

The Scout Promise

*On my honour I promise
that I will do my best,
To do my duty to God and the King,
To help other people at all times,
To obey the Scout Law.*

The Scout Law

- (1) A Scout's honour is to be trusted.
- (2) A Scout is loyal.
- (3) A Scout's duty is to be useful and to help others.
- (4) A Scout is a friend to all and a brother to every other Scout.
- (5) A Scout is courteous.
- (6) A Scout is a friend to animals.
- (7) A Scout obeys orders of his parents, Patrol Leader, or Scoutmaster without question.
- (8) A Scout smiles and whistles under all difficulties.
- (9) A Scout is thrifty.
- (10) A Scout is clean in thought, word and deed.

The
SCOUTMASTER'S
FIRST YEAR

10TH EDITION

1948



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PREFACE

WHILE THE "SCOUTMASTER'S FIRST YEAR" has been written to smooth the way of the new leader during his first year in Scouting, practically every detail of troop organization and handling has been covered as thoroughly as possible; consequently it is hoped that the book will prove useful also to the Scoutmaster of experience.

Problems peculiar to some Scoutmasters may have been overlooked, but it has been the aim to cover generally the problems faced by new Scoutmasters working under varying conditions in every part of Canada. To this end an outline of proposed contents was sent to each Provincial Headquarters; and the thanks of the Publications Department of Dominion Headquarters is hereby recorded for the many helpful comments and suggestions received.

As you, Mr. Scoutmaster, read and make use of the matter contained herein, possible improvements will occur to you. You will be conferring a favour and making your own contribution to Scouting literature if you will note your suggestions and send them in to The Editor, The Boy Scouts Association, Ottawa.

Editor's Note:

Some elements such as the original table of contents and index have been omitted from this edition as they differ from the printed original. In some other cases, photographs from the original have also been omitted where they did not add to or clarify the text. Illustrations that were relevant to the text have been retained. Where possible, the original spelling of words had been retained. References to page numbers refer to the original printed edition and are not applicable in this electronic edition.

This edition should not be used as a training manual but rather as a historical look at how the Scouting Game was played in its earlier stages. Some suggestions contained herein may not be applicable to the current program as they may not conform to the current societal or legal norms.

CHAPTER 1.

Organization of the Troop

A SCOUT TROOP will not be likely to have a successful beginning if organized in hasty, haphazard fashion, by those who have little understanding of what Scouting really is, and the foundation necessary for a new Troop. Many Troops have been started only to dissolve within a few months because of an unwise beginning.

Practical experience in Canada has produced the following general rules for the organization of a Scout Troop that will live, and that will realize for the boys and the Scoutmaster the real intent and possibilities of the Scout training: —

- (a) The selection of a Group Committee of capable men who are really interested in the boy work of the community, or of the church or other organization with which the Troop is to be connected.
- (b) Reading by members of the Group Committee of *What Scouting Is and Does*, *How to Organize a Boy Scout Troop*, and *The Role of the Group Committee* (pamphlets furnished free by Provincial Headquarters).
- (c) The taking if possible by the members of the Group Committee, and others interested, of the Preliminary District Training Course in Scouting (held under the direction of Provincial Headquarters).
- (d) A suitable meeting place for the Troop. (See **Group Headquarters**.)
- (e) A Scoutmaster suggested by or agreeable to the Boys themselves; preferably, if there is a choice, a man with sons of his own.
- (f) Study by the Scoutmaster as soon as possible of *Tenderfoot to King's Scout*; *Scouting for Boys*; *Boy Scouts*, by Gilcraft; *Policy, Organization and Rules for Canada*; *Working the Patrol System and Scout Games*, by Gilcraft, in conjunction with the reading of *The Scoutmaster's First Year*,
- (g) If at all practicable, the taking by the Scoutmaster of the *Wood Badge Training Course*, a District Training Course, and the Correspondence Course in Scoutmastership (see page 175).
- (h) Holding firmly to a small beginning, made by selecting three or four natural boy leaders as Patrol Leaders; and the selection by these boys of their Seconds.
- (i) The training of Patrol Leaders and Seconds by the Scoutmaster until they have passed their Tenderfoot tests; then
- (j) Selection and addition to the Patrols, two by two, of Tenderfoot candidates, and their training by the Patrol Leaders and Seconds.
- (k) Group Charter procured from Provincial Headquarters.
- (l) Registration of each duly invested Scout at Provincial Headquarters.

CHAPTER II.

Building the New Troop

The Steps

- (a) General meeting of boys desirous of becoming Scouts. Election of prospective Patrol Leaders by ballot.
- (b) Patrol Leaders (later) choose Seconds.
- (c) Patrol Leaders, Seconds and Scoutmaster study and pass Tenderfoot tests.
- (d) Weekly hikes for all boys interested.
- (e) Patrol Leaders and Seconds invested.
- (f) Patrol Leaders and Seconds choose and add individual boys to their patrols, and train them to pass Tenderfoot tests; Patrol Leaders and Seconds meanwhile working with Scoutmaster on Second Class tests.
- (g) Weekly meetings started on Patrol System.
- (h) Court of Honour formed.

The Initial Troop Organization Meeting. — The following suggestions are offered for the guidance of the prospective Scoutmaster on the occasion of the initial troop organization meeting: — Coming to the question of the actual organization of the troop, a few words to the boys to the following effect:

“Now we want to make this new troop of ours a real first class troop, don’t we? One of the very best in the province. And we can. You are the boys to make such a troop. But to do that we must build well, on a real foundation. Mushrooms, you know, grow up over night, but don’t last. And you probably remember the parable of the house built on the sand, and the house built on rock? What happened to the one built on the sand? .

Yes; so instead of our rushing right at this Scout Troop job, and building a troop ‘on the sand,’ we are going to start by laying a real foundation. This may seem a little slow to some of you, but you can be sure it will be all the more worthwhile later.

“Now a Scout Troop is made up of smaller groups of six or eight boys, called patrols. Each patrol has its Patrol Leader. The way in which practically all good troops are organized is to have the Patrol Leaders elected first by the boys who are going to make up the troop. Then the Patrol Leaders choose one other boy each, to act as their Second. These eight boys at once begin the study of the Tenderfoot Scout tests, and as soon as they have thoroughly learned them — which will take about two weeks — they in turn will begin adding you other boys to their patrols two by two, and will help you learn the tests. Then we will be well under way, and the completion of the troop will depend upon how quickly the rest of you learn the Tenderfoot tests.

“It will be about six weeks before the troop has been completely organized. Meanwhile we are not going to forget the rest of you, for, weather permitting, we will hold a big hike every Saturday, with Scout games, a camp fire, and all that.

“So now I am going to ask all you boys who are 12 years or over, and who want to be Scouts, to name four of your number who you think would make the best leaders. We will make it a proper election, with ballots, ballot box of some kind, and scrutineers. The scrutineers will permit to vote only boys whom they believe to be 12 or over. You will write down four names, and the four which receive the most votes will be declared elected.

“Now let us do this seriously. Don’t vote for boys simply because you like them. Each of you think for himself, and vote for four boys who he believes will really make good leaders — boys who can think, and do things; boys who are good at games, and who are straight, clean fellows. They will most likely be older boys. It would be an advantage to have Patrol Leaders from different parts of the town or neighbourhood. So keep that in mind, too.

“Of course this will mean that some of you may be a bit disappointed at not being chosen. That is only natural. The way in which you take it will show whether you have the stuff of which Scouts are made. For of course all can’t be leaders, to begin with; but you will all have your turn, sooner or later, if you make good.

“And now, one other thing, while the ballots are being passed around: Each of you think and decide for himself. Don’t write down any name simply because you think some other boy is going to write it down. One of the things Scouts learn to do is to think and decide things for themselves, and not do things simply because other fellows do them.”

Scrutineers appointed and voting proceeded with.

Patrol Leaders Choose Seconds. — The elected Patrol Leaders should be left entirely free and uninfluenced in the selecting of their patrol Seconds. It is of first importance that the two should be firm friends, who can be counted upon to work well together. The Seconds need not be chosen immediately. A good plan is to arrange that the newly elected Patrol Leaders visit the Scoutmaster at his home on an early evening, and bring with them the Seconds they meanwhile have chosen.

Training the Patrol Leaders and Seconds. — With the aid of the Scout’s first book, *Tenderfoot to King’s Scout*, the new Scoutmaster will not find the training of the new Patrol Leaders and Seconds a difficult task. The book is self-explanatory, and well illustrated; and boys and Scoutmaster will simply “travel along together” in its study. Each Patrol Leader and Second should have a copy; and if each boy who later joins the troop is given or purchases his own copy of the book, so much the better.

As to studying the tests along with the younger leaders, the Scoutmaster need not fear that this will lose him anything as the troop’s senior leader. He will have explained at the beginning that he knows nothing about Scouting himself; that he is a Tenderfoot along with the rest of them. The only attitude which would lose him anything with the boys would be the assumption of knowing something which he did not know. Boys cannot be bluffed. As a matter of fact, however, the Scoutmaster’s wider general knowledge will very quickly vindicate his leadership in the studying of the tests.

If possible, several study sessions a week should be held at the Scoutmaster’s home, or some other convenient place, until the *Tenderfoot* work has been thoroughly covered. The study and passing of the tests should not be unduly hastened. From the first, a “100% Scout job” should be talked of, and held to. Particular attention should be given to the understanding by the boys of the full significance of each of the Scout Laws. (See **Teaching the Scout Law**, page 71.) And the knot-tying tests should not be called “passed” until each boy has so thoroughly mastered them that he can tie them rapidly and surely when blindfolded, can demonstrate them to others, and can explain their various characteristics, particular usefulness, etc. The final knot tests should include practical problems. (See **Teaching the Knots**.)

Weekly Hikes. — Usually there is a very keen interest on the part of all the other boys of Scout age who were present at the initial organization meeting; and in order that this should not be lost, a weekly hike should be held, if possible, to which all are invited. For these hikes definite objectives and programmes should be planned, and definite word and instruction as to things to bring and place to meet passed around through the new Patrol Leaders and Seconds. The hikes may be announced as a *Bird Observation Hike*,” a *“Wild Flower Hike*,” a *“Weed Hike*,” a *“Hare and Hounds Tracking Hike*,” etc. (See **Hikes and Hiking**, page 105.)

Investiture of Patrol Leaders and Seconds. — After the Patrol Leaders and Seconds have passed their Tenderfoot tests, and before they begin recruiting their patrols, they should be invested. A boy is not a Scout, and should not be called a Scout, until he has passed the Tenderfoot tests and has taken the Scout Promise. Up to that time he is simply a candidate or recruit.

For the new Scoutmaster, the investiture of his first group of boys will present a number of difficulties, which will have to be met in the most satisfactory way possible under the circumstances. The form of Investiture described (Chapter XI, page 55) is not laid down as the one form which must be used, but is only a suggested form which has been found satisfactory. The one necessity of the Investiture is that the occasion should be made as effective as possible for the boy; should carry with it a serious and full impression of the responsibility of being formally made a Boy Scout.

There are several ways in which the problem of the first Investiture may be met. The ceremony may be put on by an established troop in a neighbouring town, Scoutmaster and the new boys visiting the old troop for this purpose. Or the old troop may visit the new troop for the occasion; or the Scoutmaster of the old troop may visit the new group and direct and perform the ceremony. Should neither of the above arrangements prove possible, the new Scoutmaster himself should study the Investiture ceremony herein given, and make such modification of its details as are necessary — which probably would include substitution of the Union Flag for the Scout flag upon which the Promise usually is taken — and himself perform the ceremony.

Where it is possible to have the first Investiture put on by an experienced Scoutmaster, it is recommended that the Scoutmaster of the new troop himself be invested and that he be the first to take the Promise. The knowledge that their Scoutmaster has taken the same obligation as themselves will greatly strengthen the new Scoutmaster's position with his boys; and the Scoutmaster will himself feel that he is in a stronger position.

Where necessity compels the new Scoutmaster to himself invest his boys, he should take the first opportunity for his own investment at the hands of some older leader in Scouting.

Except for special reasons, the Investiture in all cases should be performed in some quiet place, out of doors whenever possible. A camp fire provides a particularly effective setting. Scouting is a brotherhood of the great outdoors, and nowhere else can its initiation be made so impressive.

In many troops parents are invited to witness the investiture of their sons, but invitations should be extended only when it is agreeable to the boy concerned.

Building Up the Patrols. — The Patrol Leaders and Seconds having now been thoroughly trained in the Tenderfoot tests, and having been invested, the work of building up the troop membership will begin. On their own initiative and responsibility, each Patrol Leader and Second will discuss and together decide upon one boy each whom they shall invite to join their patrol. The Scoutmaster should encourage the younger leaders to discuss with him the names suggested, and should himself interview the candidates, but should leave the final decision with the boys.

It should be noted here, as a matter of first importance, that no boy should be accepted as a candidate to join the troop unless he comes with a properly filled application form signed by his parents, or where these forms have not been available, a personally written note showing the parents' approval; and these documents should be filed with the troop records. It not infrequently happens that a boy through keenness to join a troop, will declare that he has his parents' permission, when as a matter of fact, because of a misunderstanding of Scout training, they object to his becoming a Scout, — with consequent later unpleasantness for the Scoutmaster.

The training of these new boys will be taken up at once by the Patrol Leaders and Seconds, the Scoutmaster from time to time inquiring as to the progress made, and lending his assistance when

necessary. As soon as the Patrol Leaders announce that the recruits are ready, the tests should be given by the Scoutmaster; the same high standard of passing being demanded as in the case of the Patrol Leaders and Seconds, with particular attention given to each item of the Scout Law. The new boys should then be invested. (See **Number to be Invested**, page 63.)

Meanwhile, Scoutmaster, Patrol Leaders, and Seconds should be working on the Second Class Scout tests.

Ordinarily, with the greater time at their mutual disposal, the Patrol Leaders and Seconds will train their recruits within a week. This will result in bringing patrols up to the maximum strength of eight boys in about six weeks, — a total of 32 boys for the troop. This number should not be exceeded.

While acceptance of boys into the troop by the Patrol Leaders, and the Investiture of candidates as soon as they have passed their tests, is considered advisable in the case of the entirely new troop, this form of admission into the ranks of Scouting should be discontinued as soon as the original applicants to join have been taken care of, or as soon as the troop has been brought up to its full strength of 32. Thereafter, when vacancies occur, each would-be Scout should be required to make application for admission into the troop before the Court of Honour; and should then, if accepted, be taken in on probation — usually for a period of one or two months. At the end of this period he is again voted upon by the Court of Honour for final acceptance into the troop.

The Patrol System. — The above outlined plan of troop organization forms the basis for running a troop on the Patrol System, — which has been repeatedly described by Lord Baden-Powell, the originator of Scouting, as **the only system for properly running a Scout troop.**

Briefly, it is a small-group system, each group under the direction of a boy leader who is given the full responsibility for its leadership, under the supervision of the Scoutmaster. Experience has proved the effectiveness of the system in developing initiative and the ability to accept responsibility on the part of both the Patrol Leaders and Seconds. For the Scoutmaster, a large part of the detail work of running a troop is taken from his shoulders, leaving him free to play his best role of general supervision and guidance. (For a full understanding of the Patrol System and of its details every Scoutmaster should read *Working the Patrol System*, by E. E. Reynolds, the standard work on the subject.)

NOTE: — In the case of small troops, numbering perhaps only ten or twelve boys, it is preferable to organize two patrols, rather than attempt to run the troop as one group or patrol. Even two patrols of four boys each would permit of competition in games and tests, with the resultant development of patrol spirit and loyalty, — one of the important ends gained by the Patrol System.

The Court of Honour Formed. — A necessary feature of the Patrol System is the Court of Honour. This is an executive council for the direction of the troop's activities; and when the troop is fully organized, is made up of the Troop Leader, Patrol Leaders and Seconds, with the Scoutmaster and Assistant Scoutmasters as members *ex-officio*.

Incidentally, through the work of the Court of Honour, the boy leaders learn to discuss matters of business and troop policy, and learn to make individual decisions, as against the usual boy practice of making decisions "with the crowd." Individual decision is called for by the use of the secret ballot in deciding all questions which may be disposed of in this way. One member of the Court is appointed Scribe, minutes of each meeting are kept, and all business is transacted according to accepted parliamentary procedure.

The Court of Honour may be instituted as soon as Patrol Leaders and Seconds have passed their Tenderfoot tests and taken the Scout Promise. Matters first brought up for discussion would include the question of head-

quarters, the most suitable troop meeting night, troop equipment (see **Troop Room Equipment**, page 23), troop uniform details, including neckerchief colours; the raising of initial troop funds, if necessary; the question of weekly troop fees, the following summer's camp plans; explanation by the Scoutmaster of Patrol Competition (see **Patrol Competition**, page 38) and adoption of a scale of patrol competition points; discussion of troop Good Turn projects in the community.

As soon as two additional boys in each patrol have been trained, and have passed their Tenderfoot tests, regular troop meetings may be begun, and the Court of Honour will then add one of its most important weekly meeting duties — the laying out of the following week's troop meeting programme, and the plans for the Saturday hike.

Usually the Court of Honour meets at the close of the regular weekly troop meeting. It is a good plan occasionally to hold the meeting at the Scoutmaster's home.

In all cases the Court of Honour should adjourn in good time, discussions if necessary being carried over until the following meeting. Boys should never, if avoidable, reach home later than 9:30 from a Scout meeting. (See *An Example Court of Honour*, page 50.)

The Meeting Night. — Weekly meetings are the general rule, although there are troops which meet oftener. Friday night is the most popular meeting night. The fact of its being the night before "hike day" is an advantage. It is important to make certain that the night chosen will be convenient for the majority of the boys.

Troop Fees. — The question of weekly troop fees should be discussed fully by the Court of Honour, then voted upon by the troop as a whole. While some troops collect a larger fee once a month, the usual fee is 5¢ per week. Whatever the amount, the weekly contribution is preferable, since it usually then represents the boy's own saving. Otherwise he may simply go to his parents for the larger monthly amount. The monthly fee also is more liable to develop irregularity of collection, through boys overlooking the matter. The fees are best collected by the Patrol Leaders, and handed over to the Troop Treasurer; who usually is the Troop Leader.

Registration of Scouts. — From Provincial Headquarters a form will be received for the registration of each Scout in the troop. This registration fee is 50 cents per calendar year. In some cases the fee is paid in to the Scoutmaster by each individual Scout, and in other cases, by vote of the Court of Honour, the fee is paid out of troop funds. On payment of the fee each Scout receives an attractive pocket folding registration card, which identifies him as a fully registered Scout, and contains a record of his Scout service. The card bears the signature of the Chief Scout for Canada, the Provincial Commissioner, and finally that of the Scoutmaster himself.

It may be explained that primarily registration is a "missionary fund" measure to provide the means for carrying the benefits of Scouting by field men to boys in the outlying sections of the various provinces. The fees received from each province are spent in that province.

A secondary, and scarcely less important purpose of registration, is the providing of each Scout in good standing with a means of identification which may prove of practical help to him in various ways, particularly when he leaves home and seeks a position.

CHAPTER III.

Completing the Troop Machinery

The Troop Leader. — The Troop Leader is a junior executive to the Scoutmaster. Where there is no Assistant Scoutmaster, he largely fills that office. Usually he is the Troop Treasurer and Secretary, collecting the fees from Patrol Leaders, entering these in the troop record book; recording the attendance, etc.; taking charge of certain games. He may be made responsible in particular for the troop flags, and have the keys of the troop equipment room or box, where such is used. During troop meetings he would keep the patrol competition score on the blackboard. Where there is no Assistant Scoutmaster, he will bring the troop into horseshoe formation for the formal appearance of the Scoutmaster and the breaking of the flag.

Usually the Troop Leader is the oldest boy, or the oldest in Scout experience, in the troop. In the case of the new troop the oldest or most capable of the Patrol Leaders will be at an early date advanced to this position. When sufficiently experienced, the Troop Leader may take the Scoutmaster's place on the weekly hike when the latter cannot be present.

The Duty Patrol. — One patrol should be designated each week as the Duty Patrol. It reports early for the weekly meeting, makes necessary preparations, tidies up after the meeting, etc. Patrol competition points may be given for perfect performance of these duties, with the competition periods so arranged that each patrol will be on duty the same number of times during the period of the competition.

Patrol Emblems. — The selection of a patrol emblem, a bird or an animal, may be made after discussion at the first Court of Honour meeting. If not made then, it should not be made until the patrols have been recruited to strength, when the matter should be debated and decided by each patrol as a whole. One idea in the use of an animal or bird as a patrol emblem is that its call should be used by the members of the patrol as a means of identifying and communicating with one another. The selection of a bird or animal found in the locality is recommended, and its characteristics and habits should be known by all the members of the patrol.

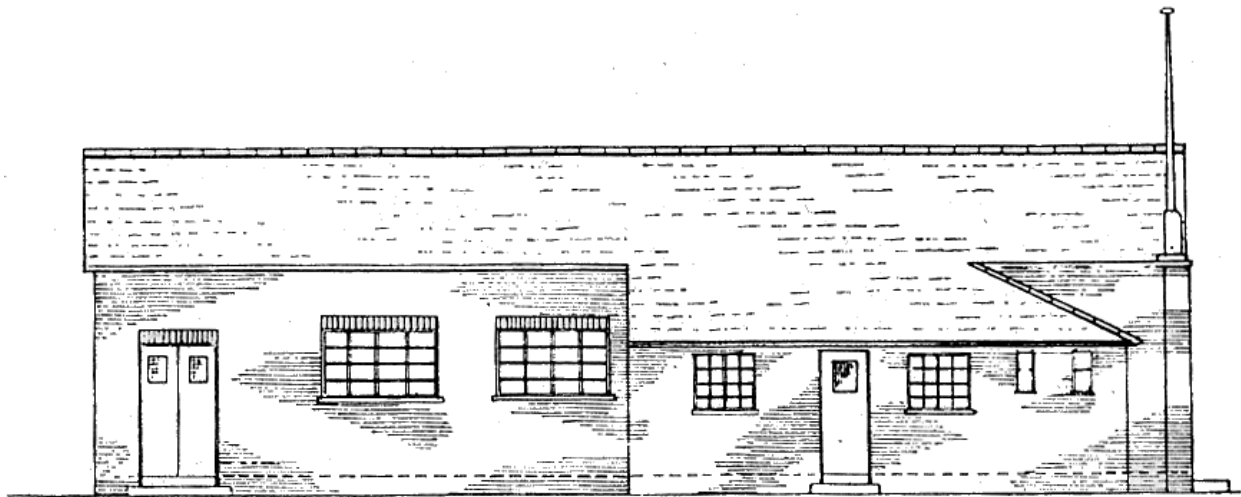
Scout Rank Test Instruction. — Once the troop has been well started, instruction in test work should be given by the Patrol Leaders, these being previously instructed by the Scoutmaster or Assistant Scoutmaster. Much of the work will be done during "Patrol Corners" in troop meetings. It may be found advisable to break patrols and form special groups for certain instruction. This would be one of the details discussed and arranged by the Court of Honour. The Scoutmaster or Assistant Scoutmaster should personally examine in all Scout rank tests, except Tenderfoot knots, flags and salutes, which may be delegated to the senior Patrol Leader or Troop Leader. As many tests as possible should be given during hikes. (See Tenderfoot, Second Class and First Class tests in Tenderfoot to King's Scout).

CHAPTER IV.

The Group Headquarters

THE majority of Canadian Scout Troops meet in church rooms, parish halls or public schools. Many however, meet in Group Headquarters of every description and size, from a converted hen-house to a specially planned building costing in the neighbourhood of \$6,000. Between these examples are converted barns, old school houses and small office buildings; huts, shanties and log cabins built by the boys themselves; headquarters in community halls, lodge halls, over stores, in storage lofts, and in basements.

SUGGESTED DESIGN FOR TROOP HEADQUARTERS

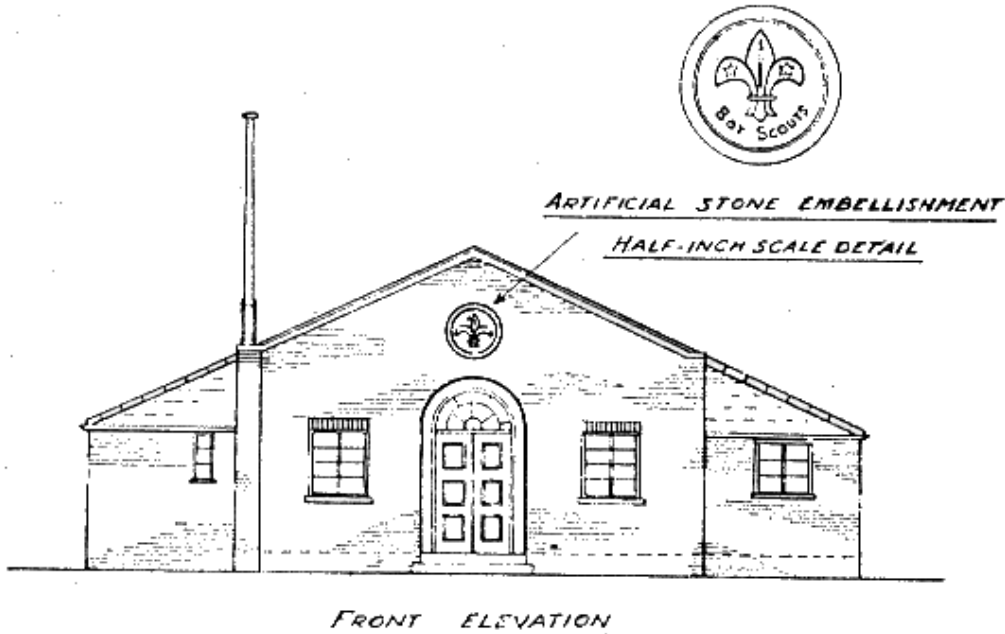


SIDE ELEVATION

An ideal troop headquarters probably would consist of a heated room about 40 x 80 feet; opening off it four small "patrol" rooms a Patrol Leaders' Den and Library, a Rover Den, the Scoutmaster's and Court of Honour room, and a large room for games. While a number of Canadian troops possess quarters closely approximating these details, few are so fortunate.

However, such ideal quarters are not at all necessary to first class success with a troop; and even where a new troop may be handicapped in its headquarters, if real Scouting is done, and the spirit of public service is shown, it will not be long before more desirable headquarters will be found.

Where the troop is to be connected with a church, the question of a suitable meeting place usually presents few difficulties. There are a number of points which the new Scoutmaster should bear in mind when making the arrangement, however. First, it should be made clear that the co-operation of the church authorities should be regarded as a contribution to the character training of the boys of the church or community, and not as a favour to the Scoutmaster, or to the Boy Scouts Association. Next, a definite



understanding should be had regarding the room to be used, the evening of the weekly meeting, the hours of opening and closing the building, and the heating of the room during the cold months. Particular attention should be given the fixing of the meeting night, so as not to conflict with other church meetings, either in the same room or in another part of the building, where the noise of games would disturb.

Where it will be necessary to move chairs, or otherwise alter the arrangements of the room, the troop should engage to restore things to their usual order. In case of damage to the property, the troop should engage to repair or pay for this from its own funds.

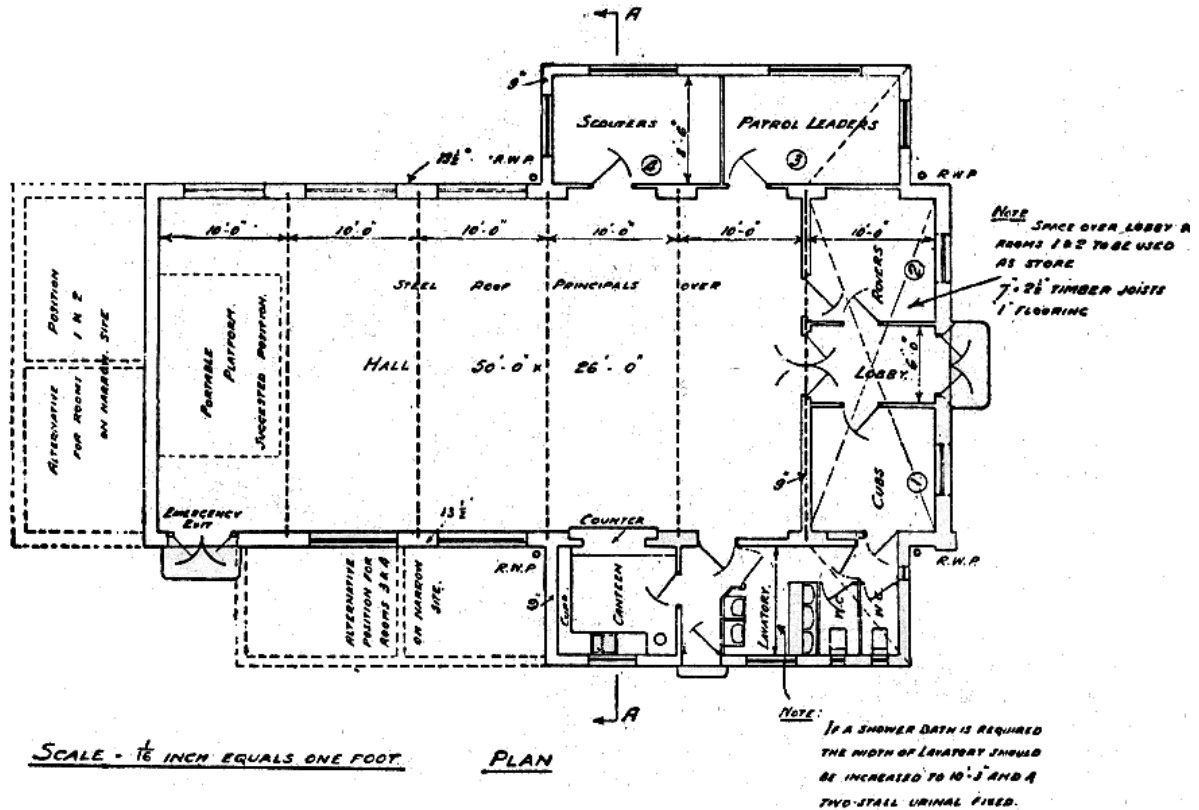
The above suggestion would apply also to arrangements for a troop meeting place in a day school, or a community or lodge hall.

