field mouse instead of a mountain lion!

How about you? Have you set your trail to achieve your ambition? Are you able to follow it, or are you sidetracked by easier trails that cross it from time to time?

Don't be like the hound. Find out what it takes to achieve your ambition, and then get started. The

best way to achieve anything in life is to set a true course for it and then stick to that trail.

Finding Your Way

(Show a Scout badge.) Scouts, where did the design for the Scout badge come from? Did you know that it's from the north point of the mariner's compass?

Now why did Lord Baden-Powell, the founder of Scouting, select that symbol for the first Scout badge? In his book, *Scouting for Boys*, Baden-Powell told us.

He said, "It is the badge of the Scout because it points in the right direction, and upward. It shows the way in doing your duty and helping others."

In other words, just as the north point of the compass helps us find our way in a field, so the Scout badge helps us find our way through life.

So the shape of our Scout badge should be a constant reminder to us of the things we pledge when we say the Scout Oath or Law. Let's think about the badge and what it means the next time we're tempted to do something that we know is wrong.

Teamwork

(Show three or four short pieces of rope.) These pieces of rope are a lot like individual Scouts. You can use these ropes for knot-tying practice or for tying a small package. *(Call up two or three Scouts and ask them to join the ropes with square knots or sheet bends.)*

Now we have a much more useful rope, one we could use for pioneering or other jobs where we need a good length of rope.

Your patrol and the whole troop work the same way. Scouts who work together like these ropes can achieve much bigger things.

But remember that this rope is only as strong as its weakest link. The same idea applies to our patrols and troop. They can't be strong unless everyone pulls together. Teamwork is just as important in Scouting as it is on a football team.

Strive to be a strong link in your patrol. Do your best to live by the ideals we talk about in the Scout Oath and Law. Learn your Scouting skills to the best of your ability, and take part in everything the troop and your patrol do. Don't be a weak link.

Winning Isn't Everything

A hard-nosed coach once said, "Winning isn't everything, but it sure beats whatever is second."

There's some truth in that. Everyone likes to win. Very few people enjoy losing.

The trouble is that in every kind of competition there must be losers as well as winners. That's true in sports, and it's also true in the competitions we will have next week at our campout (or camporee).

It's also true in life. You and every other human being find that sometimes you have to be a loser. Perhaps your sports team loses a game on an unlucky break. Or maybe you work hard in school but get low grades. Some people might say you're a loser.

Maybe so. But you don't have to stay a loser. The real difference between winners and losers is that a loss makes some people more determined to do better the next time. In the long run, they are winners because they learn to profit by their defeats and mistakes.

No, winning isn't everything. We can learn from losses, too. Let's remember that at the campout and in the years to come.

A Scout is Friendly

All of you probably know some guy who is grouchy all the time. His neighbors try to be nice to him, but he just won't be friendly. Maybe he'll build a big wall around his house to keep people away.

Let me tell you about another kind of neighbor I heard about. There was no wall around his property, and somebody noticed that the strip of grass between his yard and his neighbor's yard was unusually green. How come? he was asked.

"Oh," he laughed, "my neighbor and I are so afraid we'll cheat each other that we always water and fertilize the grass across the line on the other fellow's side. That strip of grass down the property line gets twice as much water and fertilizer as the rest of our yards."

Instead of a fence to keep each other away, that man and his neighbor had a vivid green reminder that they were friends.

The point of this story is that if you want to have friends, you can't build walls between yourself and other people. Instead, cultivate the space between you by being as fair to the other guy as you'd like him to be to you. A Scout is friendly, and the way to have friends—and keep them—is to be friendly yourself.

The Man Without a Country

In the year 1805, some plotters tried to set up a new government in some of the southern states.

When the plot was discovered, the traitors were tried for conspiracy against the United States government.

One of them was Philip Nolan, an army officer. During his trial, the president of the court asked Nolan whether he wished to say anything to show that he had always been faithful to the United States. Nolan replied, "Damn the United States! I wish I may never hear of the United States again!"

He got his wish. Nolan was put on a Navy ship with instructions that he should never hear the name of his country or get any information about it. Years went by. Nolan became a changed man. In his heart, he had an intense love for the U.S.