Make Friends with the Janitor. — In all cases, the good will of the janitor should be sought and maintained, particularly where a certain amount of extra and unpaid-for work is caused him by the troop meetings. In these cases it is usual to remember the caretaker with some form of appreciation at Christmas.

Headquarters in School Buildings. — In a majority of our cities and towns, public school rooms or basements may be secured for troop meetings. In a number of instances old and unused schools have been placed at the disposal of troops at a nominal rental with the understanding that the buildings will be kept in repair.

One school board leased to the local Scouts on nominal terms an old school not being used. Scoutmasters and Scouts and members of the Group Committee renovated and reconstructed the interior of the building, installed plumbing, built a full sized stage in the auditorium and otherwise made a first class troop headquarters and community hall. On their own initiative business men of the town provided a modern heating system.

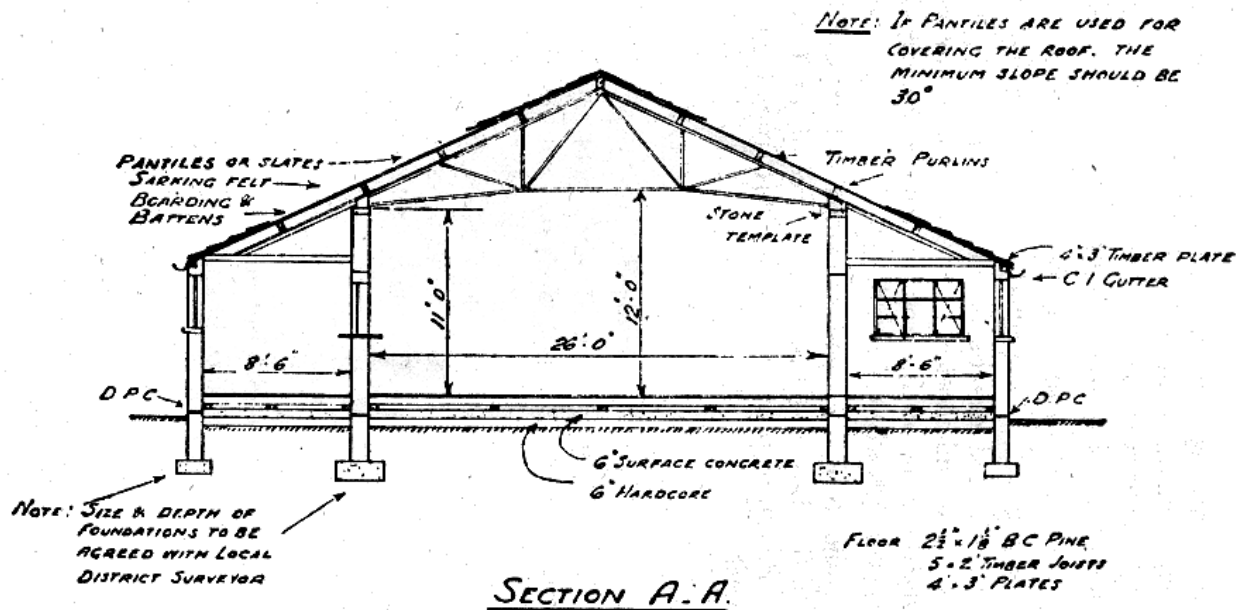
Headquarters Provided by Industrial Concerns. — Occasionally some large industrial concern whose heads are interested in the boy work of the community are quite ready to place a suitable building at the disposal of a Scout Troop. Sometimes the building has been a completely new erection, and other times, part of an existing building has been remodelled to suit the purposes.



Old barns, stables and fire halls have been converted into suitable troop halls — log huts have been built. There is a record of a troop which met in the discontinued local jail.

Fraternal Organizations have frequently provided space in their lodge rooms for troop meetings.

Specially Built Headquarters. — A number of troops in various parts of the Dominion have already built or are contemplating building their own headquarters. We are indebted to Imperial Headquarters' pamphlet "Our Own Place" for the plans shown and we would suggest that any Group thinking of building their own headquarters study these plans carefully. No doubt, some modifications might be needed to meet local conditions, but, in the main, the plans show a very convenient lay out. Before entering into any land purchase, it would be well to refer to Sec. 6, P.O.R., Real Property, which says "all real estate leases, or other interests in real property belonging to Provincial Councils, Local Associations and Groups shall be vested in trustees in such manner as the Provincial Councils concerned from time to time prescribe.



Local Associations and Groups considering the purchase of real estate, or the erection of buildings, should first seek the advice of the Provincial Council.” Other authorities to be consulted are the local building inspector, sanitary inspector and electric power inspector.

Be sure that all the necessary permits are obtained before starting to build.

The site is important, not too far from main sewers, water supply, gas or electricity.

Have a building committee drawn from members of the Group Committee and parents. A wooden building is cheapest, but consideration might well be given to a more ambitious structure of brick, cinder block or concrete.

It is important to provide room for patrol corners — one for each patrol, large enough to hold all the members.

If enough land can be obtained to build the headquarters at one end and leave the rest available for games and tests, the value of the property from a training viewpoint will be greatly enhanced.

In some provinces and municipalities it has been arranged that Boy Scout property is free of tax. It would be well therefore to enquire about this from your local tax official.

CHAPTER V.

Troop Room Equipment

THE importance of complete and suitable equipment for the successful running of a Scout Troop, month in and month out, cannot be over-emphasized. Its use permits a methodical way of doing things that is of distinct value to the troop as an organization, and to the boys individually. For instance, possession by each patrol of a property box unquestionably helps to develop "patrol spirit.

Necessarily the question of equipment detail is subject to considerable modification to meet widely different conditions of troop headquarters location, and troop financial resources. In all cases, however, the following items are undoubtedly necessary to the successful handling of any troop, and for securing progress in Scout work:

Essentials

Union Flag (halyard and pulley).

Troop flag, on short staff.

Patrol flags.

Patrol shoulder knots.

Troop Record Book.

Patrol Leader's Record Book.

Staves.

Blackboard.

Signalling flags.

Rope for knotting and lashing.

First aid bandages and splints.

Progress wall chart.

Small table for Scoutmaster.

Sufficient chairs or benches.

Boxes or lockers for patrol property.

Box or locker for troop property.

Bookshelf containing: Scouting for Boys, (Boys' Edition), Policy Organization - and Rules for Canada, Tenderfoot to King's Scout, Proficiency Badge Reference Book, Scouts' Book of Gadgets, Camp Fire Song Book.

Helpful Additions. — The following items of equipment will further help in carrying on the troop's work and will aid in developing that valuable asset, a Scouty atmosphere:

Screens for Patrol Corners.

Sand-tracking box.

Sand-tracking ground.

Artificial camp fire.

Miscellaneous wall charts, illustrated, on such subjects as: — Bandaging; Rescue from fire; Rescue from drowning; Knots, hitches and bends; Morse signalling code; Semaphore signalling code; Swimming; Boxing; Scout staff and its uses; First aid anatomical wall chart.

Scout Posters.

Pictures of the King, Lord Baden-Powell, and the Chief Scout for Canada.

The Group Charter, framed.

Troop photographs.

Mounted groups of camp and hike snapshots, with suitable captions, sensible and otherwise.

Trophies and mementoes of hikes and camps.

Knot-board, or boards.

Mounted collection of leaves, etc.

Samples of woods.

Natural wood alphabet, mounted.

Set of doctor's First Aid splints, for instructional purposes.

Special First Aid bandage bearing illustration of bandaging.

DETAILS

Rope. — It should be noted that by rope is meant rope not cord or string. Several kinds and sizes of rope should be included, the more the better. Always have odd pieces and a few lashings on hand for impromptu demonstration or practice.

First Aid Bandages and Splints. — These should include four sets of bandages, to permit the putting on of patrol First Aid work competitions. The bandages may be made of any suitable materials, after the dimensions given in Scouting for Boys, Tenderfoot to King's Scout, or First Aid to the Injured. The splints may be of various lengths and widths of wood.

Sand Tracking Box or Tray. — This is a small box or tray 2 x 3 feet, 4 or 5 inches deep, for tracking demonstration.

Sand Tracking Ground. — This is a frame and canvas box 10 x 12 feet. The canvas is tacked to two 12 foot 2 x 4s for rolling up when not in use. The end pieces are mortised for slipping into place. For both tray and tracking ground fine builder's sand is used. It is kept in bags, and when required is spread over the box to a depth of about 3 inches. It is kept slightly moistened.

Patrol Corner Screens. — Where there are no small rooms or alcoves for Patrol Corners, a two-part folding screen may be used. The two halves of the screen may be 5 x 5 feet in size, made of wood strips 3 inches by a half inch, hinged together by three hinges, and covered with stretched burlap, painted a dark green. The screen on the outside would display the patrol emblem, the patrol roll, etc. On the inside it would carry patrol record sheets, "Instructions for Duty Patrol," calendars, pictures, charts, etc. It might also contain collapsible pockets for holding books, papers, pencils, etc.

In lieu of a folding screen a curtain on a pole or a roller might be used.

Patrol Corner Lockers. — For each Patrol Corner there should be two lockers, 12 x 12 inches and 6 feet long, with hinged tops. These are for containing patrol equipment, and for use as seats. Used as seats the lockers would be placed against the wall, not against the screen.

Troop Lockers. — The troop locker would be made of any size necessary to take the troop equipment used during meetings. Its length probably would be controlled by the length of the staff of the troop flag.

Progress Wall Chart. — This large chart, displaying the name of every boy, and the progress he has made from Tenderfoot on, has been found invaluable in encouraging progress in Scout work. It may be had from the Dominion Headquarters Stores Department.

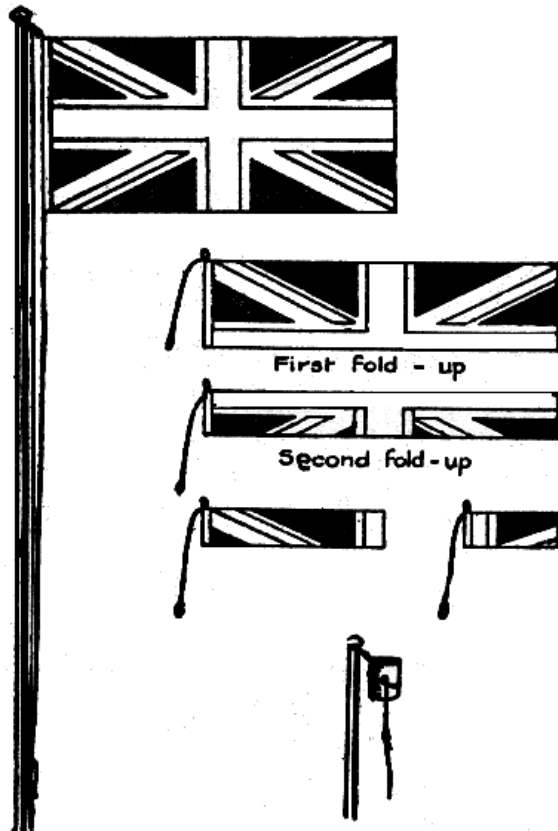
A TROOP CALL

In addition to its individual patrol calls every troop should have a Troop Call — that of a bird or animal. This is used by the Scoutmaster, Assistant Scoutmaster or Troop Leader to attract attention previous to the giving of a hand signal. If possible, as in the case of patrol calls, the Troop Call should be that of a bird or animal native to the locality.

At the Canadian Gilwell Training Camps mechanical bird calls have been most used — the Jay call (a far-carrying hiss), a Curlew whistle, or a Duck squawk. The Moose horn also has been used, particularly at the Maritime camps. At several of the western camps the alarm note of the Antelope has been used. This is a single high pitched explosive bark, sounding much like the word “Don’t!” with the “t” left off.

The African Kudu horn is a thoroughly Scout type of troop call. While there are no Kudus or similar large horned Antelope in Canada, there are Buffalo and Mountain Sheep, the horns of which might be procured. Large cattle horns also may be used, or the horn of the domestic ram.

At one Canadian Gilwell camp a hollow-log drum was used effectively. The Morse Letter A (a single stroke, then a roll) was the Alert signal.



How to prepare the flag for breaking.

Such “natural” instruments have taken the place of the bugle in Canadian Scouting, as in England and elsewhere. They have the further advantage that even when bought they cost a great deal less and require no earsplitting, neighborhood-disturbing practice. Excellent bird whistles can be made of willow bark or bass-wood. Such small bird calls are more suitable for use indoors.

THE FLAG IN THE TROOP ROOM

The hanging of the Union Flag in the troop room frequently presents a problem. The difficulty may be met in one of the following ways:

Securing a small pulley block to a nail, screw-hook or screw-eye in the wall or ceiling.

Lashing the pulley to the top of a pillar, to a basketball basket or to a steam pipe near the ceiling.

Using a flag staff to stand in a socket on a base of crossed 2 x 4s.

A troop flag is usually stood, on its staff, beneath the Union Flag.

CHAPTER VI.

About Uniforms

“The Scout uniform now constitutes a bond of brotherhood among the boys across the world.

The correct wearing of the uniform and smartness of dress of the individual Scout makes him a credit to our Movement which shows his pride in himself and in his Troop.

One slovenly Scout, on the other hand, inaccurately dressed may let down the whole Movement in the eyes of the public. Show me such a fellow and I can show you one who has not grasped the true Scout spirit and who takes no pride in his membership of our great brotherhood.” — B.P. in SCOUTING FOR BOYS.

HEREIN the Scoutmaster plays an important part, because the example he sets, will determine the degree of smartness of his Troop's turnout.

The correct uniform for a Scout is given in *P. O. & R.* for Canada. It should be made a Troop rule that no Scout may appear in public in uniform unless that uniform be officially correct and neat.

What the exact uniform of any Troop shall be — colour of shirt, shorts, stockings, etc. — should be decided by the Troop (unless the Local Association has adopted a standard combination for the district), and should then be strictly adhered to.

Because the Scout uniform has become a recognized public service uniform, its wearing makes possible many forms of community service that could not otherwise be undertaken by Scouts as Scouts.

It is attention to these details that makes the correctly attired Scout and Troop, and that gives the impression of business-like organization and efficiency that visually impresses the public with the quality of a Scoutmaster's leadership.

Very valuable too are the traditions which have become associated with the uniform and they are a distinct help in living up to “what is expected of a Scout.” The neat appearance of the Scout garb also meets the love of distinctive dress which is innate in every boy, and the wearing adds appreciably to his personal pride and self-respect.

It was to make this possible that the Canadian General Council of The Boys Scouts Association adopted a standard and official uniform, and arranged to supply this in the best quality possible at the lowest price possible; in fact at a lower price for the quality than usually can be secured from any other source.

It may be pointed out in this connection, that in dealing with the Headquarters Stores Department, every Scoutmaster is helping himself and his own Troop by contributing to make it possible to maintain the standard of good quality and low price aimed at.

Further details regarding uniform including the care of clothing and hats, will be found in the Headquarters catalogue.

The Scoutmaster's Uniform. — Full details concerning the Scoutmaster's Uniform and badges will be found in *P. O. & R.*

Regarding Shorts. — While there is a special uniform for winter wear, shorts and shirt remain the official summer uniform of the Association. Shorts have become a distinguishing feature of the Scout uniform throughout the Empire and practically throughout the world. The freedom of limb they give is a

distinct advantage in all ordinary forms of outdoor Scouting, and worn with the short-sleeved shirt they unquestionably make a neat and smart uniform.

It must be recognized however that in certain parts of Canada, due to the prevalence of blackflies and mosquitoes shorts are not always practical. A Scout cannot be expected to wear shorts where to do so would produce unnecessary discomfort. In all circumstances good Scout common sense must rule.

CHAPTER VII.

The Troop Meeting

Preliminary Points

SCOUTING is a game — recreational education — learning while playing. The play feature is the always dominant note of the weekly meeting of the successful

Boy Scout Troop. It is a busy meeting from start to finish, with a programme that provides something new each week. This may be a new and lively P.T. game, a new sense-test game, a new Scout Law play idea, a new First Aid problem, a new Council Fire stunt or a new song. The meeting should always be planned ahead by the Court of Honour and the Scoutmaster. (See Sample Meeting Programme, page 33.)

To the new Scoutmaster this may seem a difficult standard to maintain. In reality it presents few difficulties, with a troop organized on the Patrol System, and when the Scoutmaster will spend a little time regularly studying the helps offered in this and other publications.

Troop Discipline. — To some new Scoutmasters this looms as a bugbear, particularly where the boys making up the new troop have previously earned a reputation for noisiness and mischief, and perhaps worse. Any properly run troop meeting automatically takes care of its discipline, through the proved appeal of the activities offered, the esprit-de-corps of the patrol, the competitive interest in the always-running patrol competition, and the use of hand signals and the “freeze.”

Scout “Commands”. — Indoors or out, the Scout Troop is not handled by a piercing whistle and shouted commands. Instead, an “Alert” signal is given on a bird or animal “troop call,” and this is followed by a readily understood hand signal (see Hand Signals, page 45).

The troop call may be an artificial “crow” call, a “peewit” whistle, a “duck squawk,” etc., or it may be a bird call made with the lips or lips and hands, if the Scoutmaster is able to do this effectively.

Freezing. — “Freezing,” that is becoming instantly immovable, or “frozen,” on the blowing of the troop “alert” signal, is a great aid in the development and maintaining of troop discipline. It may be used three or four times each evening (not more) — during Patrol Corners, or during games; in fact at any unexpected moment. The middle of an exciting game offers its supreme test. The boys will regard this test as great fun, particularly when it leaves them “frozen” in all sorts of ridiculous postures. Of course only those games would be so interrupted in the result of which the “freeze” would not interfere.

The freeze usually is made a feature of the troop competition, points being given each patrol for perfect response to the signal, or points taken off for failure. The freeze signal may be a single note on the troop call, with two notes for “carry on”; or the Morse letter A for “alert,” and the letter G for “carry on.”

Meeting Hours. — Commence not later than 7.30 p.m., and finish as soon after 9 p.m. as possible. Make sure that no boy is home later than 9.30; earlier if practicable, — unless he is a member of the Court of Honour.

Be on Hand Early. — Be on hand ten or fifteen minutes ahead of time. See that the Troop Leader, Patrol Leaders or the Duty Patrol have everything in readiness at least five minutes before the opening hours. See that the flag has been prepared for breaking.

Have a word with each Scout as he arrives, shaking hands or giving him the salute.

A Sample Meeting Programme

- 7.10 Headquarters opened by Troop Leader or Assistant Scoutmaster.
- 7.15 Duty patrol arrives and makes room ready, including preparation by Patrol Leader of the Union Flag for breaking.
- Scoutmaster arrives.
- 7.25 Balance of Troop arrives.
- 7.30 Patrols rally in Corners.
Patrol roll call, inspection by Patrol Leaders. Dues collected.
- (Freeze) .
- 7.35 Troop called into Horseshoe formation by Troop Leader or Assistant Scoutmaster. Scoutmaster takes over parade. Flag break. Scout Silence. Troop leader makes attendance report. General inspection, and points marked up on board. Special inspection (right shoe, left ear), and points marked up.
- 7.45 Lively game — Chain Tag. (Freeze) *
- 7.55 Patrol Corners — (Instruction by Patrol Leaders.)
Owls, Morse alphabet.
Wolves, Tenderfoot knots.
Foxes, Whipping rope ends.
Crows, Composition of the flag.
- (During Corners, dues collected from Patrol Leaders by Troop Treasurer.)
- (Freeze).*
- 8.10 Hand signals by Scoutmaster.
- 8.15 Lively game.. — Poison Circle.
- 8.20 First aid demonstration and quizz, cut in the foot, by Scoutmaster.
Bandage demonstration by each patrol.
- (Freeze) . *
- 8.40 Council fire. O Canada. Songs from Canadian Scout Camp Fire Song Book, as suggested. Scoutmaster's "Five Minutes."
More songs. Few words regarding Good Turns.
National Anthem. Prayers or Scout Silence.
- Lower flag. Name next week's Duty Patrol. Dismiss.
- Court of Honour.

*Patrol Competition.

The Opening. — At 7.30 Patrol Leaders formally line up their patrols in corners, call the patrol roll and collect the fees (if any), the record being entered in the *Patrol Leaders' Record Book*, or a similar book. On the signal for the horseshoe formation before the flag, given by the Assistant Scoutmaster, Patrol Leaders lead their patrols on the run to their place in the formation. (See Hand Signals and Formations, page 45.) They stand their patrols "easy," and make a verbal report on the number present and absent.

Meanwhile the Scoutmaster has withdrawn to a separate room, or his "office" corner. When signalled by the Assistant Scoutmaster that all is ready, he makes his official appearance, and the troop is called to the alert by the Assistant Scoutmaster. The Scoutmaster takes charge. The Troop Leader steps to his place at the flagpole, looks up to make sure that the ropes are clear, and reports, "Halyards all clear, sir." The Scoutmaster calls "Troop salute!" and the Troop Leader breaks out the flag. The Scoutmaster directs

“Steady,” and hands are dropped from the salute. Then prayers are called for, or the “Scout Silence.” If the latter, all stand with heads bowed and eyes closed for about 20 seconds.

The Scoutmaster then stands the troop at ease, and proceeds to the “general inspection,” by patrols. The Patrol Leaders of each patrol brings his patrol to the alert as the Scoutmaster approaches, and accompanies the latter on his inspection. After making the round of the troop the Scoutmaster directs the posting on the blackboard of the general inspection Patrol Competition marks. Then he repeats the round on “special inspection” — teeth, or hands, or left hand and right ear, etc.

Notes on Inspection. — ”General inspection” will take cognizance of the generally tidy appearance of the boys, cleanliness of face, hands, boots, and “correct uniform.” In the case of a new troop the details which constitute a “correct uniform” will be determined by the Court of Honour. During the first month of the troop’s actual organization, for instance, correct uniform may consist of the troop neckerchief and a natural wood, Scout staff. From time to time details may be added, until by correct uniform is meant the complete Scout uniform. In all cases the financial circumstances of individual boys would be taken into consideration.

In the course of inspection praise should be given where this is due, and any criticism should be made carefully. A chaffing remark to a boy whose hair requires cutting — ”Looks like a haystack, Billy; try to get it cut before next meeting, that’s a good fellow” — is the Scout way, rather than a sharply spoken, military-like, “Hair too long! Get it cut!”

The points for “special inspection” should not be made known beforehand, but announced immediately before this stage of the inspection. The purpose of such combinations as left ear and right foot is to add a touch of fun; and this should be developed by the Scoutmaster, to add the “game” feature. The inspection is none the less serious.

Patrol Corners. — At the conclusion of the Special Inspection, and the posting on the blackboard of the resulting patrol marks, the troop is dismissed to Corners. There instruction or practice work is carried on as outlined for the evening by the Court of Honour. Patrol Corners activities of the new troop would consist of Tenderfoot instruction, practice or review (on the flag, uses of Scout staff and knot work) and work on the Second Class tests such as elementary first aid, Semaphore or Morse, Kim’s Game and’ the compass. When the Second Class tests have been passed, advanced first aid, tracking and signalling problems or puzzles would be given, lariat spinning and throwing, friction fire practice, etc.

From time to time during Corners the freeze signal may be blown, and points marked up on the blackboard for or against each patrol according to the promptness of its response.

Patrol Corners sessions should not last longer than 20 minutes on any one subject; 15 minutes is a preferable maximum, with some sessions of 10 minutes. A brief lively game in which all participate should follow each Corner Session. It is a good practise about the middle of the meeting, weather permitting, to give the troop a brief outdoors running game. (See Breather Games, page 143.)

First Aid Demonstration. — (See Teaching First Aid, page 88.)

Winding Up the Meeting. — Be sure to wind up the meeting with a brief talk on some principle of Scouting — this is the “Scoutmaster’s Five Minutes” — given best in story form. For this, the boys preferably should be seated in a circle around an artificial camp fire (see Indoor Council Fire, page 95), with the other lights in the room turned off. This is always very popular with boys. (See Council Fire Programmes, page 96.)

Scoutmasters will find *The Scoutmaster’s Five Minutes* a useful source of material for council fire chats. See Stores Dept., Catalogue or order from your Provincial Headquarters.

Finally, finish on time. Don't be tempted to prolong things, because the evening has gone so well, and the boys want to continue. They will be all the more anxious for next week's meeting. Step into the council fire circle, motion the boys to rise, and say a short prayer thanking God for the good fun of the evening and for the privilege of being a Scout, and asking that He help all to be good Scouts during the coming week; this followed by the Scout Silence, or "a few moments of silent personal prayer." Or where the troop is a community troop, including boys of widely different religious connections, the Scout Silence and silent prayer alone should be used.

The Scoutmaster then directs the lowering of the flag by the Troop Leader, the boys themselves coming to the alert. The boys should then be cautioned to leave the building quietly and go home quietly; and then dismissed with the usual hand signal and a cheery good night. The boys may be taught to accompany their acknowledgment of this with the salute as they stand facing the Scoutmaster. The military "Right turn, dismiss!" is not used.

While the Duty Patrol then tidies up the room and puts things away, the Court of Honour is opened in a quiet corner, or in another room.

The Duty Patrol. — This is another "institution" helpful alike to the Scoutmaster, the Troop, and the individual Patrol Leaders and Scouts. It relieves the Scoutmaster of many small details, it greatly aids in the smooth running of the troop machinery in general, and it gives Patrol Leaders responsibility of a particularly beneficial kind.

The Duty Patrol is appointed at the close of each meeting, and "takes over" at the close of the council fire, or other closing ceremony.

Its duties include:

Putting away troop equipment, tidying the room, etc.

Arriving ten or fifteen minutes ahead of time for the following week's meeting, preparing room, equipment, etc., and attending to heating arrangements if necessary.

Such other special jobs as may be assigned it by the Scoutmaster or Court of Honour — All under the sole direction of the Patrol Leader. Points in the troop patrol competition may be given or taken off for the manner in which each patrol in turn fulfills its duties as Duty Patrol.

CHAPTER VIII.

The Patrol Competition

Here is a little story of the effectiveness of the Patrol Competition, taken from *The Scout Leader*.

Said a Scoutmaster at a recent district conference: "Although we had had a good summer camp, when we resumed this fall, things did not seem to go well. I could, myself, call up no enthusiasm for the winter's work. Some of the boys began missing meetings. Then I received the first number of *The Scout Leader*, read of the Patrol Competition, and saw at once that it was just what I needed. I called my Patrol Leaders together, discussed the matter, and before the next meeting sent out word that we were starting a Patrol Competition in the troop, and that every boy not on time at the next meeting would lose one point for his patrol.

"That evening at 7.25, there was not a boy in sight. I began to feel pretty gloomy; apparently the thing was a failure. Exactly at 7.30 the door flew open, and the boys simply stormed into the room. Only one was absent — from sickness. Since then we have had practically a 100 per cent attendance at every meeting. You wouldn't know it was the same troop; and I am having the best time I have ever had in Scouting."

Undoubtedly the week-to-week patrol competition is one of the best things brought to Canada with the Gilwell Training Course.

A Blackboard. — All that is required to run a patrol competition is a blackboard of such size that the figures thereon may be seen from every part of the troop room. The patrol emblems are carefully drawn at the top of the board. Their arrangement and a typical evening's scoring are shown in the accompanying illustration, which represents the beginning of a new competition.

Where a blackboard is not available, one may readily be made of a piece of heavy, smooth cardboard, straw-board or beaverboard, painted with "blackboard paint." Where such material cannot be had, a sheet of smooth, dark brown wrapping paper will prove very satisfactory. It will show up white chalk quite distinctly. Black crayon can be used; but in addition to soiling the fingers, its use will call for new paper each evening. The white chalk will rub off paper almost as easily as from a blackboard. A smooth wooden board also will take chalk well.

The Scoring. — To begin with, each patrol was given 100 points marked plainly across the centre line of the board.

The scoring proceeded as follows:

For having perfectly performed their duties as Duty Patrol for the week the Crows were awarded the full 10 points given for this.





Of the Crows, 6 were present and 2 absent. 6 points were credited — marked above the line; 2 points were deducted — marked below the line.

Antelopes, all present, 8 points added.

Hawks, 7 present, 1 absent.

Wolves, 7 present, 1 absent.

The figures were posted by the Troop Leader during inspection.

			
3	4	1	2
1	1	1	2
1	3	4	2
4	4	4	7
2	3	3	1/2
7	3	2	1
6	3	2	1
10	8	7	7
<hr/>			
100	100	100	100
21	4	X	1
1/2 1/2	1	3	1/2 1/2
2		1	1
		1	
125	121	117	118

Explanations. — Immediately after inspection the Patrol Leader of the Crows stepped forward, saluted, and explained that of his two boys absent, one was away because of illness at home, and had notified him. The other Scout had sent no word. At the direction of the Scoutmaster, the Crows' figures were therefore changed to only 1 point off for absence.

The Patrol Leader of the Hawks next stepped forward, to explain that his absentee was working in a store and could not get away that night; whereupon the Hawks' lost point was nullified by a cross mark.

The Patrol Leader of the Wolves had no explanation for his absent member and the lost point stood.

Troop Inspection. — For general tidiness, including shoes, hands, nails, hair, clothes, the Crows and Wolves were given 1 point each, the Hawks 2 points, and the exceptionally smart Antelopes 3 points.

On uniform the Crows lost $\frac{1}{2}$ point for a Scout without a neckerchief, $\frac{1}{2}$ point for a Scout without a staff, and received 2 points for otherwise correct dress.

The Antelopes, 100 per cent. dressed to requirements, received the full 3 points.

The Hawks also received the full 3 points.

The Wolves lost $\frac{1}{2}$ point for a soiled neckerchief, $\frac{1}{2}$ point for a boy without a staff and $\frac{1}{2}$ point for a Second without his pocket stripe; receiving a balance of $1\frac{1}{2}$ points.

On the Special Inspection for the evening (teeth) — The Crows lost 2 points and received 4.

The Antelopes to their great disgust lost 4, receiving 4.

The Hawks, also caught in a forgetful mood, lost 3, receiving 4.

The Wolves had been 100 per cent friendly with the toothbrush, and to their great delight received a point for every boy — 7.

Game Competition Points. — Tag Ball, patrol competition, was the next item on the evening's programme. In this the Hawks retrieved themselves by remaining longest in the circle, and received 4 points. The Antelopes came next, winning 3 points; the Wolves next for 2 points; and the Crows trailed the procession for 1 point.

Patrol Corners followed, and Bang! the jubilant Hawks lost a point for making a move after the "freeze" signal, and a moment later (arguing hotly over who was to blame) lost another point for "lack of discipline in Corners."

Observation Points. — During the Corners period, the Patrol Leader of the Crows sent a Scout up to the Scoutmaster to draw his attention to the fact that the Assistant Scoutmaster had his shoulder knot on the wrong shoulder. For this, one point, for good observation, went to the Crows.

A few moments after, a representative of the Hawks, on their toes to somehow recover a point, came up to whisper the same information, whereupon they also were awarded a point.

The other patrols failed to note the little "observation trap."

The first Patrol Corners period was followed by five minutes on hand signals and formations. During this period, noisy scrambling on the part of the Antelopes lost them a point, and an argument regarding position among the Wolves lost that patrol a point.

Charades. — The next programme item was a five minutes' patrol charade competition on the 4th Scout Law.

For originality, excellence, acting, and finishing within the time limit, the Antelopes were declared first, and received 4 points. The Crows came next, receiving 3 points; the Wolves were third with 2 points. and the Hawks received the “consolation point,” 1.,

At the close of the meeting, just before “O Canada” and “The King,” and amidst a tense quiet, the totals were worked out, and marked at the bottom of the board — the silence finally broken by a jubilant shout then a chorus of vociferous “Caws!” from the Crows.

Systems of Marking. — There are various systems of marking in a patrol competition. Where there are the same number of boys in each patrol the problem is simple. Where the number varies it will be necessary to devise a schedule of points which will work out fairly as between a large and small patrol. For instance, without regard to the number in a patrol, 5 points may be given for perfect attendance, and 1 point off for each absentee, 5 points for safely passing “special inspection” on a finger nails, and 1 point off for black “vegetable gardens.”

The item for “special inspection” may be announced beforehand in the case of a young troop. With an older troop it should not be made known until just before troop inspection, if it is to be on a matter of personal tidiness; or just after inspection, if it is to be a question of standing properly at ease with a Scout staff, etc.

In addition to the award-points above referred to, points may be given for the following:

Work as Duty Patrol.

Patrol good turns.

Bringing in candidates who are accepted.

Training a candidate to pass Tenderfoot tests.

Passing of Second Class and First Class tests.

Passing Proficiency Badge tests.

Qualifying as King’s Scout.

Cutting natural wood staves of suitable quality and length.

Carving a patrol emblem, Scout history, etc. on staff.

For all inter-patrol games at least one “consolation” point, “for doing their best,” should be given the patrol in last place.

Points Off. —

For late arrival at meeting without a good excuse.

For undue noisiness in patrol corners.

For lack of discipline in patrol (in corners, or in troop formation).

For slackness or confusion when taking place in troop formation.

Punitive “points off” should be given as seldom as possible. It is always preferable to add points, with a suitable difference between patrols.

“Uniform” for Inspection. — The question as to what shall be considered complete uniform for troop meeting inspection will be decided by each troop. It will depend on many varying conditions, such as age of troop, average financial situation of boys, time of year, etc. For instance, one very successful Scoutmaster and his Court of Honour have stipulated as a minimum winter meeting uniform the troop neckerchief and a “bush-cut” staff.

Duration of Competition. — For the Scout Troop, the patrol competition should run for not less than two months. One of the most satisfactory systems is to divide the Scouting year into three periods, ending the first competition at Christmas, the second at Easter, and the third just prior to the opening of the camping season. A short special competition may be run during the summer camp.

Rewards. — A reward or prize of some kind should be given. This (furnished by the Group Committee at the suggestion of the Scoutmaster) may be something comparatively inexpensive — a *Scout Diary* for each boy, or the winning patrol may be given a “bean feed” by the rest of the troop, being seated at a special table and generally treated as the honoured guests of the evening.

Cautions. — Where handled properly, with frequent points given or deducted during each troop meeting, the competition between patrols becomes very keen. Care should be taken that the rivalry does not develop an un-scoutlike spirit. It may be wise from time to time to caution the boys against this.

It will also be necessary to score with the most scrupulous fairness and impartiality.

The boys may be allowed to challenge point-penalties which they feel to have been unwarranted, through their Patrol Leaders and the Court of Honour. The matter will be discussed and if necessary voted upon — it being taken for granted of course that the members of the other patrols forming the Court will act with scoutlike impartiality.

Marks should be totalled and recorded at the close of the meeting; the board itself should not be kept as the only record, since some of the figures may be rubbed off during the week’s interval.

CHAPTER IX.

Hand Signals

Beyond the ability to “dress” a straight line, no drill proper is required for the handling of a Scout Troop. The following simple formations called for by the troop alert or “freeze” signal followed by a hand gesture, will meet all ordinary formation requirements, indoors or out.

The signals and formations can be learned by any troop in ten minutes, and the practice will be regarded by the boys as a game rather than a drill.

Scoutmasters have found the system a distinct aid in securing orderliness in running off of the weekly meeting programme. The absence of shouted commands is a gain psychologically and otherwise.

When first teaching the formations, a five-minute practice period may be given in each week’s programme for -three or four weeks. Thereafter the use of the signals in the course of the meeting routine and games will suffice — with patrol competition points given for smartness or taken off for slackness.

In any formation Scouts take their places standing at ease.” Without staves this means standing with the feet a comfortable distance apart and hands clasped and hanging loosely behind the back. (For position with staves, see page 85.)

The Scoutmaster will take the key position before giving the alert call, then the hand signal, and will retain his position until the formation has been completed.

Boys not facing the Scoutmaster will turn their heads at the alert signal.

In all cases the Patrol Leader is the key man of each patrol’s position, and must be first in his place. The other members of his patrol then form, in order of their patrol numbers, on his left (except in the Arrow Formation and certain game formations as indicated).

All formations are taken on the run.

In explaining the formations to a troop a simple rule to remember is that all the open-hand signals, excepting that for the Arrow formation, call for a formation “facing with the palm.”

For formation purposes the troop is divided into Right and Left sections, the senior and next patrol forming the Right Half the third and fourth patrols the Left Half. This is necessary in order that the Patrol Leaders may know their key position for each formation.



Troop in Line. — That is troop in one rank, facing toward or from the Scoutmaster according to the position of his palms. The signal illustrated calls for troop in line facing from the Scoutmaster. In all cases, senior patrol on right of line (Scoutmaster’s left); one pace interval between patrols.



Horseshoe Formation

Senior patrol forms right end of horseshoe (on Scoutmaster's left), other patrols in order, at one pace interval; Patrol Leaders on right.

Hands quarter-circled from the crossed position, and held extended until P.L.s in their places.

Open Column of Patrols

PL3456782

PL3456782

PL3456782

PL3456782



The interval between patrols is sufficient to permit of each patrol wheeling into line without necessitating an easing-off to the right or left.

To bring the troop into line from open column the Scoutmaster takes the position toward which he desires the troop to face, gives the troop call, and extends his hands in the troop-in-line signal.

Close Column

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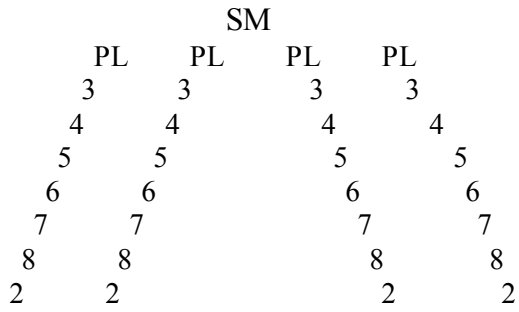
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The close column interval is one pace.

Arrow Formation



This is an arrangement that permits every boy to see, and is a compact one in which to address the troop and demonstrate knots, etc.

Circle Formation For Games



Hands half-circled front to rear.

Game Formation Signals

PL
3
4
5
6
7
8
2



The signal for two lines facing inward, Patrol Leaders facing Patrol Leaders, etc., at the distance apart indicated as for a game of "Black and White," "Crows and Cranes," etc.

- a. Two close lines facing inward.
- b. Two close lines, back to back.
- c. Two lines, one facing toward, one away from Scoutmaster.

PL
3
4
5
6
7
8
2



a



b



c

"To your corners!" "Disperse!" or "Dismiss!" — An outward movement of the hands from the crossed position.



A Field Game Signal "Come in!"

Other easily understood hand signals will suggest themselves — such as that for sit down and stand up. The invention of signals, however, should not be over-done.

CHAPTER X.

An Example Court of Honour

Patrol Leaders and Seconds seated about table, Scoutmaster at head.

Scoutmaster: "The Sixth Court of honour of the 1st Maplewood Troop is now open. The Scribe will read the Minutes of the last meeting."

Minutes read by the Scribe standing.

Scoutmaster: "Are these Minutes correct? Shall we accept them as read? Minutes accepted as read.

"Next, Unfinished Business. There was the question of the troop doing something to show, in a practical way, that it appreciates the co-operation it is receiving from the minister and the other organizations in the Church. Jack had suggested a new pulpit Bible, and Chuck a wall clock for the Sunday-school. Billy said the ladies needed another cupboard in the kitchen, and thought we could buy or make one. Dick spoke of our permanently taking on the job of fixing broken chairs in the Sunday-school room, and of generally working with the Temporal Committee of the church to keep things in repair. You probably have some more suggestions now?"

Various suggestions discussed. Vote taken to decide between the wall clock and the Bible. Dick appointed a committee of one to call on the Temporal Committee, and offer the troop's services in taking care of all minor repairs in the church building. Billy appointed a committee of one to interview the President of the Ladies' Aid regarding the new cupboard.

Scoutmaster: "Next, Reports. The Christmas Toy Repair Shop. Charlie?"

Charlie, standing: "I saw Mr. Johnson, and he said we could use one side of his feed store, with the window. There is a shed in the back, with a stove, and a long table where we can do the repair work. We can have it any time."

Scoutmaster: "Good. Publicity. Are you ready to report, Billy?"

Billy, rising: "Yes, sir. Mr. Gilmore of the Star said he would give us all the mention he could. If we have a good picture taken, such as the boys at work repairing the toys, he said he would publish that. I told him we expected to pay for an advertisement of the toy shop, to run three or four times. We have permission to announce it in the schools, in all the senior rooms. I haven't seen about all the Sunday-schools yet. I'll report on that next week."

Various other reports made and noted by Scribe.

Scoutmaster: "New business, next."

Jack: "We had a meeting of our patrol in council at my place last night, and we were talking about staves. About half the fellows in the troop have "broom stick" staves yet. Two of our own fellows have. We think all the troop ought to be given a week to get a natural wood staff, and if they don't they ought to lose points in the competition to their patrol. We told our two fellows they had to get them, and they said they would."

Scoutmaster: "I am glad you brought this matter up, Jack. I've just been waiting for it. Now what do the rest of you think about it?"

A general discussion. Difference of opinion as to the possibility of finding suitable small trees which may be cut, or larger trees whose branches would supply straight staves. Suggestion and information

exchanged regarding place where trees may be found. Emphasized by Scoutmaster that permission to cut staves must be secured from owner of property. Question of a time limit for procuring natural wood staves put to ballot.

Other new business.

Scoutmaster: "Next, applications to join the troop."

Patrol Leader of Crows, rising: "I have one, sir. I think he is outside now."

Scoutmaster: "Bring him in."

Patrol Leader goes out and returns with applicant, whom he stands at the end of the table facing the Scoutmaster. "This is George Mason, sir. He wishes to join the troop."

Patrol Leader resumes his place at the table.

Scoutmaster: "How, do you do George! Glad to meet you. You wish to make formal application to join the troop?"

Applicant: "Yes."

Scoutmaster: "Scouts always say 'Yes, sir,' to their Scoutmaster, and to all other older men. It is a matter of courtesy; and one of the Scout Laws is that a Scout is courteous. If you want to be one of us, George, it would be a good plan to get the habit now of saying 'Yes, sir' and 'No, sir.'"

Applicant: "Yes, sir."

Scoutmaster: "You understand that your application will be voted upon, and that if you are accepted it will be as a candidate Tenderfoot on probation for two months?"

Applicant: "Yes, sir."

Scoutmaster: "Very well. Kindly step outside until you are called."

Exit applicant.

Scoutmaster: "Do you all know this lad?"

Two reply in the negative.

Scoutmaster to Patrol Leader of Crows: "Tell us something about him, Jack."

Jack: "I think he'll make good sir. He's had a little trouble at school, but nothing very serious. I don't think he has had a real show at home. It's a big family, and his father doesn't have work all the time. He isn't so very tidy sometimes at school, but you noticed he is all polished up to-night. And I didn't tell him to do that. He's good at football and baseball and hockey. He loses his temper, sometimes, but I think being a Scout will help him there. He's really a good sport, I think; he plays a good hard game, and takes his knocks, except when some of the other fellows are a little too dirty. Then he tears in and hands it back to them. I think he'll be all right."

Scoutmaster: "Any one else any questions about him? Very well. Pass around the ballots (addressing the Scribe)."

Ballots passed, marked, returned folded to the Scribe's hat. Scribe and Scoutmaster counts ballots, and report applicant accepted.

NOTE: The applicant should be discussed unofficially and approved or otherwise before being brought to the Court of Honour, to avoid the needless hurting of his feelings, and perhaps more serious consequences, should he be voted down.

Applicant recalled.

Scoutmaster: "George, I am glad to say that the Court of Honour of the 1st Maplewood Troop has voted to accept your application. You are now a Tenderfoot probationer attached to the Crow Patrol. We will all watch to see how you get along and carry yourself, both during troop meetings and outside during the week. You are not a Scout yet, — in fact you will not actually be a Scout until you have been voted on and accepted by the Court of Honour after two months, and have passed the Tenderfoot tests and taken the Scout Promise and been invested. But meantime we will expect you to do your best to live up to 'the Scout Law, — which Jack will teach you. Some people, because you come regularly to the Scout meeting, will think you are already a Scout, so you must be careful not to let us down. You'll remember, won't you?"

"Yes, sir."

Scoutmaster to Scribe: "Take down his name, etcetera, Billy, and give him the membership application form to take home to his parents."

Scoutmaster then shakes hands (right hand) with the probationer, expresses his pleasure at receiving his application, hopes he will enjoy the meetings, and that he will make good and finally become one of them. Wishes him good evening.

Scoutmaster returns to his place. "Now for Saturday's hike."

Hike discussed and planned, — objective, details of preparation, time and place of meeting, etc.

Scoutmaster: "And now next week's troop meeting programme."

Discussed in detail, games, patrol corner instruction for each patrol (each Patrol Leader making notes of his own particular corner's programme), council fire songs, stunts, stories, etc.

Scoutmaster: "Anything further? The Court of Honour is adjourned."

CHAPTER XI.

The Scout Investiture

The importance of the Investiture is too frequently not realized by the Scoutmaster, yet upon it largely depends the Scoutmaster's success in making the principles of Scouting an active and permanent factor in the life of each of his boys.

To each new Scout himself, the Investiture is one of the great occasions of his life. He comes up expecting a fitting ceremony, simple perhaps, but satisfactory to his boys' idea of things. It is a Scoutmaster's responsibility to meet this expectation adequately, and his duty to take full advantage of it to impress the obligations of Scouting upon the boy's heart and mind. Not to do this is to fail in one of his most important duties to the boy, and to the troop — and as well to the Scout Movement, as a world brotherhood of great potentialities for world understanding, the effectiveness of which depends upon the contribution of each individual member.

That a strong impression is made upon the boy will be agreed by anyone who has witnessed a well-done Investiture. Beyond the immediate question of "outward" Scouting, it is not too much to say that the Investiture is the point at which many a Scout's religion (unconsciously perhaps) becomes an active everyday element in his life.

On the other hand, an Investiture carelessly and casually performed may mean the "missing of an anchorage," may prove the parting of the ways with a boy who has for years been looking forward to the occasion which will at last "make him a Scout."

Worse yet is the "making of a Scout" by a few casual questions as to whether a boy can do his knots, etc., and the handing over of a Scout Badge with, "There, John, now you're a Scout." Sad to say, this too has been done.

Necessary to an Effective Investiture. — There are several essentials to an effective Investiture:

- (a) The boy fully prepared.
- (b) Troop fully prepared.
- (c) Scoutmaster fully prepared.
- (d) Ceremony simple but dignified; and
- (e) Performed without a hitch.
- (f) Performed in the open, if at all practicable.
- (g) Promise made to the Scoutmaster himself.

Preparing the Boy. — By the best practice, under the Patrol System, the candidate is fully instructed for the passing of his Tenderfoot tests by his Patrol Leader, or Second, or a Second Class Scout under the direction of the Patrol Leader. The latter reports to the Scoutmaster when the boy is ready for examination. The examination the Scoutmaster may delegate to the Patrol Leader, the Troop Leader or Assistant Scoutmaster, with the exception of the Scout Law. This he should not fail to take himself, making certain that the boy fully understands the meaning of every item, and laying particular stress on the significance of a Scout's honour.

Instruction regarding the Investiture procedure will be left to the Patrol Leader, the Scoutmaster making sure that the Patrol Leader has overlooked nothing.

Instructions for the Patrol Leader. — The Patrol Leader will be instructed to write on a slip of paper the names of the boys of his patrol who are ready and wish to be invested. The list will be handed to the Assistant Scoutmaster just before the ceremony.

He will be instructed that the boys taking the Investiture may come in uniform, except for hat, neckerchief and patrol shoulder knot; these items being carried and handed over to the Patrol Leader just before the ceremony.

When a candidate's name is called he will take a pace forward. The Patrol Leader, carrying the candidate's hat, neckerchief, shoulder knot and staff, will step forward beside him, and conduct him to the centre of the opening of the horseshoe, facing the Scoutmaster. There the Patrol Leader will hand over hat, neckerchief and staff to the Assistant Scoutmaster, himself retaining the shoulder knot. He will then take a position one pace to the right rear of the candidate, and come to the alert.

On completion of the verbal part of the ceremony, and after the new Scout has received his hat, scarf and staff from the Scoutmaster and Assistant Scoutmaster, the Patrol Leader will pin his patrol colours to the new Scout's shoulder, saying, "With the pinning on of these colours I declare you a member of the Patrol." While then grasping the new Scout's hand he may add some such remark as, "And we will count upon you to help us make it one of the best patrols in the troop."

On the direction of the Scoutmaster, "To your patrol," the Patrol Leader will conduct the new Scout back to his place, passing about to the rear of the patrol.

The Troop Leader's Part. — The Troop Leader bears the troop flag, on which the Promise is made. He takes his place a pace to the left rear of the Scoutmaster and stands with the flag staff at the "order" — that is, butt on the ground, staff upright against the shoulder. When the candidate has explained what is meant by making a promise on his honour, the Scoutmaster nods to the Troop Leader, who steps forward and lowers the flag between the Scoutmaster and candidate. At the Scoutmaster's command "Steady" on the termination of the repetition of the Promise, the Troop Leader resumes his former position, flag again at the "order."

The Assistant Scoutmaster's Part. — The Assistant Scoutmasters part is to place the troop in the proper formation, inspect for proper uniform, from the Patrol Leaders, receive the written list of candidates, see that these are present, and that for each a hat, neckerchief and shoulder knot are at hand.

On the Scoutmaster's approach, the Assistant Scoutmaster brings the troop to the alert, with a salute reports everything in readiness, hands over the parade and takes a position to the Scoutmaster's right rear as the Scoutmaster steps to the centre of the horseshoe opening.

From each Patrol Leader bringing up a candidate the Assistant Scoutmaster accepts the candidate's hat, neckerchief and staff, holding these in his left hand (So that the right may be free for the salute) until, following the completion of the Promise, the Scoutmaster has given the new Scout the hand shake. The Assistant Scoutmaster then will hand to the Scoutmaster the boy's hat, and when this has been placed upon his head, will hand the Scoutmaster the staff, and himself step forward and tie in place the new Scout's neckerchief.

While tying the scarf he may say, "With the tying on of this neckerchief, made in the troop colours, I declare you a member of the - — -- Troop; and I also trust you on your honour to live up to everything that is expected of a Scout." Having tied the knot he gives the Scout the left hand shake, saying: "The best of good luck in your Scouting, and in all other things."

Preparing the Troop. — The troop should be arranged in proper horseshoe formation (the flag staff bearing the Union Flag being two or three paces from the centre of the opening), and the entire ceremony rehearsed, with an imaginary candidate save for the repetition of the Promise.

All this should be done, no matter how recent the last previous Investiture. It is the only way in which to ensure the complete success of the ceremony.

The Scoutmaster's Preparation. — In addition to his part in the rehearsal the Scoutmaster should not fail to prepare himself by some prayerful, serious thought. As has been said, the Investiture facing him may mark the turning point in one of his boys' lives, and the possibility of this is to depend largely upon the atmosphere to be created by him; by his reflected sense of the seriousness of the occasion, his demeanour, his tone of voice, his whole manner.

Amongst other things, he should remind himself not in any way to hasten or slur the Investiture, regardless of the number of boys to be invested, — remembering that the occasion is as significant and important to the last boy as to the first.

He should from time to time run over in his mind the words of the Promise, so that under the emotional pressure experienced by every thoughtful Scoutmaster he may not become confused and say something out of place.

Finally he should make sure at the last moment that he has with him the necessary number of Scout buttonhole badges.

It is the practice of Scoutmasters when preparing for an Investiture to remove the badge with which they themselves were invested and substitute one of the badges for the new Scouts; this badge when used being replaced by a second previous to the investing of the second boy, and so on.

In addition to the effective little touch of sentiment in the removing of a badge from his own buttonhole to place it in the lapel of the boy, the procedure avoids the jarring note there is in fishing out a badge from a coat or shirt pocket.

Needless to say the Scoutmaster should be careful about his personal appearance for the occasion; if possessing it he should be in complete Scout kit, including shorts.

The Ceremony. — The parade having been taken over, at the alert, from the Assistant Scoutmaster, the Scoutmaster, standing in the centre of the opening of the horseshoe, makes a few introductory remarks, such as:

“As you know, boys, we are now about to hold an Investiture. You need not be reminded that this is one of the most serious moments in a Scout's and in a troop's history. The boys who are about to take the Investiture are now simply boys, like other boys. With the taking of the Scout Promise they will become something different, something very seriously different; they will become boys with an obligation to live up to certain definite things that you and I have to live up to; they will be on their honour to live up to them. So I need not tell you that we must have absolute quiet and attention.”

To Assistant Scoutmaster: “You have the names of the boys who wish to be invested as Scouts?”

Assistant Scoutmaster salutes and hands over list.

(Note: The list will be made out in patrol groups, beginning with the senior patrol.)

Scoutmaster: “Patrol Leader Jones of the Owl Patrol bring forward James Brown.”

With the Patrol Leader, the candidate advances to a position immediately facing the Scoutmaster. His hat, scarf and staff are handed by the Patrol Leader to the Assistant Scoutmaster, the Patrol Leader then taking his place a pace to the right rear of the candidate.

Scoutmaster: “James Brown, I understand you wish to take the Scout Promise, and become a Boy Scout?”

Candidate: “Yes, sir.”

Scoutmaster: "You know and understand the Scout Law?"

Candidate: "Yes, sir."

Scoutmaster: "In taking this Promise you will make it on your honour. Just what do you mean by your honour, James?"

The boy having replied satisfactorily the Scoutmaster nods to the Troop Leader and the Troop Leader takes a step forward and lowers the troop flag between Scoutmaster and candidate.

The Scoutmaster places his left hand on the flag and directs the candidate to do the same. He then orders, "Troop, salute!" at the same time himself making the "Scout Sign" and directing the candidate to do likewise.

Scoutmaster to candidate: "Repeat after me:

"On my honour

Candidate: "On my honour

Scoutmaster: "I promise that I will do my best. . . .

To do my duty to. . . God. . . , and the King. . . . To help other people at all times. . . To obey the Scout Law."

(The boy having repeated) Scoutmaster: "Steady" — at which all drop hands from salute, and Troop Leader withdraws flag and steps back to first position.

Scoutmaster removes Scout buttonhole badge from his own buttonhole and places in boy's lapel, saving, "This Scout button you will wear always on the lapel of your coat."

Scoutmaster, grasping boy by left hand, "**Scout Brown** I am very glad to welcome you into the great world brotherhood of Boy Scouts, and I trust you on your honour to do your best at all times to live up to the Scout Promise, and every item of the Scout Law."

Scoutmaster turns and receives the Scout's hat from Assistant Scoutmaster; places this on the Scout's head, saving: "You are now entitled to wear the Scout uniform, including this hat. I trust you on your honour to do the uniform credit."

Assistant Scoutmaster steps forward and hands Scoutmaster the Scout's staff and himself proceeds to tie the Scout's neckerchief. (See Assistant Scoutmaster's Part.)

As the Assistant Scoutmaster steps back, the Patrol Leader steps forward and pins the patrol colours on the new Scout's left shoulder. (See Patrol Leader's Part.)

The Scoutmaster hands the new Scout his staff, saving: "May you find this staff useful on many an enjoyable hike, and may it also be a symbol and reminder to you always to be prepared to help others over the rough spots and up the steep places of life.

"Scout Brown, about turn! Salute your troop! (full salute) Steady! Troop, salute the new Scout! . . . Steady! Scout Brown, to your Patrol!"

The Patrol Leader escorts the new Scout back to his patrol, and the Scoutmaster calls the next name.

At the conclusion of the Investiture the Scoutmaster may to advantage address the troop for a few moments, expressing the confidence that the older boys will fully live up to the Fourth Scout Law in their attitude toward the new Scouts; that they will help them in every way possible to live up to their

obligations, and to the best traditions of the troop; and that the older Scouts will encourage and help the new boys in the passing of their Second Class and other tests.

In conclusion, cheers for the new Scouts are called for. This is most effectively given with hats high in the air on staves.

Only Recommended. — The above procedure, which is that used at Gilwell training camps, is not laid down as the “official,” and only Investiture form to be used. Many troops have special forms of investiture which have become a tradition. It should be remembered only that simplicity makes for sincerity, and best expresses the spirit of Scouting. As so often emphasized in the Gilwell courses — “The spirit is the thing.”

The Place. — The only truly scouty place for an Investiture is out of doors — at camp, or during a hike out in some quiet spot under God’s trees, or in the flickering light of a camp fire. For Scouting is an out-of-doors brotherhood.

Where it is necessary to hold an Investiture indoors, time and place should be so fixed as to ensure freedom from any outside disturbance.

Number to be Invested. — The question of the number to be invested upon one occasion is sometimes difficult to decide. It is a matter of feeling and atmosphere. Many experienced Canadian Scoutmasters are opposed to anything like wholesale investiture, particularly at an indoor ceremony; some leaders will not invest more than three, believing that further repetition of the ceremony loses its effectiveness both for the boys looking on and for those awaiting their turn. The atmosphere of the out-of-doors investiture may permit of a larger number without loss of impressiveness. It is a matter which each Scoutmaster must decide for himself, according to circumstances.

Who Should be Invited. — The Group Committee should be invited; and where the troop is connected with a religious body, the pastor, priest, rabbi, Salvation Army officer, or other religious head also should be asked. In the case of a community troop, heads of religious bodies with which are connected the boys to be invested also may very properly be present.

The question of inviting parents should be decided individually, with the boy concerned in mind. Younger boys usually are anxious to have their parents present; many older boys prefer otherwise. Occasionally there may be an unfortunate attitude on the part of either or both parents which would make their presence disturbing to the boy.