Philip Nolan finally died. A note with his last request was found in his Bible. The note said: "Bury me in the sea, it has been my home and I love it. But will not someone set up a stone for my memory at Fort Adams or at Orleans, that my disgrace may not be more than I ought to bear? Say on it: In memory of Philip Nolan, lieutenant in the army of the United States. He loved his country as no other man has loved her; but no man deserves less at her hand."

Your Fitness Quotient

I'm sure you've all heard of the IQ and know it stands for intelligence quotient. It's supposed to be a measure of intelligence. Probably you have taken IQ tests, although you may not have known it, so that your school would have some idea of how bright you are.

The experts don't all agree that IQ tests are all that accurate, but they apparently do provide at least a rough measure of intelligence. In theory, at least, your IQ score won't vary much from childhood to adulthood.

Maybe you can't do much about your IQ, but there's another kind of test in which your own efforts will raise your score. I'll call it your "FQ"—your fitness quotient. By regular, vigorous exercise, and by having good health habits, you can lift your FQ score many points.

In doing the fitness test for the Personal Fitness merit badge, you establish your present FQ score. If your scores on those tests now are just average or below, I suggest that you make up your mind to raise them much higher. All it takes is a decision to do it, and then—most important—following through on the exercises and health habits that will do the trick.

If you do that, by the end of summer your fitness quotient will be much higher than it is now.

Setting the Example

In the patrol leaders' council, we often talk about the skills of leadership. Patrol leaders who have taken the junior leader training course know even more about them.

Of the 11 skills of leadership, I believe the most important is setting the example. There's an old saying that sums it up well. It goes something like this: "What you do speaks so loudly that I can't hear what you say." In other words, don't tell me what is right; show me by your example.

It seems to me that when it comes to setting the example, we are all leaders. Even if you're not a patrol leader, the way you conduct yourself will rub off on your patrolmates. If one patrol member goof's off and is sloppy in his habits, there's a temptation to say, "Well, Brian gets away with it, why shouldn't I?"

That may be human nature, but it's not the nature of a good patrol or a good troop. A good patrol and troop have to work like a team, with every member setting a good example of Scoutlike behavior. Let's keep that in mind always, but especially when we are in summer camp (or on tour). Let's show our pride in our troop and in ourselves as Scouts and young men.

Safety Afloat

Scout, what do the following merit badges have in common: Canoeing, Motorboating, Rowing, Small-Boat Sailing, and Water Skiing? I'll give you a hint—they all have the same first requirement.

You guessed it. All of those badges require that a Scout be classified as a "swimmer" before he even gets started on the badge. It's pretty obvious why you must be a swimmer before you can go out into deep water in a canoe or other craft.

As I think you all know, to be classified as a swimmer you have to be able to swim 100 yards, do the elementary backstroke, and be able to rest in the water by floating. To those who swim well, that's a piece of cake. To those who don't, it could be a challenge.

You're not going to be able to go canoeing or rafting until you can meet that test. We're going to spend time this month helping the nonswimmers and beginners so that by the time of our water rendezvous, most of you—maybe all—will be able to swim the hundred yards.

Being able to swim well will unlock the door to those other badges. It will also give you a lifelong sport, one that you will be able to enjoy for many years after you no longer have the ability to play

other sports. That's one of the reasons we go swimming now. The other, of course, is that it's fun.

They Saved Life

Every year about 200 Scouts earn medals for saving lives. A lot of them performed water rescues.

Probably you've read about some of those rescues in the *Boys' Life* feature called "Scouts in Action."

Do you suppose all of those Scouts who saved people from drowning were great swimmers? No, not necessarily. Some of them may not have even been

very good swimmers because—remember—you try to reach, throw, or row to a drowning person before you jump in and swim. Many medals have gone to guys who didn't swim at all but who were able to act when everybody else was panicking and tossed a rope or reached a pole to the person in trouble.

We've been practicing the "reach, throw, and row" water rescue methods. Those of you who have the Lifesaving merit badge also know the "go" method.

So all of us should be prepared to help somebody who is in trouble in the water. If you're not, practice some more. Then you'll be ready when you're needed.