In this connection, it may be wise diplomatically to warn certain parents against making a practice of reminding their son of his Scout promise on all sorts of trivial occasions; that the best practice is to refer to the fact in connection with fault finding only on rare occasions; that the greatest help to the boy will be commendation on “proving himself a good Scout,” and encouragement to make progress with his Scouting tests.

The Public Investiture. — While there may be circumstances under which a public Investiture may seem desirable, and as likely to be effective, usually this practice is to be discouraged. As a matter of fact it is seldom possible to make such an Investiture really effective to the individual boy, or to the troop; the consciousness of a large number of onlookers tends to give it rather the spirit of a show. There is also a question of good taste in making a public display of an occasion of deep personal significance both to the boy and to the Scoutmaster.

A Personal Word to the New Scout. — On formally welcoming the new Scout into the great world brotherhood, following the pinning on of the Scout badge, it is usual to add some wish of good luck in Scouting. Here also is an excellent opportunity for adding a personal word, which may be spoken so as to

be heard only by the boy himself, — for instance an expression of confidence that he is going to overcome some particular weakness, this accompanied by a final pressure of the hand.

Investiture by the Scoutmaster Only. — Only the boy's Scoutmaster should invest him, even if the Chief Scout himself were present: Upon this depends the Scoutmaster's personal hold upon the boy; their personal understanding. Should the boy afterwards slip in some way, the Scoutmaster can then, if necessary and advisable refer to "your promise to me."

The Scout Sign. — The Investiture and the Reaffirmation are the only occasions on which the Scout Sign is now used.

Reaffirmation of the Scout Promise. — From time to time it may prove helpful, following an Investiture, to "reaffirm" old Scouts in their Promise. This reaffirmation should be invited only when the Scoutmaster feels that the occasion is ripe for it; usually following an especially effective Investiture. The invitation should be extended immediately after the actual investing, and before calling for cheers for the new Scouts.

Reaffirmation may be made individually, as the boys come up, or by patrols. The latter is very likely to happen — the patrol coming up in a body. In this case, the patrol will stand in line before the Scoutmaster, and each boy will place his left hand on the flag. After replying individually to the query, "You wish to reaffirm your Scout Promise, Harry? Jack? Billy?" the patrol will repeat the Promise in unison after the Scoutmaster. The latter may then shake each boy by the hand, and express his pleasure at their action — "the renewal of your promise to do your best to be all that we mean by good Scouts. I know you will try harder than ever to live up to it all." Or other suitable or more particular remarks.

A reaffirmation should never be invited off-hand; the experience is one that will not soon be forgotten. Probably it will bring forward the oldest patrol, all very quiet and very serious; and if their "older brother" gets through without swallowing, he will be lucky. But it will be worth while.

Needless to say, reaffirmation of the Scout Promise would never be invited on a public occasion. As a matter of fact the invitation probably would get no response from the older Scouts.

CHAPTER XII.

The Scouts' Own

An occasional criticism of Scouting by those who do not understand the broad and deep comprehensiveness of its training is that Scouting is not sufficiently religious. While we, on the contrary, believe that with understanding leadership, Scouting provides an atmosphere which encourages the normal development of spiritual life in a boy, undoubtedly many of our leaders have provided an opening for the criticism by failing to visibly and definitely associate their Scouts with the church to which they belong.

A tried and successful way of doing this is the institution of a Scouts' Own in connection with the church Sunday-school. The arrangement has proved popular with the boys, who take pride in maintaining their Scout group entity in some special corner or room of the church. The nature of the service is, of course, suited to the church or Sunday-school programme in question.

The following article by the Scoutmaster of a British Columbia troop is offered as an outline upon which an Outdoor Scouts' Own may be organized: —

Our Scouts' Own. — Perhaps the greatest problem which the Scoutmaster faces in his various responsibilities and duties is that “acceleration of spiritual development” which is commonly known as religious education, but which is generally and more truly religious instruction.

The aims of our Scouts' Own are very similar to those of the ordinary Sunday-school, but the method is rather that of religious self-expression than religious instruction.

Aims. —

- (1) To help the Scout to realize his relationship to God and his Brother Scouts.
- (2) To develop the natural inborn desire of the boy to worship in the way he wishes to express himself.
- (3) To retain the sincerity of boyhood.
- (4) To create a love and respect for stories of high moral standard such as are found in the Bible, and in the lives of men who have lived Christianity,
- (5) To make Scouting the medium of *living* Christianity, seven days a week.

Methods in Camp. — These differ from the ordinary accepted Sunday-school methods in the same way as Scouting differs from the day school.

- (1) Attendance must be voluntary.
- (2) Stories and yarns are *told*, not taught.
- (3) Convention and custom must be thrown aside fearlessly.
- (4) Have no fear of mixing the “sublime” and the “ridiculous,” but always end on a “top note,” followed by a simple prayer such as the Lord's Prayer.
- (5) Prayers must be simple, so as to come from the soul of the boy. Quality *not* quantity, is needed.
- (6) The atmosphere must be that of a humming camp fire, and for this reason it is practically necessary to commence in camp.

- (7) Commence as at an ordinary camp fire, and intersperse amongst the songs, hymns which all know, until the Scouts are able to sing them with as much zest and happiness as "Alouette."
- (8) A chosen Scout (with whom the S.M. has consulted during the week) spins a fairly short yarn, to emphasize some particular thought or principle. He is followed by the S.M. with another story bringing out the same point. This particular point is the "high spot" of the evening. Immediately on the story's conclusion all rise and repeat the Lord's Prayer. This is followed by the "Scout Silence."

Out under the Trees. — A Calgary Scoutmaster wrote thus of a June Sunday morning spent with the Scouts of a Nelson, B.C., Troop.

"Imagine a winding woodland trail passing through dim dewy aisles of murmuring pine and cedar, the ground decked with the lovely white of the mountain lily thrusting up through the carpet of moss and pine needles; picture the fairy loveliness of silver birch and vine maple and in fancy call back the delicious perfume of the woods, the myriad sounds of insects, the call of birds, and your mind will be attuned to the scene that I can inadequately picture.

"The path deploys on to a rocky bluff overlooking the lake stretching below in a sheen of purple and grey and green; mountains rise on all sides, and fleecy clouds float in the azure dome above. A brilliant humming bird darts to and fro, poising on droning wings; a mocking bird in an alder thicket pours out his song of thanksgiving, and over all hangs the quiet and peace of a Sunday morning.

"In such a spot one could have none but noble thoughts; the nearness of God in the wonders of his works is ever present; it is a veritable temple not made with hands. Such is the setting in which the Scouts of St. Saviour's Troop at Nelson hold their "Scout's Own" service each Sunday morning at 9.30.

"The beautiful simplicity of the Scout service, the cheery hymns, the passage of Scripture read by one of the Patrol Leaders, and the short manly talk by the Scouter have a wonderful appeal in such a setting, and it is little wonder that the service is beloved by the Scouts attending. Just a brief forty-five minutes that seems all too short before the Scouts hike back to town down the rocky path to the grey stone church for the regular service.

"I can most heartily commend such a Scout's Own to you Rovers and Patrol Leaders."

The Indoor Scouts' Own. — Attempts to carry indoors some of the features and something of the atmosphere of the Outdoor Scouts' Own — a circle around a fireplace or an open-front stove, log Seats, etc. — have been tried with some success in Canada; but probably the most common indoor form of the service is still the Sunday — school class of Scouts headed by the Scoutmaster and Assistant Scoutmaster. Where a separate room is available, scouty wall decorations (see **Troop Room Equipment**, page 23) will help to create a distinctive atmosphere. This usually is possible also where a corner of the main school — room is used.

One advantage of meeting in the main class-room is the opportunity offered for setting an example of good class discipline to the rest of the Sunday-school, — something always appreciated by the school superintendent and the church pastor.

In all cases Scouts' Owns should be held as part of the regular church Sunday-school to which the troop as a whole, or patrol or other Scout group, is attached. The Scoutmaster should avoid any appearance of attempting to make the Scouts' Own distinct and separate from the Sunday-school organization. Where a separate class-room is used, the Scouts should join the main body of the school for the opening and closing exercises.

Similarly — with occasional special-day exceptions — the Scouts' Own should follow the course of lessons taken up by the main Sunday-school. It usually is possible to develop some phase of the topic along scouty lines, — bringing out its illustrations of certain Scout Laws fulfilled or violated (the points suggested by the boys themselves, of course), or some other angle of “good or “bad” Scouting.

Whatever its form the Scouts' Own as part of a Sunday-school offers possibilities of further identifying Scouting with the churches that no Scoutmaster should overlook. The boys invariably will be found keen to be recognized in the Sunday — school as a “Scouts' Own” class.

CHAPTER XIII.

Effective Teaching of the Scout Law

Emphasis has been laid on the importance of making sure that each boy coming up for the Investiture thoroughly understands the meaning of the Scout Law. There are several ways of teaching the Law. The next boy may be handed a *Tenderfoot Test Card*, or a copy of *Tenderfoot to King's Scout*, from which to memorize; he may be directed to sit down and write out his own copy from a wall card; the entire matter of instructing may be placed in the hands of the Patrol Leader to whose patrol the new boy is to be attached, or the Scoutmaster himself may give the instruction.

Probably the combination method is best — the recruit memorizing, the Patrol Leader explaining the Law from the boy's point of view, and the Scoutmaster making sure that each item is understood. Whatever instructional routine is followed, the Scoutmaster personally should make sure that the recruit understands the full significance of each item of both Promise and Law, illustrating the necessity of this, — some boys do not understand the exact meaning of certain words, such as "courteous."

It is equally important that the Scout Law be kept always fresh in the mind of the Scout. To this end some items of the Law should be brought to the attention of the boys at every troop meeting. There are many ways of doing this without "sermonizing," or telling a story with a moral "sticking out like a sore thumb." One effective and always popular means is the five-minute Scout Law play or charade. Another method is through games.

Scout Law Plays

- (a) The Scoutmaster requests one of the Patrol Leaders to have his patrol stage a five minute play on a certain Law at the next troop meeting; Patrol Competition points being given the acting patrol for the merit of the plot and the acting, and the other patrols for correct identification of the Law. The succeeding week another patrol puts on another Law, etc.
- (b) A Scout Law is named by the Scoutmaster, without warning, and each patrol is given three minutes in which to work out a plot and three minutes in which to act it.
- (c) Without warning the Scoutmaster names a Scout Law, and each patrol as quickly as possible begins acting it. Points for quickness and best.
- (d) Scoutmaster and Assistant Scoutmaster or Troop Leader act a Law, and patrols interpret it.
- (e) Any of the above methods in pantomime, points being marked against a patrol if words are spoken. This method always provides much amusement.

Scout Law Stories

- (a) The Scoutmaster tells a story. Patrol Leaders, after three or five minutes discussion with their patrols, hand in a list of the Scout Laws touched upon in the story. Points for greatest number correctly mentioned and described.
- (b) Without warning, the Scoutmaster calls upon any Scout in a patrol to tell a three or five minute story on a certain Law. Competition points for ability to tell a story adequately covering the Law; not for manner of telling or merit of story itself. Or similar problem to one Scout in each patrol in turn.

- (c) The Scoutmaster or a visitor tells a story at the close of the meeting, or Indoor Council Fire. At the next meeting, when in corners, each patrol is given five minutes in which to write down the points of the Law covered by the story.

Games

- (a) **Inquisition.** — Scoutmaster or Assistant Scoutmaster, as “Inquisitor,” calls Scouts in turn from each patrol, places them in the “dock,” and asks questions on any point of the Scout Law. If the Scout answers the question, his patrol is awarded a point. If he fails, he is dealt with by the “Executioner,” — in some humorous manner (no hazing).
- (b) **Scout Law Baseball.** — Patrol competition. One patrol “goes to bat,” Patrol Leader of second patrol in “pitcher’s box.” Pitcher “tosses up” question on Scout Law. Batter responds. If batter answers correctly, takes base. First batter moves on as succeeding batters “hit,” that is, reply correctly. Incorrect reply puts batter out. Batter must begin reply while swinging imaginary bat five times in five seconds. Batter may turn and pass the question on to the catcher with “You answer it!”. If the catcher answers correctly, the batter is “caught out.” If he fails to answer correctly, batter takes his base. Scoutmaster or Assistant Scoutmaster umpires. Points for Patrol for runs scored.
- (c) **Billboards.** — Scouts are directed to study billboards, and at next meeting present a report on Scout Laws illustrated or violated.
- (d) **Scout Law Clippings.** — Boys turn in newspaper clippings touching on principles of the Scout Law lived up to or broken. Competition points to patrols according to the number collected.
- (e) **Scout Law Challenge.** — Alternately Scouts of one patrol name a Law and designate a Scout in another patrol to explain it in his own words.

CHAPTER XIV.

Encouraging Good Turns

All good Scoutmasters have some means of keeping track of their Scouts' individual Good Turns, so that they may encourage this vital feature of Scouting, while at the same time impressing the un-written law that such kindnesses are done without thought of mention. Perhaps the best practice is to quietly inquire of each boy from time to time whether he is remembering his daily Good Turn, and "just what did you find to do to-day?" A general reminder "not to forget your Good Turns, boys," may be dropped frequently or at the close of each troop meeting.

Of course you will not fail to set an example by living up to the practice yourself. In one way or another this will soon become known to the troop.

Some Scoutmasters have a small box placed near the entrance to the troop room, into which the boys as they enter drop a brief written report of the week's Good Turns. Occasional reference is made to the reports, without divulging names.

Community Good Turns. — A troop activity which should be developed early is the Community Good Turn, — for the personal benefit of the individual boy and as a means of demonstrating to the community the practical citizenship-training nature of the Scout programme. Incidentally the backing of the community is secured and the general standing of the Scoutmaster materially strengthened.

The forms of public service which can be rendered are many even in a small village, if the matter is made a subject of weekly consideration by the troop Court of Honour.

One of the frequent forms of public service rendered by Scouts in various parts of Canada is the providing of guides, messengers and ushers for conventions and conferences of all kinds, large and small. Fall fairs offer another annual opportunity for such service as:

- Running a Rest Tent, and
- Information Booth.
- Finding lost children.
- Furnishing a First Aid Unit.
- Providing Guides, Messengers and Ushers.

Contributing a Scout work and Games Demonstration (prepared for weeks ahead of time, of course).

Fire Prevention. — Of recent years, National Fire Prevention Week has provided Scout troops throughout Canada an opportunity of participating in various local publicity programmes aimed to further fire prevention. A proclamation published in *The Canada Gazette* in connection with Fire Prevention Week contained this special section for Scout leaders:

"6. Boy Scout leaders give instructions to the troops under their control as to the best means of cooperating with municipal fire departments in the prevention and extinguishment of fires, and especially as to the desirability of qualifying for the Fireman's Badge."

Christmas Good Turns. — Christmas of course, brings the Scout Troop's Good Turn "high point."

Of recent years the Scout Toy Repair Shop has been the outstanding Scout Christmas activity. It has proved immensely popular with the boys, and has resulted in making happy many thousands of children

who otherwise would have been left toyless on Christmas morning. The legitimate publicity resulting also has been of value to Scouting in various ways.

The organization and operation of the Toy Repair Shop has been described at length in *The Scout Leader*. Briefly, the plan involves the collecting of old unused or broken toys and books, their repairing, brightening up with paint, etc., and redistribution to the children of needy families. A vacant down-town store usually is secured without difficulty, a suitable sign placed across the front or in the window, and arrangements made with the local newspapers for the necessary publicity. This publicity includes an explanation of the purpose of the shop, its telephone number or address at which to leave requests for a call for toys, etc.

The collecting of the toys and the laying out of the shop activities offer the Scoutmaster an opportunity for demonstrating his organizing ability. Usually the repair work is most satisfactorily done by the older Scouts, under the direction of Rovers, the Assistant Scoutmaster, or the Scoutmaster himself.

Parcels going to new farm settlers' children are mailed a week or ten days before Christmas. Local distribution usually is made on Christmas Eve and has been handled in various ways, — in the cities by automobiles or trucks supplied by service clubs, or in some cases by the newspapers; in smaller places by horse-drawn sleighs, or toboggans and hand sleighs pulled by Scouts. A very effective distribution is a large team-drawn sleigh, with Santa Claus himself at the reins and a retinue of Scout assistants making the actual distribution.

Other special Christmas Good Turns have included : — Assisting in a survey of needy families. Assisting the Salvation Army and other local welfare and service club committees in their Christmas activities.

Furnishing a Scout Christmas Cheer free delivery system.

Delivering Christmas hampers and toys supplied by newspaper "Empty Stocking" and "Sunshine" funds.

Contributing Christmas hampers for needy families from the troop as a whole, or from individual patrols.

Providing Christmas trees for families not able to purchase them; also for Sunday schools and day schools.

Assisting in the decoration of churches and Sunday schools.

Collecting books and magazines for the inmates of various institutions.

Visiting war veterans and sick children in hospitals and sanitariums.

Entertaining children at orphanages, inmates of Old Folks' homes, etc.

Holding an outdoor Community Christmas Tree, with carol singing and presentation of candy and perhaps other gifts, preferably in co-operation with other local organizations.

Ushering. — A useful form of community service is the providing of uniformed Scout ushers for all occasions upon which such service might fittingly be rendered, — not only as an act of service, but for the direct benefit of the boys themselves. In addition, such occasions may provide an excellent opportunity for demonstrating Scout discipline and efficiency before a large number of people who otherwise may learn nothing of the public service feature of Scouting from one year's end to the other.

The benefit to the boys is the opportunity provided for developing self-confidence and initiative. Properly instructed and directed, one evening's ushering may well prove a milestone in a diffident boy's development — in the discovery that he can direct others, even grown persons, when the situation calls for it.

For instance, where the seats are not reserved, the boys should be instructed not to ask of each person appearing at the head of their aisles, "Where would you like to sit?" but should be directed to meet them with the respectful but business-like request, "This way, please!" at the same time starting down the aisle ahead of them, and locating them according to previous seating instructions. It is surprising how even a small and somewhat diffident Tenderfoot, with a little prompting and encouragement from the Scoutmaster will soon successfully "take charge" of every person coming down his aisle.

Every occasion should be specially planned for, to meet the arrangement of aisles, the probable size of audience; to determine the sections to be filled first, etc. The precautions against fire should be looked into, and the boys should have definite instructions on what to do in such an eventuality, or in case of a panic.

Two Scouts should be allotted to each aisle. They should be cautioned against talking and laughing at the head of the aisles when not engaged.

Preferably programmes should not be handed out promiscuously at the door. They should be carried by the ushers, and handed over as each person is assigned a seat.

For a small hall, one patrol may be able to handle the ushering; the Patrol Leader being in charge, — not himself ushering, but generally overseeing. For a large hall, the Troop Leader or Assistant Scoutmaster may direct, with the Patrol Leaders ushering the main aisles. On important occasions the Scoutmaster also should be present, to make sure that everything runs smoothly.

Whenever possible full uniform should be the rule. Hats should be worn. This helps to identify the boys as ushers, particularly the smaller boys when a large number of people are arriving. In mid-winter the question of uniform may present difficulty, and may call for some modification. Many Scouts have not the special underwear necessary for the wearing of shorts in Canada during very cold weather. Even the changing to shorts at the place of entertainment — frequently overheated — may result in the contraction of severe colds. Common sense must decide.

All details of the evening's work should be discussed at the preceding troop meeting. The hour for the arrival of the boys at the hall should be made clear, and the importance of their being on time emphasized. Finally, each Patrol Leader should remind each member of his patrol during the day, and the Scoutmaster early in the evening should get in touch with each Patrol Leader, and make sure that all are ready to carry out their duties.

It will be unnecessary to say that Scouts acting as ushers do not accept tips. The service should be rendered without thought of return of any kind, — in other words, as an act of community service.

The question of providing ushers for any occasion upon which an admission fee is charged is one which will have to be decided by each Scoutmaster. The safest rule apparently would be that ushers are only provided where no fee is charged, except in the case of an entertainment put on by the church or other organization with which the troop is connected. Obviously it would not be consistent with Scouting principles to supply boys in Scout uniform to usher at a theatrical or other purely commercial entertainment.

A List of Troop Good Turns. — Here is a list of miscellaneous Good Turns done which may suggest possibilities for your troop work: —

Repaired village sidewalks.

Built a gravel walk.

Whitewashed tree trunks on streets.

Tidied up and kept war memorial site in order.

Made and erected bird houses on city boulevards.

Cooperated with Provincial Forestry Department in planting trees.

Provided safety police at street crossings near school.

Made and erected bird houses on the grounds of a sanitarium.

Spent Easter Week in cleaning up their town, making it “cleaner than it had ever been before.

Repeated annual concert for benefit of poor children.

Provided Scout display features for 24th of May and Dominion Day celebrations.

In winter kept icy sidewalks in their district sprinkled with ashes.

Provided guards at open-air skating places during dangerous ice periods.

Distributed circulars advertising a product of the institute for the blind.

Distributed hand bills for Rotary and Kiwanis benefit performances.

Repaired broken chairs for their church Sunday school.

Built a church bulletin board.

Provided waiters and kitchen help at church banquet.

Instructed in First Aid at a local industrial plant.

Made public a standing offer to furnish free a First Aid Unit for games, sports days, picnics, etc.

On local celebration days and picnics provided Rest and Information Booth, Lost Children Bureau and First Aid Unit.

Posted campers’ fire warnings in woods.

Posted warnings to keep off ice hummocks along Great Lakes.

Provided ushers regularly at Saturday morning lectures for school children.

Provided ushers for Community Orchestra entertainment.

Took several poor boys with them to camp.

Several troops camping in turn at same spot took care of crippled boy recently operated upon.

Provided destitute family with food and fuel for considerable period (at night, without being discovered).

Took full charge of community skating rink. Assisted in Red Cross publicity campaign.

Assisted in Federated Charities campaign by distributing publicity matter.

Regularly entertained children of a provincial institution.

Through the local papers offered to assist persons who were unable to put their homes in a safe condition against fire during the winter months, “particularly aged people, and those with sickness in the home.”

Offered to dig potatoes and take care of other garden products for people requiring this help.

Did various things for families where there were no men folks.

CHAPTER XV.

Teaching Knots and Their Uses

With a little study of *Tenderfoot to King's Scout* and *Knots and How To Tie Them*, and the necessary practice at home, any Scoutmaster can instruct his boys in knotting.

Always use rope — not cord or string.

Have the knots mastered so that they are tied rapidly, and without fumbling. It may be made a final test that the knots must be tied “blindfold,” or behind the back.

Then keep up practice by the use of knotting games, and problems, such as: “This chair is an automobile. It has broken down. This other ‘car’ — driven by a Scout, always looking for Good Turn opportunities — has offered to tow the first car. Let’s see you tie them together No, not in the centre, Billy! The man in the towed car would not be able to steer steadily.”

When the knots have been tied, test them well, and demonstrate whether they can be readily loosened.

Another problem: “This house is on fire. We are on the third floor. We cannot use the stairway. We’ll have to slide down a rope from the window there. Tie this rope to something, quickly! Now the room is full of smoke, and we can’t see!”

Do not stop at the Tenderfoot knots. Keep on until the boys have mastered every knot, whipping and lashing, described in *Knots and How To Tie Them*, (Stores department).

To make the most of its rope work the troop should have as complete a supply as possible of rope of all kinds, sizes and lengths.

CHAPTER XVI.

The Scout Staff and its Uses

The carrying of a staff, a cane, a stick or a switch is one of the world-wide habits of the traveller on foot, sometimes merely for the sake of having something in the hand, but more often for its practical usefulness. It was for its utility that the staff was made a part of the Scout's equipment.

Here are a few practical uses:

- For carrying packages over the shoulder, or for carrying heavy bundles between two persons.
- For its assistance when carrying a heavy' back-pack.
- For feeling the way over marshy ground, or when wading a stream of unknown depth or uncertain bottom.
- For feeling the way among trees or over rough ground in the dark.
- As a help in hill or mountain climbing.
- As a pole for a small tent, or the ridge-pole of a brush wind-break or lean-to.
- As a temporary splint for a broken leg.
- Two, as the frame of an improvised stretcher.
- For carrying when crossing dangerous ice.
- For throwing to a person who has broken through the ice.
- For signalling, either with or without a flag.
- As a means of defence against wild animals or vicious domestic animals.
- Several lashed together, as a flag staff.

Some uses to which the staff should not be put: A fire poker, a billy bar, a "boiler stick" for stirring clothes on camp wash-day, a tent-peg mallet.

Whenever possible natural wood staves should be used. It is today difficult for many troops, even in small communities, to secure suitable staves made from saplings or straight limbs from larger trees. Because of this difficulty a turned staff is stocked by Dominion Headquarters; the idea being that while a troop may thus outfit itself with staves soon after organization, each boy should as soon as possible supply himself with a good strong natural wood staff of the required length of 5 feet 6 inches. These staves should then be "notched" or carved with the Scout's history in Indian or Scout symbols. For use as a measuring rod, the staff should be marked off in feet and inches.

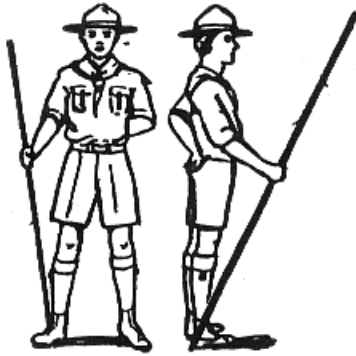
A report on woods suitable for Scout staves made by the Forest Products Laboratory, McGill University, suggests Hickory as first choice, where this is available. Next are named in order, Ash, Oak, and good grades of Elm, with preference given wood showing not more than 15 year rings per inch; then Sugar Maple, Yellow Birch, Mountain Ash and Saskatoon.

For the Scoutmaster's own use on the hike a thumb stick usually is preferred. This may be somewhat lighter than the staff, and should be of such a length that the thumb when in the notch of the upright stick is an inch or so below the shoulder.

CHAPTER XVII.

Staff Drill

In order to establish system in the handling of the staff in the troop meeting, on the hike, and during the occasional public appearance, a simple form of drill has been devised. The illustrations will largely make these plain.

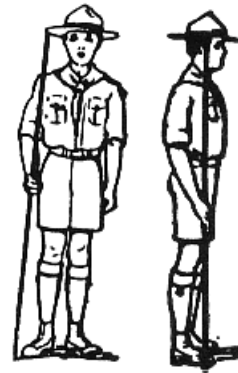


At Ease.

At Ease. — This is the position taken by Scouts when lining up or “falling in.”

The left hand is placed behind the back with the knuckles against the lower spine. It should be noted that on returning a patrol or troop to “At Ease” from another position, the direction is, “At Ease,” and not “Stand at Ease.”

Alert. — The staff is grasped lightly between thumb and forefinger, arm down at full length, fingers open and pointing down; disengaged hand hanging easily at the side. This is not the strained position of military “Attention!” but merely a natural, erect position.



Alert, or Order Staves.



Sit at Ease.

Sit At Ease. — As illustrated, with elbows resting on knees, staff to one side of base of spine. Is used in lieu of chairs, particularly out-of-doors where the ground is wet, when it is desired to speak to the boys for a lengthy period; or to rest them during the wait in a review or parade.



Slope Staves.
*(Hand in line
 with elbow, elbow
 touching side.)*

Slope Staves. — This is not the military Slope Arms. The staff is not transferred to the opposite shoulder, but merely carried up over the shoulder on the same side, with one motion, from the preceding position.

Support Staves. — From the Alert position the staff is grasped just below the point of balance and held slanting across the body' in the crook of the arm. The ends of the staff should project as little as possible beyond the line of the right shoulder and left leg. A carry used when passing through a crowd.

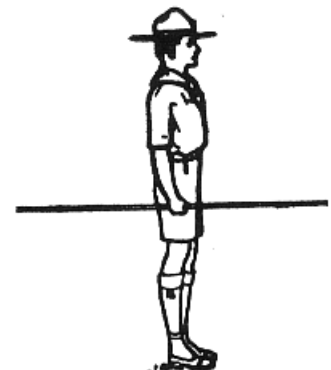


Support Staves.
*(For greater
 ease when
 marching in
 close order.)*



Secure Staves.
*(For close order
 or at funerals.)*

Secure Staves. — Also for moving in close formation; and when marching in processions at a funeral. From the "Trail" position the staff is tucked under the arm, knuckles down.



Trail Staves.

Rest on Staves. — For use at funerals. This, the one movement with the staff which is done by “numbers,” should be performed slowly and reverently.



Rest on Staves.
(At funerals.)

One. — From the “Alert” place the staff upright, opposite the point between the feet, and slide the right hand up until it is level with the breast.

Two. — With a slow, circular motion bring up the left hand and grasp the staff below the right, at the same time squaring and raising the elbows.

Three. — Lower the head and push staff outwards until it just touches the hat brim.

Where Scouts are lining the route at a funeral, the “Rest on Staves” should be performed as the funeral approaches and passes.

When instructing in “Rest on Staves” let one half of the troop do the movements while the other half looks on, to convince the boys of the necessity of doing the movement carefully, by numbers. Then practice with the entire troop.

CHAPTER XVIII.

Teaching First Aid

ONE of the important details of Scout training which should be taken up as soon as possible, and incorporated in some way in the weekly troop activities is first aid training, — both for the benefit of the individual boy, and as preparation for possible emergency service in the community. The boys should be started on the first aid sections of the Second Class tests just as soon as they have passed the Tenderfoot tests.

Usually, there is not much difficulty in securing the voluntary services of a doctor to instruct on first aid. When such an arrangement is made the instructor should be given a copy of *Tenderfoot to King's Scout*, containing the Second Class tests on the subject, in order that the "first aid" purpose and limits of the test may be understood. Occasionally there is misconception on this point. Non-professional first aid instructors not infrequently make more successful teachers of the subject than medical men.

Where a doctor or other satisfactory instructor is not available, the new Scoutmaster should himself give the instruction. This may at first appear difficult, but as a matter of fact is not so. Here is the simple solution:

At home, with *Tenderfoot to King's Scout* as a guide, study and practice one particular case — a broken collarbone for instance. Then instruct on it at meeting, "preparation, demonstration, explanation, imitation and interrogation." It will be found surprisingly easy, and confidence-inspiring, — also personally profitable.

As to progress — one first aid problem really learned in an evening is good progress.

Finally, to drive first aid home, dramatize it. When on a hike, for example, without warning (except to the "victim") have an accident "happen." Make it as realistic as possible, with red ink, etc. The realism of a "sudden accident" on the road is worth a dozen practices indoors, on the clean floor, with prepared bandages, etc.

During this or any similar test a detail needing frequent emphasis is the necessity of gentleness in handling a patient. In first aid competitions major points should be given for care in this particular.

A great help to sustained interest in first aid work is the organization of a troop first aid team and the entering of the team in the annual Provincial Wallace Nesbitt Junior first aid competition of the St. John Ambulance Association. The incidental local publicity which comes to a troop in this connection is always helpful. In some cases the interest of the community in the Scout first aid team has been so great that where the examination could not be held locally, the funds necessary to send the team to the point of examination were provided voluntarily by popular subscription; and the winning team has been feted by the community, and the presentation of the winners' medals made a public occasion.

Information regarding the Wallace Nesbitt Junior competition may be secured from the Provincial Council of the St. John Ambulance Association, or from Provincial Headquarters of the Boy Scouts Association.

Using the First Aid Team. — Make the First Aid Team one of the prize groups in the troop, membership in which is a distinction and a privilege. Have them demonstrate before the troop regularly once or twice a month throughout the year.

Make the individual members special instructors on the subject.

In connection with the study of first aid, an entirely new treatment of the subject of the human body, "*Yourself and Your Body*," by Dr. Wilfred T. Grenfell, the famous medical missionary of the Labrador, will be found most interesting and helpful. The questions and answers of a son and a doctor father are illustrated with cartoon-like drawings which explain the why and wherefore of the human structure, nerve system, etc., with remarkable clearness. The book is published by the Charles Scribner's Sons, New York, at \$2.50 net.

A Bandaging Competition. — A competitive method for teaching bandaging has been used successfully. Scouts are paired off; each pair with one triangular bandage.

Instructor demonstrates head (or any other) bandage slowly. Then, "Do it with me." He repeats bandage step by step, Scouts following. Then "Try it alone." Scouts who fail drop out of the group to practice under the tutelage of one who knows the bandage..

Repeat until all have learned bandage. Then, "Tie your bandage before I count ten." Then, "Tie bandage before I count five." Then, "See who can tie bandage the quickest. Go!"

No bandage will be passed which is not tied accurately and neatly.

CHAPTER XIX.

Teaching Signalling

The value to the boy of a training in signalling is frequently not realized by the new Scoutmaster. Briefly the benefits are: mental discipline developed through the concentration called for; sense of values cultivated in the judging of comparative length of dot, dash and interval, and attention to other details necessary to the making of readable signals; team work experience in the running of a signalling station, when this stage of signal practice has been reached; the healthy entertainment afforded by what can always be made a romantic outdoor game; finally, the possible opening up of a life profession in radio or telegraphy or allied professions. As well, the ability to send or read a signal made in one of the now almost universal codes — Semaphore and Morse — may sometime prove of important value to some boy in the troop, for himself or for others.

Instruction. — This is not the problem that it may appear to the new Scoutmaster, if the Scout instructional principles of training, — play and romance, — are utilized. Romance is achieved by practice over considerable distances out of doors, and indoors between the most distant corners available, or by the reading of signals through the reversed end of a telescope or field glass, etc. The game feature is introduced in a great variety of ways, as by posting announcements on the troop notice board in Morse or Semaphore characters, handing instruction to Patrol Leaders written in code, giving flag or whistle troop signals in Morse, etc. (See Morse and Semaphore Games, games 147.)

Of the two systems, Semaphore is the most easily learned, but has not the wide field of usefulness of Morse, nor the possibilities of distance. Where a Wolf Cub Pack is attached to a troop, the best practice is to have the Cubs take up Semaphore, and the Scouts specialize in Morse. A very good way to start Semaphore, and to keep it fresh in the minds of both Scouts and Cubs, is to use it frequently and regularly as a form of light physical exercise. For this, the troop is arranged in some open formation, and led by the Scoutmaster, Assistant Scoutmaster or Troop Leader, goes smartly through the alphabet, naming the letters in chorus.

Signalling Test Sentences. — Each of the following sentences contains every letter of the alphabet:

1. The quick brown fox jumps over the lazy dog.
2. The boy was not lazy and jumped up quickly before the box gave way.
3. They provoked a quarrel by zealously mixing a few jet black cats.
4. You spoke about having a ten quart zinc box joined firmly forward.
5. Whenever the black fox jumped, the squirrel gazed very suspiciously.
6. We dislike to exchange job lots of sizes varying from a quarter up.
7. The judicious advocate will never forget that a good cause may be quickly lost by excessive zeal.
8. Old and quaint maxims filled the pages of that very curious book, on which, with quiet joy, he gazed for hours together.
9. Dan quickly brought Vera my box of jigsaw puzzles.
10. Good jazz bands provide excellent amusement for the weary cricket queues.
11. Has lazy James ever been quick except when falling down?
12. Quite a few men acknowledge that jazz is but extravagant syncopation.

CHAPTER XX.

Proficiency Badge Instruction

Scout Proficiency Badge subjects are intended first of all as hobbies to keep the boy's mind occupied with worthwhile training and his hands out of mischief. It is also hoped that badge study may assist him in selecting a life occupation at which he will be most successful. There are some 70 badges in all, and their study may begin when the Scout has passed the Second Class tests. As a Second Class Scout he may wear six proficiency badges, further subjects being taken up when he has passed the First Class tests.

Instructors and Examiners. — Proficiency badge instruction and examination may be given by older Scouts who show especial aptitude for certain badge subjects; by members of the Group Committee or Local Association, on subjects with which they are familiar, and by business and professional men, mechanics and tradesmen of the community.

It should not be overlooked that the use of a considerable number of the leading men of the community in this way will contribute considerably to local appreciation of the practical nature of the Scout training.

If a Scoutmaster does not feel capable of giving the first aid instruction, a doctor usually is invited to do this. In such cases the physician should be provided with the Second Class and Ambulance Man tests, and these should be held to.

Usually the local Fire Chief will be found ready to instruct or examine boys for the Fireman's badge. During recent years considerable attention has been given to such instruction by the fire chiefs even in such large centres as Halifax, Hamilton, Winnipeg and Vancouver.

NOTE: *Possession by each boy of a copy of "The Boy Scout Proficiency Badge Reference Book" (10 cents, Stores Dept., Dominion Headquarters) — a pocket-size book containing pictures of the badges and the test details — will be found a great encourager of badge study.*

Whenever possible, separate instructors and examiners should be used; that is, an instructor should not give tests in his own subjects.

Each instructor and examiner should be given a copy of the test requirements concerned as outlined in *Policy Organization and Rules*, and badge test certificates to fill out for boys who pass. Such certificates, in books of 50, with record stubs, may be secured from the Stores Department, Ottawa. (In Ontario, badge certificates are provided free by Provincial Headquarters.)

The Scout Proficiency Badges

<i>Aero Engineer</i>	<i>Engineer</i>	<i>Photographer</i>
<i>Airman</i>	<i>Entertainer</i>	<i>Pilot</i>
<i>Ambulance Man</i>	<i>Explorer</i>	<i>Pioneer</i>
<i>Angler</i>	<i>Farmer</i>	<i>Piper</i>
<i>Archer</i>	<i>Fireman</i>	<i>Plumber</i>
<i>Artist</i>	<i>Forester</i>	<i>Poultryman</i>
<i>Athlete</i>	<i>Friend to Animals</i>	<i>Printer</i>
<i>Auto Mechanic</i>	<i>Gardener</i>	<i>Prospector</i>
<i>Basket Worker</i>	<i>Handyman</i>	<i>Public Health Man</i>
<i>Bee Keeper</i>	<i>Healthy Man</i>	<i>Radio Man</i>
<i>Bird Warden</i>	<i>Horseman</i>	<i>Reader</i>
<i>Blacksmith</i>	<i>interpreter</i>	<i>Rescuer</i>
<i>Boat Builder</i>	<i>Journalist</i>	<i>Rigger</i>
<i>Boatman</i>	<i>Knotter</i>	<i>Safety Man</i>
<i>Bookbinder</i>	<i>Laundryman</i>	<i>Signaller</i>
<i>Camp Cook</i>	<i>Leatherworker</i>	<i>Stalker</i>
<i>Camper</i>	<i>Marksman</i>	<i>Starman</i>
<i>Canoeman</i>	<i>Mason</i>	<i>Stockman</i>
<i>Car p enter</i>	<i>Master-at-arms</i>	<i>Surveyor</i>
<i>Citizen</i>	<i>Metal Worker</i>	<i>Swimmer</i>
<i>Clerk</i>	<i>Miner</i>	<i>Tailor</i>
<i>Coast Watchman</i>	<i>Missioner</i>	<i>Tracker</i>
<i>Cyclist</i>	<i>Musician</i>	<i>Weatherman</i>
<i>Dairyman</i>	<i>Naturalist</i>	<i>Winter Sportsman</i>
<i>Debater</i>	<i>Pathfinder</i>	<i>World Friendship</i>
<i>Electrician</i>		

NOTE : — For additions to or alterations in above list see latest edition of Policy, Organization and Rules for Canada.

CHAPTER XXI.

The Indoor Council Fire

Wherever reported upon, the indoor council fire has been found an attractive feature of the indoor troop meeting. With its songs, its stories, its little talk by the Scoutmaster on some particular point of Scouting, its short prayer or Scout Silence, its lowering of the flag, its "good nights," it furnishes an ending to the busy evening that is greatly enjoyed by the boys. Indeed so generally popular have these informal around-the-fire gatherings become that they are being used for special troop nights, such as parents' night. In one instance an artificial camp fire was made the setting for a most impressive medal presentation before a gathering of over 400 onlookers. It has also been found a very effective setting for an indoor Investiture.

A good council fire programme will send the boys home more quietly, and far more likely to remember some of the things you wish, than a noisy break-up followed by a rush of the boys into the street.

While many Scoutmasters hold a council fire at the close of each week's meeting, others have found it more effective to hold one on alternate weeks, some but once a month. Probably the quality and liveliness of the fire programme is the determining factor. The question can safely be left to the Court of Honour.

Construction of Fire. — The fire may be made simply of a number of short pieces of wood piled in log cabin fashion about a red electric bulb, or a white bulb covered with red paper or cloth. In the latter case the paper or cloth should be placed over the wood or about the lamp in such a way as not to touch it. An Ontario troop constructed a "permanent" fire of branches gathered in the woods and wired together, with a socket and red electric light bulb in the centre.

A pleasant and realistic touch may be added by placing a sprig of cedar close enough to the bulb to scorch slightly, so that its odour may spread out over the circle. Chinese incense cubes or joss sticks are used by some troops. If these are used where meetings are held in a church or school it is always wise to notify the janitor, — to preclude the possibility of a fire alarm.

An ordinary oil lantern should not be tried. Paper which might be used to give colour would easily catch fire from the heated globe; or at the best, if wood or paper were so placed as to cut off the draft, smoking and an unpleasant odour of oil would result.

The boys usually are seated cross-legged on the floor in a circle.

Where for any reason it is impossible to use an artificial fire, the council fire programme may be quite effectively given with the troop simply seated in a circle.

The Council Fire Programme. — The details of the council fire programme should be arranged by the Court of Honour. The fire should be opened with some simple ceremony. For example, the Scoutmaster withdraws until the boys are seated in their places, with the lights out and the "fire" turned on. Then, on his approach, the Assistant Scoutmaster or Troop Leader rises, and motions the boys to do likewise. The Scoutmaster enters the circle, extends a hand over the fire, and announces, "Brother Scouts, the council fire is now open.", O Canada is sung, the circle is seated, and the programme proceeded with.

The regular weekly council fire programme should not be long; for example: Two songs — a story or game — a song — the Scoutmaster's Five Minutes, — a song — the Scout Promise in unison (or, once a month, the Scout Law) — announcements — a word of reminder regarding Good Turns — the National Anthem — a short prayer or the Scout Silence — flag lowered — the dismiss signal — "Good night, boys. Go home quietly!" — and just sufficient lights turned on to permit the boys other than the Duty Patrol to find their things. After the others have left, all lights on, Duty Patrol tidies up.

On the dismiss signal the Scouts merely turn to face the Scoutmaster, and salute.

A Sample Programme

Songs — There was a Bee.

Round, London's Burning.

Game — Camp Chief's Hat.

Song — Tale of Three Good Turns.

Talk on Good Sportsmanship by Scoutmaster.

Song — The Boy Scout Day.

Repeat *Promise* in unison. (Not too often — perhaps once a month.)

Announcements.

Word of reminder regarding Good Turns.

National Anthem.

Prayer or Scout Silence.

Flag lowered.

Dismiss.

(Duty Patrol tidy up — Court of Honour.)

Programme Suggestions. — Song memory contests between patrols.

Impromptu brief debates between representatives of patrols.

Each Patrol Leader tells in three minutes the solution of some "What If" scouting problem given out the previous week.

Scouts tell "My Favourite Story."

Impromptu chain-story telling, the Scoutmaster starting, and leaving the Scout hero facing some difficulty, the next member of the circle getting him out, the next into another fix, and so on.

Patrol Leaders read reports on deduction problems such as "The Strange Scout" (page 151); Signal Message Problems (page 147), etc.

Each patrol tells two jokes. (This offers the Scoutmaster an opportunity for saying something regarding "things about which jokes are not made," "the kind of jokes that Scouts don't tell," etc.)

See Council Fire Games, page 152.

The Scoutmaster's Five Minutes. — An always important item of the council fire programme is the brief talk or story by the Scoutmaster. This should be given some thought, as probably the evening's most effective occasion for leaving some particular character-suggestion with the boys. This need not be some definite precept, or some broad moral, standing out "like a sore thumb." In fact the end will more likely be achieved if the principle of right doing is spoken of in the story or talk in a purely matter of course way, — the kind of a thing a Scout would always do under such circumstances.

In addition to the "*Scoutmaster's Five Minutes*", (Stores Department Catalogue); short stories suitable for council fire telling may be found in a number of excellent books advertised in the Headquarters Catalogue. A search of any local library will supply others. Frequently such stories appeal- in the *The Scout Leader*.

A Word About Story Telling. — Story telling is far more effective than reading; and for this, as well as other reasons, every Scoutmaster should learn to tell good stories well, or to make up his own stories. Making up stories for boys is much less difficult than is usually imagined; not a few Scoutmasters develop the art quite readily. The particular value of the ability to invent stories is that it enables a Scoutmaster to emphasize certain points of good character building on which he might not be able to find an exactly suitable published story.

For the beginner in story-inventing a point to be remembered is that boys are not at all critical listeners. The language in which a story is told is of little concern to them, — all they ask is that your story “tramp steadily along,” and that you speak up so they can hear you.

For the Scoutmaster himself, story-telling provides a valuable practice in speaking, and will be found a distinct aid in developing a vocabulary.

When reading a story for telling, jot down a few key words that will recall the leading facts in their proper sequence. Similarly sketch out the sequence of incidents of an original story.

Keep to simple plots, and simple relation. Avoid a story which involves much technicality. Capture interest by a good start, preferably with something happening. Use suspense. Get your hero into an exciting situation, or up against some difficult problem, and keep him there as long as logically possible.

Never explain the moral; let the moral tell itself incidental to the story happenings.

Never tell ghost stories, even though some of the boys shout for them. For high-strung, imaginative boys the telling of ghost yarns is nothing less than cruelty. In any council fire circle there will always be some who would go home fearfully, watching every dark corner, and other lads who would gleefully run ahead and jump out at them with terrifying yells. Scouting aims always to help, — through its council fire story-telling as in other ways.

CHAPTER XXII.

Troop Singing

The importance of Scout Troop singing, not only at council fires, but on all singing occasions, — entertainments, when hiking, in camp, — is appreciated by most Scoutmasters. Few, however, realize the possible contribution which a singing Scout Troop may make to singing *in* its community.

Canadians as a people are comparatively indifferent singers as compared with the people of the older countries of Europe; where large gatherings in the old lands can sing many songs in their entirety, few casual gatherings in Canada can sing more than the first verse and chorus of even such supposedly well-known songs as Annie Laurie, Loch Lomond and Old Folks at Home.

Here is the opportunity, — the development of singing in the troop until it becomes generally known that at any local gathering, Scouts present may be depended upon to lead in the singing of any of the standard songs, in their entirety. Scout troops in different parts of Canada are doing this, and in the course of a few years it seems probable that Canadian Scouting will have made a distinct contribution to the singing of Canadians as a whole.

The council fire is, of course, the ideal place for developing singing. This does not require a musical education on the part of the Scoutmaster, for there are few Scoutmasters but have sufficient natural musical ability, with a little practice, to do the necessary leading. When an ear for music is entirely lacking, there will always be someone in the troop — an Assistant Scoutmaster, Troop Leader or Patrol Leader — who can fill the role of song leader.

By choice, boys usually prefer, in order, humorous songs, lively songs, and songs of sentiment. An evening's programme may be arranged in this order, leading logically to the close with the National Anthem.

The beating of time is a simple matter. For controlling volume an effective method, and one readily understood, is the sinking of the leader upon his heels for diminuendo, and rising for crescendo. Volume also may be controlled by the position of the hand above the floor, the other hand being used to give time.

Round singing is always popular, and is readily taught with some attention to time. In teaching a round first have the entire circle sing the air in chorus, until it has been mastered. Then divide the circle into four sections, — as, "The Wolves will be the first section, the Beavers the second," and so on; or, "Billie to Jack, you will be the first section; Ted to Dick the second," and so on. In starting the actual singing of a round, yourself give the cue and lead to each section of the singers, pointing at them, starting the words of the first bar, and beating time with your other hand. It is of course necessary to the harmony of the four parts that the singing be kept strictly up to time.

The round may be ended abruptly on signal at the conclusion of any bar, with the chorus in full swing, or may be tapered off diminuendo by the preliminary direction, "Sing it three times," each section then ending on its third repetition of the last bar of the round.

Get originality and life into your singing. This should always characterize the singing of a Scout Troop. Develop original ways of singing each particular song. For example, on the chorus of Liza Jane (see *Canadian Campfire Song Book*), have the patrols in turn repeat "O Liza," at the same time half rising, then sitting; then all patrols repeat and complete the chorus together. Or one patrol may start the "O Liza," repeat it along with the second patrol, then the first and second patrols along with the third, etc., — building up to a big "O Liza climax.

Have the boys use gestures or movements suggested by the words of a song. When singing the round, "Row your Boat," for instance have all "row."

Have the troop learn new songs frequently, — first, all the old standard songs. Make it a matter of patrol competition, giving important patrol competition points to patrols for memorizing songs.

Adopt some good standard song as your special troop song. One singing Canadian troop has adopted that splendid old Harrow song, "Forty Years Onward," as the closing song for summer camps and other special occasions, such as the departure of a member of the troop. The same troop has a striking way of singing "The End of a Boy Scout Day," at a special troop meeting or entertainment. As they sing, the flag is slowly lowered, in the rays of a flashlight.

Don't sing such songs as "Hail, Hail the Gang's All Here." The spirit of recklessness and bravado today associated with this particular chorus is inconsistent with Scouting. This applies also to use of the music with other words, for at a little distance hearers cannot tell the difference.

Finally, when choosing songs and developing the singing of your boys, always have in mind the next troop entertainment.

A particularly fine collection of songs is now available in "*The Campfire Song Book*," listed in the Dominion Headquarters Stores Dept. Catalogue.

CHAPTER XXIII.

Troop Displays and Entertainments

Troop entertainment or display usually is given for the purpose of raising troop funds. Incidentally the entertainment demonstrates to the community the kind of training the troop is receiving, including the results in discipline. For the latter particular reasons, as well as on general Scouting principles, no entertainment or display should be given until it can be put on in strictly first class, finished Scout style.

Whenever possible a Scout entertainment should be "all Scout," and should not be made up of programme items which are commonly featured in non-professional church and community concerts.

Probably the most frequently used and yet always effective background against which to build an original composite Scout entertainment is the camp in the woods, with a camp fire as the centre of the picture.

Original programmes may include: first aid demonstrations (but only if done well; tableaux of popular Scout pictures, and of certain Scout tests, such as knot instruction, signalling, the Second Class cooking tests, etc.; a shadowgraph (Dr. Sawbones shown, by shadow on a screen, at work in his operating room); a friction fire contest; lariat spinning; a clown circus act, — as a "trained donkey" or "trained elephant," or Spark Plug (two boys inside playing the part of front and rear legs); a harmonica or kazoo orchestra.

A selection of books on Scout plays and displays will be found listed in the Stores Department Catalogue. Details of successful plays put on by Canadian troops or districts will be found from time to time in *The Scout Leader*.

A Parents' Night. — The Troop's winter season should, if possible, include a Parents' Night, — of combined entertainment and demonstration of the work being accomplished. A good example programme was one put on by the 15th Vancouver Troop, which brought out "all the mothers of the boys, and some of the dads." The meeting opened in the usual way at 7.30, following which the Patrol Competition figures for the month were read, and the Unger Shield was presented to the Buffalo Patrol, as winners. Badges and Service Stars were presented, and announcement made of several promotions. Twenty minutes was then spent in Patrol Corners, the guests visiting each patrol in turn, to observe its activities. After ten minutes of troop instruction, a Scout Law charade was put on by the Buffaloes, and a number of lively Scouting games were played, including Blind Boxing. The evening concluded with parent-guests and Scouts singing songs about the council fire, and finally the repetition of the Scout Promise and the lowering of the flag.

CHAPTER XXIV.

Hiking

Frequent hikes are necessary to real Scouting — which is, whenever possible, an outdoor activity, not an indoor game. If you cannot yourself go, plan hikes that can be safely handled by your Assistant Scoutmaster, Troop Leader, or Patrol Leaders, perhaps with a member of your Group Committee in charge.

Scout hiking is not simply travelling on foot in order to get from one place to another, or to cover so many miles in so many hours. No boy should return home from a Scout hike dusty and fagged out, and “all in.” The Scout hike might better be called a ramble, and should include some definite Scout practice or training. Long hikes should only be attempted after considerable experience.

Every hike should have some definite purpose, whether or not a definite objective point or rendezvous. Some experienced Scoutmasters never name a definite objective point, making of this, in its uncertainty, one of the “adventure” or romantic features of the outing.

Most hiking is done on Saturdays and holidays. Overnight hikes are always popular with the boys, but should never be attempted with inexperienced Scouts.

The equipment carried on a hike will, of course, depend upon the probable duration and particular programme of activities planned. For the average Saturday hike the haversack will carry all that is necessary for the average Scout. In all cases the equipment should be the lightest possible. Where the boys carry rucksacks or other back-packs, these should be carefully inspected before starting, and properly adjusted to carry comfortably; that is, so that the weight lies between the shoulders, on the central suspension principle, with the bottom of the sack resting on the hip bones, and not in the small of the back. Water bottles may be left behind where there is no uncertainty regarding the purity of the drinking water which will be available.

Full instructions regarding food to be taken, clothing to be worn, etc., should be given at the troop meeting preceding the hike. One very important point — shoes should be inspected at the meeting, and boys wearing shoes unsuitable for tramping should be advised to have them repaired. One pair of badly run down boot heels, and resulting blisters, may prove a handicap to the entire troop. Rubber-soled “sneakers” or running shoes should be advised against. A final inspection of footwear should be made before the actual start of the hike.

Broadly, hikes may be classified under the head of Nature hikes, Game hikes, Test hikes, Stalking and Observation hikes, Commercial hikes, Historical hikes.

Usually the best results will be secured by confining the hike activities to one particular subject, as weeds, trees or birds, etc.

Summer Hikes

Nature Study. — Identification of trees, and collecting leaves for carbon impression records. Wild flowers. Birds. Weeds. Butterflies. Bees.

Twig Alphabet Hike. — All letters must be natural formations, merely trimmed with the knife. Several hikes may be necessary before the alphabet is completed. Makes excellent Patrol Competition. Alphabets may be mounted and framed for the troop room wall.

Game Hikes. — Stalking. Buried Treasure. Scout Hare and Hounds. (See Games, page 138.)

Test Passing Hikes. — For the passing of the various Second and First Class tests, and sections of various proficiency badge tests.

Historical Hikes. — To places of historical interest within hiking distance.

Commercial Hikes. — To commercial plants such as a brick yard, a lumber mill, a box factory, a furniture factory, an apiary, a laundry, a modern poultry farm, an up-to-date dairy farm, a butter and cheese factory, an iron foundry, a large bakery, a modern hospital, a sanatorium; to the scene of engineering operations such as the building of a canal; to a coal mine, or other mines.

The admission of a Scout troop headed by its Scoutmaster usually can be obtained to any industrial plant or public institution. The benefit to the boys is obvious.

The impression made upon the heads of such plants or institutions also is excellent, and adds to the standing of Scouting in the estimation of the business and professional men of the community.

Fall Hikes

Nature Study. — Study of trees under fall conditions; collecting coloured leaves. Study of flower and weed seeds. Bird observation, noting plumage of season's young birds as compared with old, and food eaten; flocks gathering for migration.

NOTE: Have boys carry sweaters, to slip on during halts.

Miscellaneous Hike Hints. — Don't overlook the troop first aid kit, and remind the boys in case of cuts or bruises, however small, to apply iodine at once.

Hike by patrol groups, and have the smallest Scout set the pace,

Permit hand-axes to be carried only by older and more experienced boys, and make sure there is no unnecessary cutting or hacking of trees (patrol competition points off for this).

See that cans, if carried, are opened with great care.

Yourself lead in the carrying out of every Scout Law brought into play, including the Good Turn.

Many of the natural history hikes may be made patrol competition games with points given for identifications, for the excellence of stories read from bird and animal tracks, etc.

Some Sample Hikes

A Sealed-Orders Hike. — Each Patrol Leader of the 2nd Kincardine Troop was handed a sealed envelope in which had been placed five sealed orders. The orders were the same in the case of each patrol; and contained instructions to be followed in covering a distance of some 3 miles from Scout Headquarters. Patrols started off at five-minute intervals, to keep out of each other's way. The boys took such an interest in hunting up the observation points that they took some 3½ hours to cover the distance. The hikes started in the morning, and the fellows arrived in camp just in time to cook dinner. The afternoon was spent in various competitions, such as fire lighting and water boiling and the building of a 60-foot monkey bridge, over which the whole troop passed. This was erected in half an hour.

A Moonlight Hike. — As the fall weather was fine and an almost full moon was shining, an evening hike was announced for the 1st Sydney, in place of the usual indoor meeting. The objective was the stone quarry adjacent to the Mira Road. On arrival at the rendezvous the rest of the troop found the Curlew Patrol making a council fire. Around the fire the meeting was opened and following this an impressive Investiture ceremony was held, adding one more boy to the great world brotherhood. Games, yells and

choruses and the serving of refreshments in the form of hot cocoa and biscuits completed a most enjoyable meeting, and the troop returned to headquarters.

An Adventure Hike. — In place of the regular meeting, the 1st Midland Troop, Ont., was hiked half way to Penetang, where they met the Penetang Troop. The two troops were then informed that three convicts had escaped from the Ontario Hospital, and were believed to be hiding in the nearby woods. The Scouts were to round them up. In the dark the boys spread out, and began the search. Presently a flashlight was seen. The Scouts converged, and discovered, a camp fire. A final rush, — and the three convicts were surrounded. They proved to be three Penetang Scouts seated before a duly prepared council fire. A jolly evening wound up with troop yells, good nights, and a hike home by the stars. Three of the Penetangs remained behind to make sure that the fire was out.

A Tree and Bird Hike. — "On (a February) Saturday members of the Tenth (Calgary) Troop went on a tree and bird observation hike. The boys were given maps and instructions to go by patrols, and directed to choose their own directions to a given spot, where all would meet at 12.30 for lunch.

"The Scoutmaster and boys from the Eagle and Robin Patrols on arriving at this spot discovered the site occupied by about 70 wild ducks, of which they were able to get a close-up view. Many other kinds of feathered friends were observed."

"The reports of the various patrols showed that a number of magnificent spruces had been destroyed for Christmas trees or other decorations."

"A distance of 14 miles was covered before returning home about 7.30 p.m."

Equipment for a Prolonged Hike — The following equipment was carried by two experienced Canadian Scouts for a week's holiday hike:

Equipment carried by each:

Heavy blankets, 2; blanket pins, 4-6; cape style ground sheet; half pup tent; sweater; toilet kit; two pair socks; change of underwear; running shoes; dish, cup, etc.

Equipment divided: Nesting billies, 3; frying-pan; food bags; butter jar; salt and pepper; hatchet; lashings; camera; flashlight; match-box; compass.

Each wore: Scout shirt (flannel); shorts; stockings, heavy; shoes, heavy; woollen underwear, light; neckscarf.

Winter Hikes

Winter hikes and short winter camps are becoming more popular every year — and should be. The boys are keen for the adventure, and new and interesting opportunities for practical Scouting are offered. Scout Jack Frost plays little part as a deterrent; it may be noted that winter hikes apparently are more popular the farther north you scout. Portage and Winnipeg, with plenty of zero weather, are two of our most active outdoor scouting centres.

Some troops are fortunate enough to own or to have the use of winter shacks. Some use canvas tents, and find them very satisfactory; many of course prefer the genuine spruce lean-to, facing a crackling hardwood fire.

But even these shelters are not necessary for the enjoyment by the boys of the Saturday hike. A windbreak and fire at the end of the trail will suffice.

Planning the Outing. — The winter hike should be carefully planned and discussed — clothing, food and objectives.

If it is to be a ski or snowshoe hike, the wearing of suitable footwear will be taken for granted; otherwise footwear will depend upon the weather. For frosty days, larigans, shoepacks or heavy shoes, well “dubbed” or oiled, should be worn, in preference to rubbers or rubber boots. It is just as harmful for the boys’ feet to become wet from perspiration — which is likely to occur inside rubber-covered shoes or rubber boots — as it is from snow or water.

A comfortable shoe for particularly cold weather is a rubber and felt storm boot with an extra pair of heavy socks worn in place of the inside shoe.

The Scoutmaster should not be satisfied merely to give advice on the subject of footwear. He should make sure that every boy will be suitably shod. If in doubt he should before starting hold a shoe inspection, making certain that the soles of shoes or boots, when these are worn, are sound. Otherwise wet feet may result from snow melting on the shoes before the camp fire.

Clothing. — The matter of clothing should not be overdone, but should be safely sufficient to meet any possible drop in temperature. Occasionally Scout hikers have found themselves in difficulties when comparatively mild winter weather has given place to below zero temperature and a driving wind. The clothing must not be too tight. Remember that the boys will be more or less steadily on the move until arrival at the rendezvous. Suitable woollen underclothing and the official Canadian Scout Winter uniform will in most cases solve the problem.

If the occasion is simply an afternoon’s hike, an extra sweater carried along and slipped on when a halt is made will provide the extra warmth then needed. If it is to be an over-night camp, and the question of weight prevents the carrying of the extra sweater, a blanket may be thrown about the shoulders for added warmth during a halt. Where equipment is taken by a sleigh or toboggan, each boy may be advised to take the extra sweater.

Long, flapping overcoats should not be worn.

Care should be taken that blankets are not thrown about on the snow.

Blankets. — For the over-night hike, two or three good woollen blankets will be required by each boy. These should be of a total weight of at least eight pounds, preferably ten. A ground sheet or poncho also should be taken; or where the boys do not possess these, heavy wrapping paper or several thicknesses of newspaper may be used to secure additional warmth if needed on especially cold nights, being slipped between the blankets.

The Commissariat. — The provisions should be scoutily simple in kind, but plentiful in quantity. On a per-boy-per-meal basis, quantities suited to the duration of the outing can readily be worked out from the following lists:

For a Saturday hike — Canned beans; frankfurters; hard-boiled eggs; sandwiches; bread (buttered); cocoa (prepared, including milk and sugar); cake or marshmallows.

Added for a several-days’ camp — Oatmeal; bacon; canned boiled dinner; potatoes; salt; bread; butter; coffee or tea; sugar; milk powder; stoned dates; popcorn.

The popcorn may be a new idea but try it. The boys will enjoy both the popping and the eating of it; and it has good food value. Shelled, it takes but little room.

It is popped in a frying pan covered with a tin plate. For quantity, take one good handful per boy per pop.

Guard against potatoes freezing en route or at camp.

Winter Hike Objectives

Snow Tracking. — Of course. It is the best season of the year for interesting boys in nature stories, written plainly in the snow.

Tree Identification. — Study the characteristics of the tree trunks, branches and general tree form as disclosed by the absence of leaves. (Books: *Native Trees of Canada*, 50 cents, Forestry Branch, Ottawa; *Forest Trees of Ontario*, 25 cents, King' Printer, Parliament Buildings, Toronto.)

Camp Sites. — Discuss the merits and demerits of possible summer camp sites.

Bird Observation. — Do not overlook the possibility of a bird census hike at Christmas. Each year such hikes are held by bird-loving naturalists, including Scouts, in many parts of Canada, and reports on the species identified sent in to the Wild Life Board, Parks Branch, Ottawa.

Birds' Nests. — Make a patrol competition of discovering and identifying birds' nests, discoverable in the bare branches.

Staves. — Have new Scouts cut "natural" staves, if permission has been secured from the owner of the property.

Signalling. — Practice for competitions, with particular attention to winter backgrounds.

New Trails. — Mark new trails to points of interest for visiting during the coming summer. If ordinary trail signs cannot be used, tack cardboard "blazes" to trees.

Real blazing should not be permitted unless yours is a real frontier troop.

Axemanship and Pioneering. — As applied to the making of a comfortable winter lean-to camp.

Tests. — Second Class tests, (10), (11), (12) and (13) may be given Scouts who wish to take them under winter conditions. Tracking should not be given if too easy in the snow. Test (10) might be given during two or three days' camp, if a suitable trail or road is available.

Camp-fire Stories. — Be sure to lay in a good stock — ghost and bloodcurdling wolf stories NOT to be included.

Talks. — Include a talk on treatment of frostbites.

(See *Tenderfoot to King's Scout*). Also on — Stars. — A clear winter's night provides the ideal opportunity for an interesting star talk.

A Few Cautions

Remember to —

- warn against shoe soles being burned at the fire.
- dry wet shoes by filling with hot pebbles (heated in frying pan) and hanging near the fire over night.
- Secure permission to use the camp site and to cut the necessary wood.
- Say grace at meals and remind the boys not to forget their prayers at night.

The Results. — A hike or winter camp planned along the above lines will give the boys a new appreciation of the out-of-doors, will teach them new ideas in self-reliance and resourcefulness, and give them a healthy conception of the friendliness of nature, even in midwinter, and a new pride in the husky worthwhileness of being a live Canadian boy in a live Canadian winter.

CHAPTER XXV.

The Older Boy in the Troop

Even with the new troop the “older boy problem” may soon appear. Ambitious bigger lads who have not after six months’ membership obtained even the dignity of a Patrol Second, may become dissatisfied, and drop out, if not wisely handled.

It can be laid down as a general rule that no boy will leave a troop if he feels that he is playing a useful role, and that this is appreciated. As soon as the problem appears, therefore, the Scoutmaster should endeavour to create some form of advancement for the boy or boys concerned.

How Older Boys Can Be Used

As Quartermaster or Keeper of the Stores. — In charge of the troop’s clubroom and other equipment. He is the one to whom the Scoutmaster would look to supply equipment as needed. (A place for the listing of equipment is provided in the back of the *Standard Troop Record Book*). At the summer camp, if sufficiently capable, the boy would be given the full responsibilities of Quartermaster, including the buying of supplies, rationing and the general camp bookkeeping; daily reports of course being made to the Scoutmaster.

Troop Treasurer or Keeper of the Accounts. — In accordance with the system indicated in the back of the *Troop Record Book*, the Treasurer collects the weekly or monthly fees from the Patrol Leaders, giving them a receipt in their *Patrol Record Book*; secures receipted vouchers for all moneys spent; keeps his books up-to-date and balanced, etc.

Troop Scribe. — The Troop Scribe is in fact the troop secretary. He keeps the attendance records; sends out notices of special meetings, invitations to troop displays, arranges for the printing of programmes, tickets, etc.; at the direction of the Court of Honour he sends challenges to other troops for games; supplies the local newspapers with brief accounts of the troop’s doings. During the troop meeting he should work with the Treasurer, aiding him by calling out amounts, checking totals, etc.

Note: The Scribe and Treasurer can be busy at their records practically all evening, but should take part in games or other activities which may particularly interest them, and should be allowed to hear any visiting speaker.

Keeper of the Log Book. — One of the most valuable activities for an older boy is the keeping of the Troop Log Book, or history. If the Keeper of the Log happens to be of a literary and artistic turn of mind, so much the better. He can write the history of all the troop’s doings, haps and mishaps, both humorous and serious, illustrating it with thumbnail and larger sketches. Some troops regard their Log Book as their most precious possession and visitors are occasionally allowed to inspect it as a special privilege.

Leader of Games. — One of the older boys may have a special talent as a leader of games. His job will be to make a study of games in books and magazines, or elsewhere, and to try them out on the troop, after they have been discussed with the Court of Honour or the Scoutmaster.

Swimming Instructor. — Nearly every troop has an older boy who is a much better swimmer than the others. He can be made Swimming Instructor, and boys who are learning will be turned over to him during camps and week-end hikes, or at a Y or other indoor pool.

Natural History Instructor. — An older boy especially interested in trees, birds and other nature study, may be given charge of instruction in these subjects at camp or during hikes. He can be commissioned to gather, mount and label nature collections for the troop room.

In Training for Assistant Scoutmaster. — From the time he is 16, an outstanding older boy may be in training for the position of Assistant Scoutmaster. He would be given an opportunity from time to time to work with the Assistant Scoutmaster, who would give him as much responsibility as possible and incidental personal instruction.

Connecting link with Cub Pack. — He would represent the Scout Troop in its affiliated Wolf Cub Pack; would attend Pack meetings, and help the Cubmaster in every way possible.

Wolf Cub Instructor. — The position of Wolf Cub Instructor is one which quite naturally comes to an older boy in the troop. He makes a careful study of instructional Wolf Cub work, and is then entitled to wear the Instructor's Badge.

A Rover Crew. — Of course the Scoutmaster will not overlook the Rover programme, for which boys are eligible at seventeen.

CHAPTER XXVI.

The Group Committee and Auxiliaries

The Group Committee is the Scoutmaster's backing in his work. It is made up of at least three men, or men and women, 21 years or over, Canadian citizens, and possessed of a genuine interest in boys and enthusiasm for Scouting, and who are ready and able to contribute some measure of time and energy to the work. The members must be willing to subscribe to the Scout Promise and Law.

The Group Committee constitutes the official link between the troop and the institution with which it is connected, and is appointed by the governing body of that institution. One of its first duties is to formally appoint the Scoutmaster and make application to Provincial Headquarters for his warrant.

It is the Committee's duty to arrange for a suitable meeting place for the troop and to make all other arrangements necessary to the carrying on of the work. It should furnish equipment and instructional books required by the Scoutmaster, and should take charge of troop finances. (In some cases the troop fees are excepted, the boys themselves, by vote or through the Court of Honour, handling this fund; and accounting regularly to the Group Committee Treasurer.) The Committee should make necessary arrangements for the holding of the troop's summer camp.

(For full details see the pamphlets, "*The Role of the Group Committee*" or "*The Group Committee Working Kit*", 10¢. from Provincial Headquarters)

Using the Committee. — Like all other bodies, the Group Committee should be used in every way possible in order to ensure its continuing and understanding interest in the work of the troop. One successful plan has been the naming of one committeeman as sponsor or "big brother" for each patrol. Committee members should be invited to all the troop's entertainments, demonstrations and other special occasions. They should be used personally whenever possible as instructors or examiners on proficiency badge subjects, and should in cooperation with the Scoutmaster arrange for the services of other suitable proficiency badge examiners.

In a word, the Group Committee should be made to feel that they are an important and participating part of the troop organization.

An Example. — "The next item was first aid work. A large circle having been formed, a general outline of Second Class work was given, including the handling of patients, the various ways of carrying, bandaging, etc. A number of the Group Committee were present, and seemed to take as much interest in the demonstration as the boys themselves. Later a game was played, when the committee were invited to participate. They entered into the fun heartily." — St. Margaret's Troop, Vancouver, B.C.

Auxiliary Organizations. — One of the most practically helpful adjuncts to a Scout troop is the Parent's or Ladies' Auxiliary, — sometimes called the Scout Mothers' Club. Such an organization usually solves the annual banquet problem, and the refreshments question of other minor occasions. Very effective help often is given also in the raising of troop funds, in preparing for entertainments, including perhaps the making of decorations and scenery; and in making certain items of troop equipment, including tents. In one instance a Scout Mothers' Auxiliary solved the question of uniforms for Scouts from poor families by washing and repairing old uniforms. They also made it one of their duties to see that sick Scouts in poor families were properly provided for.

Another value of the Auxiliary is the closer relationship established between the troop and the parents, especially the mothers, and a consequent fuller understanding and appreciation of Scouting and of the Scoutmaster's efforts.

In appreciation of such an auxiliary, a Parents' and Sons' or Mothers' and Sons' banquet should be held at least once a year, — with the boys providing and preparing both food and entertainment, if this is within their ability.

CHAPTER XXVII.

Troop Finances

THE following are sections of Policy, Organization and Rules for Canada having reference to troop finances. —

Sec. 4. — The spirit of the Movement is that, on the part of the boys themselves, money shall be earned and not solicited.

(c) Local Associations should raise locally the sums required for working expenses or for helping Groups in the Association.

A Local Association may require a small registration fee from each Group, and subscriptions from members of the Local Association.

(d) Where outside subscriptions are received, these should be administered by the Group Committee and not by any individual Scouter.

Section 16. — (Duties of Group Committees)

(5) To be responsible for Group property, and to assist the Group to obtain money if necessary.

The initial expense connected with the starting of a Scout troop includes books of instruction and certain items of troop equipment (see Troop Room Equipment page 23). the provincial troop registration fee, if any, and the troop meeting place rent, if any. The equipment cost is about \$25.00. It is practically the rule that uniforms are purchased by the boys themselves. Experiments in supplying uniforms complete and having the boys pay for them on the instalment plan have not as a rule worked out satisfactorily.

Where circumstances make it difficult to raise funds for troop equipment this should not prevent the starting of a troop. One of the cardinal principles of Scouting is cheerfully making the best of things; and with only the necessary books of instruction for the Scoutmaster's guidance, the troop can carry on and do good work until it is able itself to solve the problem of equipment and registration funds.

The methods of raising the initial funds for a new troop will necessarily vary, depending on whether or not it is the only troop in town; and whether it is a community troop, or a troop for the boys of some particular church, school, community club, I.O.D.E. Chapter, or other organization or lodge. Once the troop is well established, and has proved its value to the individual boys and to the community, a wider field of financial support will have opened, with the troop itself playing the chief, if not the whole, part in raising the required funds. The ultimate aim should be the entire self-dependence of the troop in such matters.

A plan tried with success by a border American Local Association calls for the providing by the Group Committee of a "revolving fund" of \$50.00 With this, necessary equipment is purchased, and in addition each boy is furnished a copy of the *Scout Diary* and other books, and his first year's registration card. The weekly troop fee is made ten cents, and from this fee the revolving fund is "paid back."

The following list of financing methods, used successfully in various parts of Canada, should be considered with regard to the particular situation of each troop: —

FUNDS FOR A NEW TROOP

Popular subscription, secured by the Group Committee or Local Association.

Supporting memberships in Local Association at \$2.00 (or other sum) per year.

Lump sum voted by community club, chapter, lodge or other organization supporting the troop.

Funds raised by entertainment, sale, dance or other social function given under the auspices of the organization backing the troop.

FINANCING ESTABLISHED TROOPS

The Troop Entertainment, Display or Field Day. — (See Entertainments and Displays, page 103.) The entertainment is probably the means most widely used by individual troops, the display next. The Field Day has been used with most success by the larger districts, notably Montreal, where the annual summer field day attracts thousands of people.

Advertising for Odd jobs. — An Alberta troop, the 1st Strathmore, inserted this request in their SCOUT NOTES column: “Residents are asked to phone 98 if they have a small job to be done, and a Scout will be sent. His earnings will go toward the purchase of his uniform.”

Fair Booths. — The privilege of running refreshment booths at fall fairs has been granted troops in various places. An unusual venture of this kind was the Saturday afternoon and evening “hot dog” street stand previously referred to, by which the 1st Chatham (Rotary Club) Troop raised \$700 toward the building of their Troop Headquarters Hut.

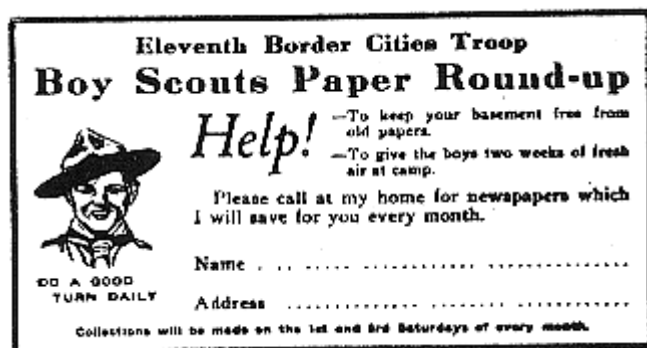
Making Bird Boxes. — Calgary Scouts have raised camp funds by making bird boxes and selling them to residents desirous of attracting birds about their homes.

Planting Trees. — The 2nd St. Thomas, Ont., Troop raised \$30.00 for their camp fund by providing and planting maple trees in the residential section of their community.

Making Automobile Name Plates. — Owen Sound Scouts painted and sold “OWEN SOUND” automobile plates for local motorists.

Collecting Rags. — The 3rd Chatham Troop collected rags, washed them, and sold those suitable to factories for wiping machinery, rubbing furniture, etc., at 13¢ per pound. Rags not suitable for factory use were sold to paper collecting firms, or a shoddy mill.

Collecting Waste Paper. — The collecting and selling of waste paper has been frequently used, with varying success; the “varying” due to the varying quantity of thought and organization put into the effort, and the market price of the paper per pound. The “market” should first be investigated.



A three weeks’ “newspaper and magazine campaign” of the Broadway Pack and 43rd Winnipeg Troop put on under the direction of members of the Parents’ Committee realized \$52.90 for the summer’s camp fund. The boys were divided into collecting groups. The Winnipeg Paper Company offered to assist in any way possible, and paid the best market price for the paper.

The card shown was one of the contributing factors to a successful camp fund “Paper

Round-up” of the 11th Border Cities Troop. The mutual benefit feature will be noted -

“Help! To keep your basement free from old papers ; also that the campaign was a continuing effort, collections being made “on the 1st and 3rd Saturdays of every month.” This would seem to be an excellent idea, although the two or three-day intensive campaign is more commonly used. Such a

campaign put on by all the troops of the Owen Sound district produced a carload of paper in two days. The car was arranged for and loaded by the Scouts themselves, and the paper sold "F.O.B." The maximum market figure was thus secured — something over \$300. The city was divided and assigned to the various troops. For a similarly successful campaign of the 1st Brockville Troop, information was published in the local press, and the public were asked to telephone if they had waste paper. The town was divided into sections, and one section covered each day. The districts were sub-divided among the patrols. "People were very good, often digging out caches of papers yellow with age. Some manufacturing firms produced quantities of old catalogues printed on heavy, coated stock, — which brings a special price. A carload was collected and sold. The work of collecting counted in the Patrol Competition."

Make a stout box 18 x 18 x 24 inches; one end and one side removed and attached by stout hinges; remaining side and end reinforced to stand pressure. Upright boards (h) added to guide paper into box. Pressure bar (d) is a scantling, caught under a cleat on the wall. In operation, hinged sides arc secured in place by stout hooks; two lengths of cord or wire are placed in position across bottom and up sides, and one lengthwise (note completed bale). Paper packed in by hand, pressure top (a) added, two or three bricks placed on this, then pressure bar applied. Bricks added as necessary. A baler of this size will make a bale of approximately 50 lbs. Note:

Coated paper (such as good magazines are printed on) should be baled separately; it commands a higher price than newsprint and other cheaper paper stock.

Spring Clean-Ups. — Many troops participate in local Spring Clean-up Week activities. While this is a typical community Good Turn for which no reward should be accepted, there may occasionally be a call for work for which it would be proper to accept proffered remuneration. An illustration was the payment by certain business block owners in Kingsville, Ont., for the removal by Scouts of large accumulations of rubbish from business premises. Sixteen wagon loads a day were handled by the Scouts, and for the special work in the business section, the two troops were paid \$40.00 toward their camp fund.

Ushering. — Grand Stand ushering at fall fairs has in a number of cases, by arrangement or voluntarily, brought a contribution to troop funds. Under no circumstances are the boys themselves allowed to accept remuneration for such service.

A Motor Show. — For some years, an annual Boy Scout Motor Show has been put on in Halifax under the auspices of the Halifax Rotary Club, and realized a substantial sum for the support of the district and provincial office.

The "Scoutgram" . — This system of raising funds has met with varying success in the larger communities. Briefly, the Scoutgram is a circular invitation to become a supporting member of local Scouting by the contribution of any sum desired. The letter is distributed from house to house by Scouts in uniform, the same Scouts calling to collect it (sealed) two days later. The circular is accompanied by a brief statement of the Local Association's needs, and a few words regarding the work being done in the district and the general aim of Scouting. The Scoutgram campaign usually is handled on the Patrol System, each troop being given a district, and each district divided among patrols, which in turn work under the direction of the Patrol Leaders.

Troop Ladies' Auxiliaries. — Ladies' Auxiliaries have been very successful in finding ways of procuring funds. Schemes recorded include cake and other similar sales; securing of supporting memberships in the Local Association; church or lodge suppers, dances, etc.; entertainments; self-denial boxes. One resourceful auxiliary had the Scouts make serving trays, which were rented at so much per tray for use at social gatherings where refreshments were served. The auxiliaries of certain Saint John, N.B., troops in turn provided the Scoutmasters' Club with a supper, which was paid for into the troop treasury.

Camp Fund Bank. — One of the most dependable and satisfactory methods for raising summer camp funds is the Camp Fund Bank. The weekly deposits are recorded on a small pocket folding Camp Fund Card, which contains spaces for entries beginning with September and ending with June of the next year. The sum paid in each Week may be fixed or varied; this would be decided by the Court of Honour. A distinct value of this system is its incentive to thrift on the part of individual boys. Camp Fund Cards may be had from the Stores Department, Dominion Headquarters, Ottawa, at 25 cents per dozen.

CHAPTER XXVIII.

Miscellany

THE CANDIDATE PATROL

A CANDIDATE PATROL has successfully solved the problem of the new boys in some troops. This is a temporary patrol, with a temporary Patrol Leader (usually a Second), to which all newcomers are assigned until they have passed their Tenderfoot tests, when they are passed on to the regular patrols, if there are vacancies. Where the troop is up to its full strength of 32 members of the Candidate Patrol may be compelled to wait some time for admission.

The Candidate Patrol presents some difficulty in the matter of games, since it may number only two or three boys. However, the fact that the members of the patrol cannot participate in all the activities of the troop until they have passed their tests, and otherwise made good, provides an effective inducement for progress in the Tenderfoot test work.

REVIEWING SCOUT RANK TESTS

WHILE it has been found a good plan to review Scout rank tests from time to time, this should not be overdone. Occasionally Scoutmasters have made it a practice, when a number of new boys were added to a patrol, to put the whole group on the Tenderfoot tests, the older boys "reviewing." This is almost certain to dull, or even kill the interest, of some of the older boys. Quite naturally they do not like being brought back to the "starting line" with newcomers. On the other hand, there is an advantage both to the older boys and newer boys in the fact that the former are some distance ahead, busy on what always appears to the newer boys as more interesting work.

Where rank tests are reviewed, this should be done through competitions and games.

Where new boys are added to a patrol, some arrangement for their instruction should be made which will not slow up the patrol's Second or First Class work.

REVIEWING PROFICIENCY BADGE TESTS

THE Scoutmaster should take quite seriously the annual repassing of King's Scout Badges called for by *Policy, Organization and Rules*. It is almost vitally important that a Scout's knowledge of the matter covered by such public service badges should be thorough and up — to — date.

THE MENTAL SOMERSAULT

ONE of the effective contributions to Scout instruction methods made by Lord Byng, while Chief Scout for Canada, was the "mental somersault." This is a sudden put question having nothing at all to do with the subject in hand. For instance, during a discussion of archery, the Scoutmaster may suddenly point a finger at a particular Scout and demand, "Who was Noah's wife?" or "How old was Jonah when he swallowed the whale?"

The correctness of the answer is not of first importance. The end gained is the sudden mental jolt, or "somersault." This tends to develop a faculty of quick mental readjustment, and incidentally is mentally refreshing, and adds an enlivening touch of humor to the session.

DEVELOPING ASSISTANT SCOUTMASTERS

EVERY Scoutmaster of a four-patrol troop should have at least two Assistant Scoutmasters, — to assist him, and as understudies qualifying to carry on during his absence or in case he should leave. The older boys of the troop, or of the Rover Patrol will in time produce these assistant leaders; meantime, for the new troop, an effort should be made to secure several young men of 18 or over, who may “break in” along with the Scoutmaster. The boys may be asked to suggest the names.

Assistant Scoutmasters should be used as actual assistants, and never allowed to stand around wondering of what actual use they are. They should occasionally be given full charge of certain sections of the meeting, and should have full responsibility for instruction in certain test and badge subjects. They may be given charge of hikes when the Scoutmaster himself cannot attend.

As routine troop meeting work, the senior Assistant Scoutmaster should call the troop to horseshoe formation for the opening, should see that the flag is ready for breaking, and generally have the “parade” ready for passing over to the Scoutmaster upon his formal appearance. On hikes the Assistant Scoutmaster should be given charge of certain patrols, or certain groups on some particular activity; in camp a great many matters of detail should be left to them, — this including supervision of patrol cooking, when camps are run on the Patrol System.

REGARDING ROVERS

ROVERING is still to some extent in an experimental stage as to programme. The best success has been had where Rovers are attached to a troop, particularly the troop from which the boys have been graduated.

Broadly, Rovering is expected to bring the public service feature of Scouting to its full expression, and to help qualify the young man approaching 21 for full, intelligent citizenship.

The distinctly scouting activities of Rovering might be described as Senior Scouting — hiking on a bigger scale, canoeing trips, mountain climbing; activities generally which call for greater strength and endurance. First aid is further developed, as by taking of the senior St. John Ambulance course.

Various Rovers would be encouraged to become the troop specialists on certain subjects, — as friction fire, the lariat, starmanship, hiking, tracking, archery; and would be used as Instructors for the Scouts on these subjects. “Senior” forms of community service would be given them; that is, forms of public service calling for a somewhat “older head” than a Scout; in other cases they would be placed in charge of Scout groups for the performance of such special public service as ushering on a large scale, or participation in some of the major activities at a large fall fair. They have been found effective in directing the Christmas work of Scout Toy Repair Shops.

Generally, in this relation to the Scout Troop and Cub Pack, the Rovers are the “big grown-up brothers who can do everything,” and who both Scouts and Cubs some day hope to grow up to and join.

(For further information see booklets, *Rover Scouts, What They Are*; *Plan For Rover Scouts*, free, Provincial Headquarters; and *Rovering to Success*, Stores Department, Ottawa.)

WOLF CUB SCOUTS, BOY SCOUTS, ROVER SCOUTS

THE question of the relationship of Wolf Cubs, Scouts and Rovers will best be understood by keeping in mind the fact that all are Scouts — Wolf Cub Scouts, Boy Scouts and Rover Scouts — and that as such all are members of the same family, or school. The Wolf Cubs, while having their distinct programme of games and badge work, are preparing to go up into the Scout Troop, and the Scouts are in preparation to pass on into the Rovers.

The ideal arrangement is a complete Scout Group made up of a Wolf Cub Pack, a Boy Scout Troop and a Rover Scout Crew, connected with one parent institution, and having their headquarters in the same building.

In such circumstances, everything should be done to maintain contact between the three sections of the troop. The advantages resulting are these: through the intercourse of the leaders, the three separate programmes, suited to the three separate age-groups, are more likely to be kept distinct, — thus averting a loss of interest by the boys when they move up.

Boys are not lost between the Pack and the Troop, and between the Troop and the Rover Crew.

The work of each unit contributes, either by service or the opportunity of service, to the life of the others.

Cubmaster, Scoutmaster and Rover Leader strengthen one another's hands through encouragement when this is needed, and by helping in the solving of special problems.

This close relationship can be maintained:

By adopting the same name and number for Pack, Troop and Rover Crew.

By the wearing of a common neck scarf, with some distinguishing detail.

By the Scoutmaster occasionally visiting the Pack, probably telling the Cubs a story, and generally showing an interest in them.

By former Cubs being encouraged to drop in on Pack nights to pay their former comrades a visit.

By suitable members of the Scout Troop being used as Cub Instructors, and Rovers being used as Scout Instructors.

By the use of a well-planned "going-up" ceremony when the Cubs go up to the Scouts, and the Scouts to the Rovers.

By a quarterly or half-yearly jollification in which all mingle.

By the fixed practice of inviting Cubs as guests to Scout and Rover entertainments, hockey, football or other league matches, etc.

A SCOUT MAP OF YOUR TOWN

Two Scouts of the 1st Ste. Anne de Bellevue Troop (Que.) worked several months on a map of the district for the radius covered by the requirements of the Pathfinder's Badge test. Numerous week-end hikes were made to check up on certain points, by compass. The completed map is of considerable local value. There must be many towns in Canada of which no recently made maps are available. If your town is included, why not get some of your prospective King's Scouts on the job? Then have the maps mounted and show them in a store window. Lots of folks will be glad to study them. And your "Kings" will be real Pathfinders.

WHEN A SCOUT LEAVES TOWN

WHEN one of your Scouts leaves the community be sure to have the Troop Scribe give him a letter of introduction to the nearest Scoutmaster in his new home. The letter should also be signed by yourself as Scoutmaster.

OTHER BOYS' ORGANIZATIONS

IT CANNOT be emphasized too strongly that the Fourth Scout Law — "A Scout is a friend to all," etc. — applies to our attitude toward all other boys' organizations. It is only natural that rivalry, and some expression of it in word and bearing, should develop between boys of any grouping. There are wholesome forms of rivalry; and on the part of Scouts the rivalry should be wholly and only friendly. Scouts should frequently be reminded of the Fourth Law, and its constant and broad application.

Scoutmasters themselves should set the example — in act, word, and in thought. We are not scouting for Scouting; we are scouting for Canada. We are making what contribution we can toward the character building of Canadian boys. We could not give leadership to them all, even if we had the opportunity. And perhaps neither the boys nor Scouting would be as well served if we had the opportunity and the leaders, and there was only the one programme for all sorts of boys.

Let us have no rivalry except the rivalry which provokes unto good works, with the friendliest, most cordial co-operation whenever the opportunity offers.

In case of any local adverse criticism of Scouting the best reply, and the only convincing reply, is consistently good Scouting, and all that it means in friendliness and Good Turn service by the individual and by the Troop as a whole.

STARTING THE SECOND YEAR

THE calendar year of the Boys Scouts Association in Canada ends October 31st (shortly after which date Scoutmasters are asked to make to their Provincial Headquarters a census report of membership, rank standing of Scouts and proficiency badges earned during the year). The year of scouting activities, however, begins in the early fall, with the wind-up of the camping season and the opening of the schools. Here are a few suggestions for the starting of the new season, and the new Scoutmaster's second year in Scouting:

Hold a preliminary evening get-together with your Patrol Leaders. Discuss the results of the previous season's work for every boy in the troop. Discuss general prospects for the new season: new boys, fees, badge work, competition scoring points; patrol and troop community good turns, including the Christmas Toy Repair Shop, Community Christmas Tree, or other special Christmas activity; the fall or winter display or entertainment, etc. Make any rearrangement of patrols that may seem advisable for various reasons, including that of boys moving to new neighborhoods. (It is an advantage to keep patrol membership to certain neighborhood areas.) Check over troop property. Invite your Group Committee and Ladies' Auxiliary to an early get-together for discussing the features of the year's programme with which they may be especially concerned.

THE LEADER WHO THINKS OF QUITTING

NOT infrequently, during the "dog days" between the conclusion of the summer's camp and the fall re-opening of activities, a Scoutmaster falters and begins to think of "dropping out." Sometimes he calls it "stepping aside to give someone else a chance."

The trouble usually is that he views the whole year ahead "in bulk." Naturally, it does look big in bulk — like any other mountain on the horizon. And in the mood he looks only at its shadow side.

Let us remind such a falterer of some of the features of the sunny side. There were those meetings that went so well; that sent a fellow home filled with the pleasure and the satisfaction of having once more been the means of bringing a little crowd of boys together for a busy, wholesome, jolly evening that no one wanted to end. There was the inspiration of their recognition of your leadership, and of their obvious

and unstinted boyish regard. From time to time probably there was the inspiring realization that you were accomplishing something of deciding importance for the whole future of some one boy.

Then there was that inspiration and that sense of *noblesse oblige*, as a known leader of boys, that carried over into the next day's duties, and made you more efficient and thorough, — and better satisfied with the day.

All of us need a constant refreshing of the spirit in order that we may realize our best. There is no finer inspiration than the optimistic, happy, bustling atmosphere of a well run Scout Troop meeting.

If the meeting night has been a responsibility from which you sometimes shrank, — you have not been running fully on the Patrol System. Read the paragraph on that subject on page 9.

And stick — for the boys, and for yourself.

He who gives most receives most in the things that are most worth while.

A NEW SCOUTMASTER TAKING OVER AN OLD TROOP

THIS is a problem not infrequently offered to the new man in Scouting, and one that is invariably regarded as most difficult. Handled thoughtfully, the problem is not at all as difficult as it appears.

The first necessity is to make clear to the boys your limitations; that for a time at least you expect to learn more from them than they can learn from you; that you are counting on them to play the game and help to make things go as smoothly as possible; that they will make allowances for any slips you may make, as in awarding points in competitions, etc., until you have familiarized yourself with your "new job."

If the troop has a Court of Honour, the first step would be to call the boys together, and learn from them as much as possible of the actual running of the troop meetings, and other details. If the troop has not had a Court of Honour, the Patrol Leaders and Seconds should be called in and organized as a Court.

In general the wisest plan is to run the troop along the lines to which it has been accustomed, and to make gradually any changes that may seem desirable.

CHAPTER XXIX.

Games

NO ONE doubts the value of the contribution which games make to civilization and the development of character," said a former Chief Commissioner, Dr. James W. Robertson, in one of his memorable addresses on Scouting. Lord Baden-Powell has repeatedly emphasized the value of games proper in the Scout programme; and undoubtedly to the boys themselves, so far as indoor troop meetings are concerned, "the game's the thing." Therefore should special attention be given to the games included in each meeting's programme.

The following games are offered, not as a complete working list, but as a sample list, under various "idea" headings. A machine-like use of them, in rotation, should not be made; rather, thought should be given to some particular principle or virtue which it is desired to encourage in the boys, and a game should be selected which promises to inculcate or develop that idea. With this thought always in mind the average Scoutmaster will soon begin developing variations or entirely new games; and it is suggested that each leader keep a games book of his own, — for old games, with comments, or variations; for invented games, and clippings of games from various sources. (A number of excellent books on games will be found listed in the Dominion Headquarters Catalogue.)

It is not always possible to anticipate the success of a game with a troop. Certain games very popular with one troop will fall quite flat with another. The only test is the playing of the game. It is a wise plan therefore to include only one new and untried game during an evening. Games which prove popular should be played frequently but should not be played to death. Most games exercise a slightly different set of faculties, although one may dominate, and for this reason also, the games programme should be varied, and changed gradually during the course of several months. This may be done by the introduction of say a new game every second or third meeting.

An outstanding feature of Scouting games is that everybody participates in one way or another, — as against the modern tendency of sports which sees a few participating on the field and thousands looking on. Keep this in mind when inventing new games.

Finally. — Do not yourself fail to participate occasionally or frequently in some of the troop games.. Place the Assistant Scoutmaster or Troop Leader in charge, forget your dignity, and get down on the floor and be one of the boys. You will not lose your discipline. As soon as the game is over, an "All right, boys," will reclothe you with all the dignity and authority necessary. The boys will like it, and so will you. Of course you would not participate in games for which patrol competition points were given.

P.T. OR "STEAM-OFF" GAMES

Chain Tag. — Requires fairly large room, cleared of chairs, etc. Two boys named as the Chain. Holding hands, they pursue other boys, and each boy caught becomes part of the Chain. Captures are made by the boy at either end of the Chain grasping with his free hand. Boys in the middle of Chain endeavour to prevent boys pursued breaking through or ducking under the Chain when cornered, until the Chain's head or tail can reach and grasp them.

Foot In the Ring. — (Patrol Competition.) Troop in arm-length circle; drop hands. Three-foot circle chalked on floor in centre. On whistle boys rush to centre, and endeavour to get and keep at least one foot in the ring, standing. Freeze whistle blown in about one half-minute. Count feet in ring, by patrols. Repeat, three times, with two minute rests. Competition points to patrols in order of total "feet." This is individual, and not a mass rushing game.

Poison Circle. — A three-foot circle is drawn on the floor or ground. The players, holding hands, make a ring, with the circle as its centre. They then endeavour, without freeing hands, to force one another to step into the “poison circle.” Each one forced into the circle is out of the game, and the ring closes, until but two are left, who decide the victor with the hands gripped across the circle. May be made a competition between two patrols, with members, at the start, placed in the ring alternately. Scoutmaster’s whistle stops the game whenever the ring is broken.

The game also may be used to select IT for another game, IT being the first one to put a foot into the “poison circle.”

Push and Pull. — (Patrol Competition.) At the central point between two chalked or otherwise indicated goal lines 30 feet apart, four boys from two patrols face each other on either side of a Scout staff, grasping it with both hands. With watch in hand, the Scoutmaster on an even minute says either “Push!” or “Pull!” and alternates the command every five seconds for a half minute.

A win is scored either by one patrol team pulling the other over its own goal line during a “Pull” period, or pushing the other group back over its goal line during a “Push” period.

A turning or twisting of the “scrum” is “no game”, It must be a straight push or pull toward or from each patrol’s goal line.

Only a stout staff should be used; a weak staff may splinter or break and cause an injury.

Patrol Hand-wrestling. — (Patrol Competition.) Facing in pairs, patrols lined up on chalk mark, right toe beside right toe. Grip right hands, left hands behind back; suitable room between pairs. Begin wrestling on whistle. Won by patrols, winners wrestle for 1st and 2nd place, losers for 3rd and 4th.

Corral Tug. — Troop, in patrol groups, at four “corners” inside a large rope circle. A neckerchief is placed on the ground outside the circle 10 feet from each patrol “corner.” On whistle each patrol endeavours to carry rope forward until one of its members can reach its neckerchief. May be made a pull between two patrols.

Dodge Ball. — (Patrol Competition.) One patrol in centre of extended circle formed by other patrols. Scoutmaster, with watch in hand, tosses football or basket ball into ring. Boys forming the circle endeavour to hit with ball, and thus “tag out,” boys in centre. First place competition points to patrol remaining longest in circle, and points to other patrols in order. Boys forming the circle may leave their positions to recover a ball thrown out of reach, but may not tag out until back in their position in the circle. An improperly thrown “tag” does not count. Boys should be cautioned against throwing the ball with too much force. A passing game should be encouraged, i.e., the passing of the ball quickly several times before a tag throw is made, particularly when but one or two boys are left in the circle.

P. L Dodge Ball. — (Patrol Competition.) Patrol Leaders in centre of ring. Boys of each patrol endeavour to tag out only Patrol Leaders of other patrols. In forming circle, patrols may be mixed, so that members of any one patrol are scattered about circle; this giving them the opportunity to keep the ball passing between their own members. All ordinary rules of Dodge Ball apply, i.e., boys forming the circle must throw only when in position; a tag made by a boy inside or outside of the circle does not count, etc. Competition points to patrols in order of time Patrol Leaders remain in ring.

Five Man Chariot Race. — (Patrol Competition.) Patrol holds hands, boy in the centre being the driver, the rest the horses. On the goal line a handkerchief is stood up, wigwam fashion. On the word “go” the chariots race to the line, make a circle turn so as to bring their driver immediately over or beside the handkerchief, and the latter bends down and picks the handkerchief up in his teeth — if possible without stopping. First chariot back to the starting point with its handkerchief wins.

Kangaroo Relay. — (Patrol Competition.) Patrols lined up in usual relay formation. A ball or old cap is passed through from the rear. “Runner” holds it between his shoes, and so hops to the wall, and back to the end of the patrol. If ball or cap is dropped, hands must not be used to place it again between feet.

Hoop Relay. — (Patrol Competition.) Patrols in Indian file. Patrol Leaders given a hoop about 2 feet in diameter. At “Go” Patrol Leader passes hoop down over body, hands to next boy. Last boy holds up hoop, crying, “Through!”

Boat Race. — Patrols straddle a pole of suitable length, backs toward the goal, except Patrol Leader, who faces the rest of the Patrol, and acts as “coxswain”. On “Go!” patrols run backwards toward goal, the Patrol Leader giving the time of the “stroke,” or step, “Right, Left! Right, Left!” Preferably the course should have a turn. The first “crew” back at the starting line wins.

Pony Express Race. — Patrols in single file at one end of room, smallest Scout (the jockey) standing beside the Patrol Leader. On “Go” the jockey mounts the back of the Patrol Leader, who runs to the end of the room, and back. Jockey, without touching the floor, changes to the back of the next Scout in line. And so on. If the jockey touches the floor in changing mounts he is disqualified, or loses a point to his patrol.

Patrol Stunt Challenge. — Each patrol, as a patrol, performs some P.T. stunt as a challenge to another patrol. The latter endeavours to duplicate the stunt, and if successful performs a stunt for duplication by the challengers.

“BREATHER” GAMES

(For use during the winter indoor season.)

The Old Swimmin’ Hole. — (A mimetic game.) Troop in circle. Scoutmaster: “Who wants to take a dip in the old swimmin’ hole to — night?” Usually a noisy acquiescence, with some pretended dissenters. Scoutmaster: “All right, everybody goes. Who wants to lead?” A good runner picked and named. “Out, around the block and back! Set ‘em a good pace, Chick! Troop, right turn — off you go!”

On the return, troop ‘again in circle. Scoutmaster:

“Well, here we are at the old swimmin’ hole. Clothes off!” Pretence of undressing. Scoutmaster warns against taking off stockings before shoes, etc. etc. “All ready? In you go!” All dive into circle. Few seconds of melee, and Scoutmaster blows whistle or troop call. “That’s enough. It’s cold to-night. Out you get! All got towels? Now, a good rub down. Come on put some life into it! Arms and legs, too — clear down to your feet all right. Now who gets dressed first? Don’t put your stockings on over your shoes! Anyone who ties their shoes laces with a granny will be ducked, clothes and all. All dressed? All right, now back to Troop Headquarters again, at a brisk walk. Who’s a good walker? Billy’s turn, I guess. You lead ‘em Billy. Hats on this time. Troop right turn! Out you go!”

(After the return, quiet attention for a good ten minutes’ talk can be counted upon.)

Reversing Circle. — Boys hold hands, form circle, drop hand; given “Right turn — Walk — Run!” At short intervals given “Reverse,” when runners are expected to turn and run in the opposite direction without losing stride. Original intervals to be maintained. Scout’s Pace may be used, with ten steps walking and ten running.

Patrol Walking Match. — At minute intervals, patrols in Indian file, started on a walk around the block. Speed competition.

Patrol Scout's Pace. — Correct time for Scout's pace circuit of the block first established. Patrols sent out at minute intervals. First place to patrol finishing nearest perfect time. (See Scout's Pace, *Tenderfoot to King's Scout*, page 169.)

Hare and Hounds. — Each patrol selects one of their number as Hare; remainder are the Hounds. Hares are given one minute's start, and must be back in ten minutes. Hounds may capture only their own Hare. Game must be played in silence, the Hounds if necessary communicating with one another by their secret patrol signs. In the case of city and town troops the game boundaries should be limited to safe streets.

SENSE TRAINING GAMES

Deer and Stalker. — Inter-patrol. Two Scouts, one the Deer, the other the Stalker, blindfolded, and placed at either end of a table. Stalker endeavours to find and grasp the Deer. Both must have always one hand on the table; otherwise may crawl under, vault over, etc. May be played in quiet, which probably provides most fun, or may be made a noisy game with supporters of Deer and Stalker shouting warnings and advice. This adds to the test of concentration.

Spies. — One patrol in line blindfolded, feet widely spread, toes touching. Opposing patrol endeavours to go under or pass between without touching or being heard.

Defending patrol keep hands to sides except when they hear or feel a spy. Then touch with hand. Spies touched are out. Those getting through score a patrol point.

The Sleeping Pirate. — One patrol chooses a Pirate. He is seated cross-legged, blindfolded, in the centre of an 18 foot circle. In front of him, stuck in the floor, is his "pirate's knife." One by one the members of another patrol enter the circle and endeavour to reach and secure the knife without being heard. The pirate endeavours to locate the attacker by sound and when he hears him, points an imaginary pistol at him and "fires." If he has correctly located the attacker, the latter is out. The pirate must only shoot when he thinks he hears a noise. No sound should be made by the onlookers.

As a variation, the entire opposed patrol may enter the circle at the same time. In place of the knife, a "treasure" of any kind may be used, including such genuine valuables as a piece of candy, cake, apple, etc.

In turn, the second patrol names a Pirate, and the first patrol endeavours to capture his treasure.

Blind Man's Hockey. — Inter-patrol, played successively by boys in pairs, blindfold. Puck, an empty shoe polish tin containing a pebble. Goals, opposite ends of room. Played with hockey sticks, brooms, or Scout staves. Puck pushed along; striking not allowed. Rest of troop keep strictly silent, as players locate puck by sound. As each player scores a goal, his place is taken by the next member of his patrol, and the puck is again started from center.

Blind Man's Journey. — (Patrol Competition.) Chairs or benches are placed as obstructions, leaving a central winding pathway. A chair is stood four or five feet from the "in" opening. A Scout is stood behind the chair, allowed to study the windings and distances of the pathway, then is 'blindfolded, and endeavours to go through without touching an obstruction. If he succeeds he scores a point.

It is necessary to rule "Out" on the first touch of an obstruction. Otherwise a touch may give direction. For the same reason absolute silence must be insisted upon.

As a variation the obstructions may be placed in a circle, with opposite openings and a chair in the centre. The boy is in this case stood and blindfolded six feet from the "in" opening, without the obstructing chair immediately in front.

The problem should not be made too difficult at first.

In order to put a whole troop through quickly all Patrol Leaders may be used as “blindfolders,” the patrols standing in line and following one another as quickly as possible; the Patrol Leaders themselves going last.

Where patrols are uneven in numbers the small patrols may repeat until they have sent in as many boys as the largest patrol.

When the game is first played, a humorous touch may be added at the conclusion by asking, “Who would like to try it again?” and selecting the most confident boy; then, as soon as he is blindfolded, have all the obstructions silently removed.

SCOUT TEST GAMES

Compass Blind Man’s Buff. — Troop in arm-length circle. Blind Man in centre, told direction he is facing. Scoutmaster calls upon two “points” to change places. They do so on tiptoe, Blind Man endeavouring to intercept and touch one of them. Entire circle silent. One touched becomes IT.

Compass Forfeits. — Sixteen boys form arm-length circle; drop hands. Another boy, chair or other object placed outside circle to mark North. Boys told to note, silently, the compass points they cover. Scoutmaster calls upon various “points” to change places, as: South and North-East! North-North-West and South-South-West.

Forfeit points scored against those making errors and “paid” at conclusion by performing of stunts. Stunts (such as, “Crow like a Bantam, then like a Cochin”; or this by two boys) may be called for by Patrol Leader of another patrol.

Sealed Messages. — Morse may be written thus:

.... .. /•/ .. /• / /•

Semaphore may be written in simple “match stick” figures.

Sealed messages are given Patrol Leaders in Corners, and are opened on whistle. Patrol points given in order as Patrol Leaders reach Scoutmaster’s desk with CORRECT translation. All patrol members participate in translation.

Morse or Semaphore Relay. — Watch-timed. Patrol lined up at end of room. Patrol Leader given flag or flags. Each boy given one word of a message. On whistle, first boy races to marked spot at other end of room, turns and sends his word, runs back and hands flag or flags to second boy, and so on. Any word not sent correctly must be repeated, at its conclusion, until correctly sent. Note that correct flag position and style is of first importance.

Knot Relay. — Patrols in Indian file at one end of room. One judge for each patrol at the other end. Patrol Leaders given two lengths of rope. On “Clove Hitch, go!” Patrol Leaders run to judges, tie knot; on judge’s “O.K.” run back to rear of patrol. Ropes are passed up to Number 2, who runs, ties, returns to end of patrol, etc. Last boy passes ropes up to Patrol Leader, who holds up to signify “Finished.”

Knot Hoop Relay. — Patrols in Indian file. Patrol Leaders given a rope about three feet long. At “Sheetbend, go!” (or other knot) Patrol Leaders tie knot, making a hoop; pass hoop down over body, untie, hand to next boy, who does same. Last boy, on untying, holds rope up, crying, “Through!” Patrol competition. Left to each Scout to tie the knot correctly before going through the hoop.

Knot Baseball. — Inter-Patrol. Equipment, two pieces of fairly heavy rope, about four feet in length. One patrol batting, one fielding. Batter supplied with one length of rope, pitcher with the other. Scoutmaster the umpire.

On "Play Ball!" pitcher calls the name of a knot, and at same time throws his rope to a fielder (not a baseman or shortstop). As soon as batter has tied his knot, he drops it, and runs to first base. Fielder when he has tied his knot, throws it to first baseman. If batter's knot is improperly tied he is out. If fielder's knot improperly tied, and it reaches first ahead of the runner, runner is safe. When other runners are on bases, they run as soon as batter starts; and fielder has choice of throws. Fielders should be about same distance from bases as pitcher is from batter. No catcher; pitcher endeavours to run out men leaving third base.

Variation: Games can be played by a team of four — a pitcher and three fielders. In this case pitcher first throws to a fielder, then calls the knot; and as soon as fielder has tied, he runs to touch out batter at first, or a runner on the bases.

Elephant and Whale. — A Tenderfoot knot-tying race and tug-of-war. Two patrols in one line facing Scoutmaster. A four or five-foot length of rope stretched on ground at feet of two centre men. Similar or shorter lengths stretched on ground before each of others; each boy opposite centre of his length. All stand at Alert. hands at sides. On "Sheet-bend (or other knot), Go!" centre men catch up centre rope, and begin pulling. Boys behind tie on their ropes, then pull. Decision as in ordinary tug, except that incorrectly tied knot by winners is "no pull." Each boy must tie — on without assistance.

Note: When checking up knots Scoutmaster may have some difficulty in identifying a Sheet-bend that has turned over. Practice this identification.

Kim's Store Window Game. — Immediately after a troop meeting roll call, and without warning or explanation, the troop is marched downtown to a store (where the necessary arrangements have previously been made). The troop is halted, and one after another the patrols are taken to a window whose blind is down. The blind is raised for two minutes, and lowered, and the next patrol brought into place. The troop returns to its clubroom and each Scout is given paper and directed to write down the names of the articles seen.

The stunt will be considered good advertising by the store.

A Proficiency Badge Game. — During the week each Scout makes a list of street advertisements seen, and the Scout proficiency badges concerned. Report made in three columns, giving name of firm, where ad. was seen, and badges suggested.

This is an excellent idea for connecting Proficiency Badge work in the boys minds with "the real thing." For instance a Scout who has studied a 30-foot billboard picturing one of the departments of a modern bakery, and who then in his report has written "Cook," probably will have an entirely new idea of the significance and possibilities of the work connected with that badge.

Patrol Footprints. — Patrol Leaders sent out of sight. Members of each patrol make single footprint in tracking box, or within marked space on suitable nearby road. Patrol Leaders called in and allowed two minutes for identification of footprints of their own patrol, noting the location mentally, and pointing out when called upon by the Scoutmaster. As names called, boys confirm or declare wrong. Patrol competition points for each track identified. Footprints of different patrols should be well mixed.

Deduction. — Here is an excellent introductory talk on the subject by a Cape Town Scoutmaster:

To put it into simple words, deduction is the art of being able to put two and two together; and it is really wonderful what fun and instruction you can get out of it. deduction might also be called working backwards, because from certain signs you are able to reconstruct something. Nearly all boys have heard of Sherlock Holmes, Conan Doyle's famous detective. Well, you can all do a little amateur detective work on your own; and who knows what use it might prove to you some day!

Before you can be much good at deduction you will need to be keenly observant, and so make a point of taking stock of everything which comes under your notice, — but of course without subjecting your friends or acquaintances to a rude scrutiny.

Here is one simple example of deduction. A man was walking up Plein Street at about 9 o'clock one morning, and was most annoyed to see that people stared hard at him. For the life of him he could not imagine what it was which roused their curiosity until happening to meet a friend, he said: "What in the name of goodness is the matter with me that everybody stares so?"

"Well," said his friend, "they notice you had eggs for breakfast."

"However did you know that?" replied the other.

The explanation was, of course, simple enough — the man's beard being plastered with yolk of egg.

Now let us see what other deductions we can arrive at from this one sign. First, that the egg had been soft boiled, next that the man probably lived a solitary life, with no woman to look after him; then that he had left the house immediately his breakfast was over without looking in a glass, and that he had certainly not spoken to anyone before meeting his friend, or he would have been informed of his condition.

Postcard Deduction. — A very good way of practicing "deduction" is for a patrol of Scouts to be given a picture of some scene (picture postcards lend themselves to this game) and told to find out as many points as possible. To make myself clear, there is a picture postcard on sale in Cape Town entitled "Flower Sellers, Adderley Street." It is just an ordinary view, and might have been taken this week, till one comes to look at it carefully. What do we find? Here are a few things. That, judging by the shadows, it was a sunny day and the photograph was taken at nearly mid-day; the clock confirms this. Next, that the time of year was between September and November, as chincheree-cheese is for sale. The fashions in women's garments place the period at about ten to twelve years ago. The day was not a warm one, in spite of the sunshine, as coats and dark skirts are worn.

It is almost certain that the day was a Saturday, as if my memory serves me right, flowers were not sold on Wednesdays so long ago as 12 years.

Business was quiet for the tea-rooms, and motor-cars were not so numerous as now. The shadows will of course give you your compass bearings;

Another simple form of the Deduction game is the Strange Scout.

Strange Scout. — The Scout designated stands on a chair or strolls about within a circle for two minutes, and the patrols study him, and note their observation and deductions. They retire to Corners, and the Patrol leader writes a report. Preferably this is presented and read by the Scoutmaster at the evening's council fire. Patrol competition points in order of completeness.

The Mysterious Stranger. — During Corners a stranger, invited for the occasion, visits each patrol in turn, for three minutes, and is both observed and questioned by them to establish identity, etc. Patrol Leader makes report, preferably at council fire.

COUNCIL FIRE GAMES

Barnyard. — Boys in pairs, as they sit, are named animals or fowls of the barnyard, — horses, goats, geese, watch dogs, etc. The Scoutmaster then begins telling a story in which from time to time the names are used. Thereupon the boys representing the bird or animal mentioned immediately make its noise. Whenever "barnyard" is mentioned, the entire circle makes the noises of their birds and animals.

Barnyard Talk. — Boy named as “IT” is blindfolded.

Others then change their positions around the fire. IT then passes about the circle, passes before someone and makes the noise of some barnyard fowl or animal, to which the other similarly replies, and IT endeavours to call him by name. If successful they change places. If not, IT passes on and tries again.

You Are a Tree. — In the course of 20 indirect questions the boy indicated must discover by questioning the Scoutmaster “the kind of tree he is”; the first five questions to concern the bark, the next five questions to concern the shape, the remaining ten being general, the tree then being named by the Scout. Example questions and answers: “Have I rough bark?” “Well, medium rough — rough in some places, smooth in others.” “Am I a wide spreading tree?” “Sometimes you are and sometimes you’re not.” “Do I grow well amongst other trees?” “Yes.” “When I grow amongst other trees, am I a tall tree?” “Sometimes.” “I mean, when I am full grown, amongst other trees, am I a tall tree?” “Yes.”

As a variation, the boy who is to be the tree may be directed to leave the council fire, and the circle then choose the kind of tree, and discuss for some minutes its characteristics. The boy is then called in, and endeavours to discover the name of the tree in the 20 questions, as above.

Flowers, weeds, birds, animals also may be used; items of Scout uniform and equipment, articles used in a game, etc.

Joshua Gilwell Went to Camp. — The one starting the game begins: “Joshua Gilwell went to camp, and he took — (Some article of equipment).” The boy sitting next repeats what is said by the first boy, and adds an article of his own — and so on around the circle. Of course all sorts of incongruous items are mentioned, such as a piano, a fried egg, a battleship.

Poor Pussy. — A boy, playing cat, walks on “all fours” about the fire circle, meowing. He finally pauses before another boy, rubs against his legs, cat fashion, and meows and yowls and howls. The other boy must stroke the cat, saying, “Poor pussy, poor pussy”, retaining a serious, unsmiling face. If he smiles he becomes the cat.

Lighting the Candles at Sea. — A good sized round bottle is placed on its side on the ground, and across this a small board. The traveller, with a lighted candle in one hand, and an unlighted candle in the other, seats himself on the board, feet extended at full length, in line lengthwise with the bottle, and with the heel of one foot resting upright on the toe of the other. He then endeavours to light the one candle with the other.

Camp Chief’s Hat. — Council fire circle numbered off. IT, standing in center begins: “The Camp Chief has lost his hat; some say this and some say that, but I say Number 12” (for instance), and immediately begins to count very rapidly. Before “ten” has been reached Number 12 must say, “Who, sir? Me, sir?” The conversation then continues, as rapidly as possible:

“Yes, sir, you, sir.”

“No, sir, not I, sir.”

“Who then, sir?”

“Number 7, sir.”

IF then tries to count ten before Number 7 can reply correctly, “Who, sir? Me, sir?” If number 7 fails, he becomes IT.

An effective and amusing stunt on the part of IT, when the game is moving rapidly, with everyone on the keen edge, is to suddenly point a finger at a Number not called, and begin to count. It does not matter whether this person replies or not; in the excitement the number really called may fail to respond.

If new to the troop, be sure to try this jolly game of wits and fun.

MISCELLANEOUS INDOOR GAMES

Blindfold Boxing. — Troop is numbered off, and numbers (previously prepared) placed in a hat. One is drawn, and the corresponding boy is blindfolded. Another number is then drawn and this boy blindfolded. The first boy thus does not know the identity or size of his opponent.

As a further amusing variation, without previous announcement, after the first two-boy round, three boys may be similarly selected and put in the ring; the first and second boys not then knowing of the presence of the third boy.

The number may be added to up to the number of gloves available.

Where boxing gloves are not possessed by the troop Hat Boxing may be substituted. That is, hats are worn and are boxed off with the open hand.

Challenger. — Patrols are lined up facing each other, ten feet apart. Beginning at one end, the boys alternately challenge one another to do certain things, as, "I challenge you to —" and the challenger stands on his head, or wiggles his ears, balances a stick on his nose, turns a handspring, etc.

Find Your Mate. — Troop in circle. Scoutmaster, whispering to boys separately, nominates them in pairs as Wolves, Roosters, Hounds, Geese, etc.; the pairs being made up of boys from different patrols. On the direction "Find your mate!" each boy begins running about, loudly making the call of his bird or animal, and continues until he has located his "mate." The fun may be added to by naming the troop humorist as a Hound or a Rooster, and leaving him, without a mate, finally baying or crowing by himself.

Raiding the Corral. — Eight or ten foot circle chalked on floor. Two patrols blindfolded in the circle, "stirred up," and one from each patrol removed and placed out of sight. On whistle each boy remaining removes his blindfold. Point to first patrol calling the name of boy missing from the other patrol. Boys must keep within the circle. Circle should be of a size to permit moving around without jostling.

OUTDOOR GAMES

Stalking. — Probably no other class of games appeal so naturally and strongly to the average boy, or better secures the Scouting educational ends of self-discipline and resourcefulness. As a matter of fact probably no branch of outdoor Scouting is more enjoyable to the Scoutmaster himself, judging from the fun derived from such games at the Gilwell camps. If you have not yet done so, don't fail to try a stalking game during an early hike.

The ideal scene is a stretch of ground dotted with bushes or small trees, stumps, hummocks or rock, with fairly tall grass or weeds. Having arrived at the spot, first give your boys a condensed Gilwell talk on the principles of stalking and camouflage:

"Crawl with the hands and arms, and toes, the body flat, head up. Never take your eyes from your quarry, and be ready to freeze immovable at any instant. Guard against the natural impulse to drop when the person you are stalking looks towards you. Remember it is movement chiefly that attracts attention. Choose cover and a background that will blend with your clothing. Leafy stalks, weeds or grass fixed in the hat or held before the face are an excellent aid in breaking up the lines of the head and shoulders." (Demonstrate.) Now try the game.

Defending the Stockade. — In the middle of a clearing 40 feet from a central bush, stump or rock (the “blockhouse”) mark out with lariats or with weed stems a circular line. This is the “stockade.” (if the number of boys is small, the stockade can be made semi-circular, and the attack confined to one side.)

In or closely grouped about the blockhouse place one patrol, lying face down. These are the defending settlers. Now take the balance of the troop, the Indians, and scatter them along the borders of the clearing, or in a circle up to a distance of 100 yards from the stockade. Direct each Indian to study and pick out a line of approach within certain assigned limits.

Everything ready, return to the stockade, take up a position from which you can observe the work of the attackers, and blow two notes on your whistle or bird call. On this signal the settlers will lie flat, not looking, and the Indians will begin stalking forward. Give them, say, ten seconds, then blow a single note. At this the Indians will instantly freeze and the settlers spring to their feet and look, and endeavour to discover and identify by name individual Indians. Those correctly named and located are out (and take some position from which they can watch the remainder of the game).

Guessing on the part of the settlers is not permitted; only one name may be called during one interval for an Indian in any one certain location.

The whistles are blown at irregular intervals, occasionally within a few seconds, — the purpose of this being to emphasize the necessity of the Indians being always on the alert to freeze.

An Indian getting a hand on the stockade line without being seen nominates three of the settlers out of action. An Indian seen but not correctly identified before he gets his hand on the line calls out one defender. Jumping up and rushing is not permitted. It is a stalking game throughout.

Indians and settlers out of the game will of course take no further part, by word, look or gesture.

Camouflage and Observation. — (Patrol Competition.) While members of the observing patrol turn their backs, the other patrols are posted individually behind bushes, weed clumps, etc., by the Scoutmaster; each boy camouflaged, yet able constantly to see the observers. Observers are then given one minute or two minutes in which to locate the hidden Scouts. At the end of the period, the Patrol Leader of each group announces and points out the location of the Scouts identified (individual identification not necessary). On signal, the concealed Scouts stand up; and points are given for each location, and deducted for “seeing Scouts where they weren’t.”

After the first round of games the Scoutmaster may give a talk on camouflage, emphasizing the necessity of “breaking up the shoulder lines;” the likelihood of the red of the face being seen against green; not disturbing leaves so as to show their under sides; not using burdock, as camouflage in a wild rose bush, etc. In other words, directing the boys to think out the details and not go at it haphazard.

For subsequent games the boys then should be left to choose their own hiding places, within defined areas; when points may also be given for successful concealments.

Both the above games would provide an interesting demonstration of Scoutcraft for a camp visitors’ day, and may be included in a camp field day programme.

Disguise. — Disguise games are always enjoyed by the boys, and also provide opportunity for a display of ingenuity and powers of observation. Such games can be readily invented to utilize particular camp ground features. For instance, where there is an open space between two clumps of hushes or trees, the boys of each patrol in turn may disguise and cross the opening, singly or in pairs; the rest of the troop observing from say a hundred yards distant. After all have crossed, the entire patrol may be called in to the observation point; or if it is planned to repeat the game, may remain concealed until the disguises have been removed, then return, when the Patrol Leader will acknowledge correct identifications. This may be made a patrol competition, with a point given each observing patrol for each disguised boy identified.

The regulation that the disguised Scouts cross the open space singly or in pairs permits of such stunts as two small boys disguising as one. At the Alberta Gilwell of '23, one Scout was brought to the observation point disguised as a bag of tent pegs, and was only discovered when some mean dispositioned ants, also in the bag, suddenly went into action, producing "suspicious sounds" on the part of the pegs.

Scout "Paper Chase." — The old-fashioned cross-country paper chase, with certain Scout improvements, might well be made a more frequent Scout troop weekend activity in Canada. Planned and handled wisely it will place no undue strain on any boy in the troop, and the tracking problem can be widely varied, and made most interesting. The programme can be so planned as to alternate spells of walking and running.

The chase may be made a patrol competition, with the Scoutmaster or Assistant Scoutmaster and Troop Leader playing the part of the hares. In any case there must always be two hares, as a precaution against accident.

The Saturday hike objective (not divulged) may be made the end of the chase, "Sealed Orders" in Semaphore or Morse characters being given Patrol Leaders directing them where to look for the trail. No inkling should be given of the direction taken by the hares; the instructions should merely indicate a certain vicinity or area in which the trail may be found. Each patrol may be given a different point at which to look for the signs.

As to the trail signs used — these should be adjusted to the experience of the troop, particularly the Patrol Leaders. Where Patrol Leaders are Scouts of considerable experience, the nature of the trail signs should not be disclosed. They may be leaves of trees not growing near the trail — as beech leaves through a maple wood, pine needles through a spruce and cedar tract, etc. This is the ideal form of Scout trail. For Scouts of less experience coloured beans may be used.

Never use Paper. — Its untidiness is distinctly unscoutlike, and it is too obvious, even for Cubs.

Night Scouting in Daytime. — Patrol against patrol. Scouts are blindfolded with practically opaque crepe, posted at intervals and started toward one another through a hundred yards of comparatively open wood or thicket, or across a stretch of ground dotted with shrubs; if the former, carrying staves. A point for each Scout successfully stalking and "jumping" an opponent. Scoutmaster should be the umpire. If necessary, Scouts of other patrols are posted to warn contenders from any dangerous features or localities. For the observers no sounds are features or localities. For the observers no sounds are permitted which might warn contenders of their approach to one another, or which would give them direction in case of being "turned around." Each patrol will be expected to devise a signal system for identifying or communicating with one another. The contest may consume an hour.

After being played several times, a real Night Scouting game may be put on. This is one of those "adventure" experiences that boys will talk of for a year.

Nature Points. — With troop in circle, Scoutmaster announces for example, "A red oak leaf!" The boys at once race off for the leaf, and the first, second and third back with the correct leaf win competition points for their patrol. Each boy must of course pick his own leaf. The game may be begun with easily found tree leaves, weeds or flowers, and gradually made more difficult; the Scoutmaster having previously gone over the ground and prepared his list.

Bird Stalking. — direct the boys to stalk a bird and write down answers to these questions. —

1. Its name?
2. Did you first hear or see it?
3. Where?
4. If in a tree, what kind?

5. What was its general colour?
6. Had it any distinctive markings?
7. Did it hop or walk?
8. How close did you get to it?
9. Did you disturb it?
10. If feeding, on what?
11. Did you see its nest?
12. What was the nest built of?
13. Make a sketch of the bird.
14. Add any further observations.

O’Grady Champion — (Camp.) A version of O’Grady Says. Those missing out move into a second, or “Booby Squad,” where the movements are continued until but one boy remains in the original formation. Immediately on discovering that he is last, this boy may race for his patrol site, the rest endeavouring to catch him; if he reaches his tent he is accorded some special camp privilege for the day as, “O’Grady Champion.” Or he may thus earn special points for his patrol in the camp competition; in which case the other members of his patrol endeavour to prevent his being caught by holding members of the other patrols until the champion has reached his tent.

Distance Judging Game. — (Hike or camp.) If all your Patrol Leaders are First Class Scouts it will not be necessary to mention the plan beforehand; otherwise, announce the competition and refer the troop to *Tenderfoot to King’s Scout* for the methods which will be used to check up on the judging. For the actual competition, have each patrol discuss and estimate the height of the tree, pole or building, width of the stream, or acreage of the field in question. Call the patrols together and have each Patrol Leader announce his patrol’s estimate. Then have each Patrol Leader use a method of ready measurement for checking up. If the measuring is well done, the average of all figures will be taken as the true height, distance and acreage, and competition points awarded accordingly. Not more than a minute should be given for estimating, and the proving-up should be proceeded with smartly. Otherwise the game will drag for some of the boys.

Message Relay. — Played by any number of teams of equal numbers. May be made a patrol competition.

Members of teams are placed at intervals of 15 yards in lines radiating from the Scoutmaster. Number 1’s of each team are called up by the Scoutmaster, who reads a short message, making certain that all understand it. Number 1’s then run to Number 2’s and repeat the message, Number 2’s run to Number 3’s, and so on. When the last boy in each team gets the message he writes it out and hands it to the Scoutmaster. The message may be kept for reading aloud at the night’s council fire.

A time limit of 3 minutes or longer may be placed on each passing of the message. Each boy returns to his place, and there *is* no further consultation until the final message has been handed in.

Preferably use such messages as a boy may be called upon to carry. For example:

“Run to the drug store and get a small bottle of Listerine, a bottle of Lysol, a roll of adhesive and some Aromatic Spirits of Ammonia,” or — “Run to the nearest house and phone the Civic Hospital that there is an unconscious man under a tree at the corner of Atlantic and Sunset Streets. Say his face is dark purple, his lips bluish, he is breathing faintly, and there is an odor of laudanum on his breath.”

For variation do not give a definite message, but something like this, leaving the phrasing of the message to the Patrol Leaders: “There is a fire in a shed behind Jones Hardware Store on Balsam Street. The west

end of the street is blocked by sewer work. The firemen can get in from Grove Avenue. Phone the Fire Hall. You know the number; put it in the message.”

In all verbal message competitions the highest points are given for accuracy — as 12 for best message, 8 for next best, etc., and 3 for best time. A talk to the troop on message carrying should emphasize the necessity for having the important details correct, the phraseology being of minor importance. Such a talk will usually follow a message game, with the results as an illustration. In the above-given “fire message” for instance, a vital detail would be the end of the street blocked — the WEST end.

An item of such test games may be phone numbers which every Scout should know — Police and Fire headquarters, nearest drug store, nearest doctor or doctors own family physician, hospitals. The importance of knowing telephone numbers is the possible necessity for a hurried phone call in the dark, or from a telephone whose call book is missing.

If comparatively brief messages are used, they are not tired of by the boys, and the competitive interest is keen. Some of the results are sure to create considerable fun.

CHAPTER XXX.

Troop Meeting Programmes

Programme No. 1

- 7.10 *T. L. or A.S.M. arrives.*
7.15 *S.M. arrives. Duty Patrol arrives.*
7.25 *Troop arrives.*
7.30 *Patrols rally in corners. Patrol roll call, inspection by P.L. 's.*
*Dues collected. (Freeze.) **
7.35 *Troop called to Horseshoe. Flag Break. Scout Silence.*
Attendance reports by P.L. 's. General inspection. Special
inspection (hair — ½ point off for untidiness).
7.15 *Lively game, Chain Tag. (Freeze.) **
7.55 *Hand signals by S.M. (Freeze.) **
8.05 *Patrol Corners— (instruction by P.L. 's.)*
Owls, Morse Alphabet.
Wolves, Tenderfoot knots.
Foxes, Whipping rope ends.
Crows, Composition of the flag.
(During Corners dues collected from PL. 's by Troop Treasurer.)
*(Freeze.) **
8.20 *Game of Dodge Ball.*
8.30 *Charade on 3rd Law, Owls".*
8.35 *Charade on 5th Law, Wolves.*
8.10 *Council fire.*
9.00 *Dismiss.*
Court of Honour.
** Patrol Competition.*

Programme No. 2

- Standard preliminary.*
7.35 *Troop called to Horseshoe.*
Flag Break. Scout Silence.
Attendance reports by P.L. 's.
General inspection. Special inspection (finger-nails).
7.45 *Lively game, inter-patrol Push and Pull. **
7.55 *Hand signals by S.M. (Freeze.) **
8.05 *Patrol Corners— (instruction by P.L. 's.)*
Owls, Tenderfoot knots.
Wolves, Whipping ends of rope.
Foxes, Composition of the flag.
Crows, Morse alphabet.
(Treasurer collects dues.)
*(Freeze.)**

8.20.....*Game of Chain Tag.*
8.30.....*Charade on 4th Law, Foxes.*
8.35.....*Charade on 6th Law, Crows.*
8.40.....*Council fire.*
9.00.....*Dismiss.*
Court of Honour.
Patrol Competition.

Programme No. 3

Standard preliminary.
7.35.....*Horseshoe. Flag Break. Scout Silence. Attendance reports.*
General inspection. Special inspection (right ear, left hand.)
7.45.....*Lively Game. Foot in the Ring.*
7.55.....*Hand signals by SM. (Freeze.) **
8.05.....*Patrol Corners—(instruction by P.L. 's.)*
Owls, Whipping.
Wolves, Flag.
Foxes, Morse alphabet.
Crows, Tenderfoot knots.
(Treasurer collects dues.)
*(Freeze.) **
8.20.....*inter-patrol Push and Pull. **
8.30.....*Charade on 7th Law, Owls.*
8.35..... *Charade on 8th Law, JWolves.*
8.40.....*Council fire.*
9.00.....*Dismiss.*
Court of Honour.
Patrol Competition.

Programme No. 4

Standard preliminary.
7.35.....*Horseshoe. Flag Break. Scout Silence. Attendance reports.*
General inspection. Special inspection (shoes and shoe laces).
7.15.....*Lively game. Chain Tag. (Freeze.) **
7.55.....*Hand Signals by S.M. (Freeze.) **
8.05.....*Patrol Corners— (instruction by P.L. 's.)*
Owls, Flag.
Wolves, Morse alphabet.
Foxes, Knots.
Crows, Whipping.
(Treasurer collects dues.)
*(Freeze.) **
8.20.....*Dodge Ball. **
8.30.....*Charade on 9th Law, Foxes.*
8.35.....*Charade on 10th Law, Crows.*
8.40.....*Council fire.*
9.00.....*Dismiss.*
Court of Honour.

** Patrol Competition.*

Programme No. 5

Standard preliminary.

7.35Horseshoe, etc. Special inspection, teeth.

*7.45Lively game, Kangaroo Relay. **

7.55Scout staff and its uses by S.M.

8.05Patrol Corners— As arranged by Court of Honour.

(Treasurer collects dues.)

*(Freeze.) **

*8.20Outside breather game, Reversing Circle, or (if weather necessitates indoor game) P.L. Dodge Ball. **

*8.30Knot Baseball, Owls vs. Wolves. **

8.40Council fire.

9.00Dismiss.

Court of Honour.

Patrol Competition.

Programme No. 6

Standard preliminary.

7.35Horseshoe, etc. Special inspection, right ear, left hand.

*7.15Lively game. Five Man Chariot Race. **

7.55introduction to 2nd Class first aid, by S.M.— infection, Triangular bandage, Large and Small arm sling.

8.05Patrol Corners— As arranged by Court of Honour.

(Treasurer collects dues.)

*(Freeze.) **

*8.20Breather game, Patrol Walking Match, * or Spies. **

*8.30Knot Baseball, Foxes vs. Crows. **

8.40Council fire.

9.00Dismiss.

Court of Honour.

** Patrol Competition.*

Programme No. 7

Standard preliminary.

7.35Horseshoe, etc. Special inspection, buttons ½ point off for each missing.

*7.45Lively game, Pony Express Race. **

7.552nd Class first aid by S.M.— Quiz review on previous week's talk; signs and symptoms of fractures and general rules for treating.

8.05Patrol Corners— As arranged by Court of Honour.

(Treasurer collects dues.)

*(Freeze.) **

8.20Outside game, Patrol Hare and Hounds, or Sleeping Pirate. '

8.30Charade on 1st Law, Owls.

8.35 *Charade on same Law, JVolves.*
8.40 *Council fire.*
9.00 *Dismiss. Court of Honour.*
**Patrol Competition.*

Programme No. 8

Standard preliminary.
7.35 *Horseshoe, etc. Special inspection, pocket handkerchief.*
7.15 *Lively game, Foot in the Ring. **
*(Freeze.) **
7.55 *2nd Class first aid by S.M.— Review quiz; fractured arm bone.*
8.05 *Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
8.20 *Outside game, Old Swimmin' Hole, or Deer and Stalker. **
8.30 *Charade on 2nd Law, Foxes.*
8.35 *Charade on same Law, Crows.*
8.40 *Council fire.*
9.00 *Dismiss.*
Court of Honour.
** Patrol Competition.*

Programme No. 9

Standard preliminary.
7.35 *Horseshoe, etc. Special inspection, contents of pockets, as to usefulness.*
7.45 *Lively game, Dodge Ball. * (Freeze.) **
7.55 *2nd Class first aid by S.M.— Review quiz; fractured forearm.*
8.05 *Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
8.20 *Outside game, Patrol Walking Match, * or O'Grady Says. **
8.30 *Scout Law Baseball, Owls vs. Wolves.*
8.40 *Council fire.*
9.00 *Dismiss.*
Court of Honour.
**Patrol Competition.*

Programme No. 10

Standard preliminary.
7.35 *Horseshoe, etc. Special inspection, jack knives.*
7.45 *Lively game, Hoop Relay. **
7.55 *Hand signals by S.M.*
8.00 *2nd Class first aid by S.M. Quiz review.*
8.05 *Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **

- 8.20.....*Outside game, Hare and Hounds, or Hoop Relay.*
 8.30.....*Scout Law Baseball, Foxes vs. Crows.*
 8.40.....*Council fire.*
 9.00.....*Dismiss. Court of Honour.*
 * *Patrol Competition.*

Programme No. 11

- Standard preliminary.*
 7.35.....*Horseshoe, etc. Special inspection, hair.*
 7.45.....*Lively game, Kangaroo Relay. * (Freeze.) **
 7.55.....*2nd Class first aid by S.M.— Review; fractured jaw.*
 8.05.....*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
 8.20.....*Morse or Semaphore Relay. **
 8.30.....*Outside game, Reversing Circle, or Knot Hoop Relay. **
 8.40.....*Council fire.*
 9.00.....*Dismiss.*
Court of Honour.
 * *Patrol Competition.*

Programme No. 12

- Standard preliminary.*
 7.35.....*Horseshoe, etc. Special inspection, right ear, left hand, right shoe.*
 7.45.....*Lively game, P.L. Dodge Ball. * (Freeze.) **
 7.55.....*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
 8.10.....*Talk on Scout's Pace by S.M.*
 8.15.....*Outside game. Patrol Scout's Pace, * or Blind Man's Journey.⁴*
 8.25.....*Charade on 10th Law, Owls.*
 8.30.....*Charade on same Law, Wolves.*
 8.35.....*Council fire.*
 9.00.....*Dismiss. Court of Honour.*
 * *Patrol Competition.*

Programme No. 13

- Standard preliminary.*
 7.35.....*Horseshoe, etc. Special inspection, staves; 1 point off for each boy without.*
 7.45.....*Lively game, Chain Tag. (Freeze.) **
 7.55.....*2nd Class first aid by S.M.— Review; fractured collarbone.*
 8.05.....*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
 8.20.....*Morse or Semaphore Relay. **

- 8.30.....*Outside game, Patrol Hare and Hounds, or Patrol Stunt Challenge.*
- 8.35.....*Charade on 1st Law, Foxes.*
- 8.40.....*Charade on same Law, Crows.*
- 8.45.....*Council fire.*
- 9.00.....*Dismiss.*
- Court of Honour.*
- *Patrol Competition.*

Programme No. 14

- Standard preliminary.*
- 7.35.....*Horseshoe, etc. Special inspection, upper teeth and laces of right shoe.*
- 7.45.....*Lively game, inter-patrol Push and Pull'*
- 7.55.....*2nd Class first aid by S.M.— Fracture of leg.*
- 8.05.....*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
- 8.20.....*Outside game, Patrol Scout's Pace,* or Knot Hoop Relay.⁴*
- 8.30.....*Compass Blind Man's Buff.*
- 8.40.....*Council fire.*
- 9.00.....*Dismiss. Court of Honour.*
- * Patrol Competition.*

Programme No. 15

- Standard preliminary.*
- 7.35.....*Horseshoe, etc. Special inspection, ears, thumb nails and shoe heels (crooked or run down)?*
- 7.45.....*Lively game, Pony Express Race.**
- 7.55.....*2nd Class first aid by S.M.— Arterial bleeding and tourniquet.*
- 8.05.....*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
- 8.20.....*Outside game, Old Swimmin' Hole,* or Patrol Hand Wrestling.**
- 8.30.....*Blind Man's Journey.⁴*
- 8.40.....*Council fire.*
- 9.00.....*Dismiss.*
- Court of Honour.*
- *Patrol Competition.*

Programme No. 16

- Standard preliminary.*
- 7.35.....*Horseshoe, etc. Special inspection, Scout neckerchief and belts.*
- 7.45.....*Lively game, Foot in the Ring. * (Freeze.)⁴*
- 7.55.....*2nd Class first aid by S.M.— Review quiz; and how to carry a patient.*

8.05*Patrol Corners— As arranged by Court of Honour.*
(*Treasurer collects dues.*)
(*Freeze.*)*
8.20*Outside game, Patrol Walking Match, * or Boat Race**
8.30*Compass Forfeits.*
8.40*Council fire.*
9.00*Dismiss.*
Court of Honour.
**Patrol Competition.*

Programme No. 17

Standard preliminary.
7.35*Horseshoe, etc. Special inspection, Scout hats and shirts.*
7.15*Lively game, Chain Tag. (Freeze.)**
7.55*Hand signals.*
8.00*Talk on Kim's Game test.*
8.05*Patrol Corners— As arranged by Court of Honour.*
(*Treasurer collects dues.*)
(*Freeze.*)*
8.20*Outside game, Patrol Scout's Pace, * or Patrol Horse Race.*
8.30*Inter-patrol game, Deer and Stalker.**
8.40*Council fire.*
9.00*Dismiss.*
Court of Honour.
**Patrol Competition.*

Programme No. 18

Standard preliminary.
7.35*Horseshoe, etc. Special inspection, left ear, left hand, left shoe.*
7.45*Lively game, Boat Race. * (Freeze.) **
7.55*Troop Kim's Game.*
8.05*Patrol Corners— As arranged by Court of Honour.*
(*Treasurer collects dues.*)
(*Freeze.*)*
8.20*Outside game, Patrol Foot prints, * or Hoop Relay.**
8.30*Sealed Messages.**
8.40*Council fire.*
9.00*Dismiss.*
Court of Honour.
Patrol Competition.

Programme No. 19

Standard preliminary.
7.35*Horseshoe, etc. Special inspection, teeth.*
7.45*Lively game, Dodge Ball. * (Freeze.)**

7.55Patrol first aid competition, fractured arm.
8.05Patrol Corners— As arranged by Court of Honour.
(Treasurer collects dues.)
(Freeze.)*
8.20Outside game, Hare and Hounds, or Find Your Mate.
8.30Compass Blind Man's Buff.
8.40Council fire.
9.00Dismiss.
Court of Honour.
*Patrol Competition.

Programme No. 20

Standard preliminary.
7.35Horseshoe, etc. Special inspection, contents of pockets for usefulness.
7.15Lively game. Elephant and Whale. (Freeze.) *
7.55Talk on Following a trail (2nd Class test, by S.M.
8.05Patrol Corners— As arranged by Court of Honour.
(Treasurer collects dues.)
(Freeze.) *
8.20Outside game, Patrol Scout's Pace, * or Kangaroo Relay.*
8.30Sleeping Pirate.*
8.40Council fire.
9.00Dismiss.
Court of Honour.
*Patrol Competition.

Programme No. 21

Standard preliminary.
7.35Horseshoe, etc. Special inspection, knees and garter tabs.
7.45Lively game. Chain Tag. (Freeze.) *
7.55Hand Signals.
8.05Patrol Corners— As arranged by Court of Honour.
(Treasurer collects dues.)
(Freeze.) *
8.20Outside game. Defending the Stockade, or Hare and Hounds.
8.30Compass Forfeits.
8.40Council fire.
9.00Dismiss.
Court of Honour.
*Patrol Competition.

Programme No. 22

Standard preliminary.
7.35Horseshoe, etc. Special inspection, pocket handkerchief and hair.
7.45Lively game. Poison Circle. * (Freeze.) *

7.55*Patrol first aid competition, fracture of leg.*
8.05*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.)**
8.20*Outside game, Old Swimmin' Hole, *or Reversing Circle*
8.30*Blind Man's Journey.**
8.40*Council fire.*
9.00*Dismiss.*
Court of Honour.
**Patrol Competition.*

Programme No. 23

Standard preliminary.
7.35*Horseshoe, etc. Special inspection, shoe laces for knots. twists,*
or badly frayed ends.
7.15*Lively game, Pony Express Race.* (Freeze.) **
7.55*Troop Kim's Game.*
8.05*Patrol Corners— As arranged by Court of Honour.*
(Treasurer collects dues.)
*(Freeze.) **
8.20*Outside game, Deer and Stalker, *or Boat Race.*
8.30*Scout Law Baseball, Foxes vs. Crows.**
8.40*Council fire.*
9.00*Dismiss.*
Court of Honour.
**Patrol Competition.*

CHAPTER XXXI.

Scoutmasters' Training Courses

WHILE it is believed that a study of the *The Scoutmaster's First Year*, and practice of the suggestions outlined, will develop an understanding of the fundamental working principles of Scouting, it is recommended that every Scoutmaster should as soon as possible take one of the several available Gilwell Wood Badge Courses for Scoutmasters.

Chief of these is the **Part II**, an 8 days' camp course in practical troop handling, camping, hiking and other activities. Usually at least one such camp is held in each province annually. The practical value of the "Summer Gilwell" as well as the rare enjoyment of the course as an outing, has been repeatedly attested by Scout leaders of many years' experience. This fact will recommend the camp course to newer leaders. Particulars will be furnished by Provincial Headquarters.

Other courses are: —

Part I, Theoretical.—This is a correspondence course which calls for the reading of certain standard works on Scouting, and the answering of a set of questions. The particular value of the course is its effectiveness in clarifying and fixing in the mind the important fundamentals of Scouting.

District Training Course, Scout. — This course is especially suited to give Group Committeemen, Local Association members and prospective leaders an elementary knowledge of Scout methods, but should be taken i) by all active leaders when they have the opportunity.

The value of "District" training cannot be exaggerated. It brings the Scouters of a district together under the best possible circumstances; it enables the District Commissioner to get to know his men and to gauge their capabilities; and it tends to unite the district as a whole, and to help individual Scouters to look wide.

Information will be supplied by the Department of Training, Provincial Headquarters.



THE SCOUTMASTER'S BOOKSHELF

AN adequate library of books on Scouting is necessary to the continued success of a Scoutmaster. The books should be supplied by the Group Committee.

SUCH A WORKING LIBRARY SHOULD INCLUDE THE FOLLOWING:

Scouting for Boys—P. O. & R. for Canada—
The Scoutmaster's First Year—Aids to Scout-
mastership—Working the Patrol System—Tender-
foot to King's Scout—Scout Games—Knotting,
by Gilcraft—Boy Scouts, by Gilcraft—Games
and Recreational Methods, by Smith—Games for
Scouts, by Mackenzie—Scout's Book of Gadgets
—Camp Fire Song Book—Scouts How to Do it
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