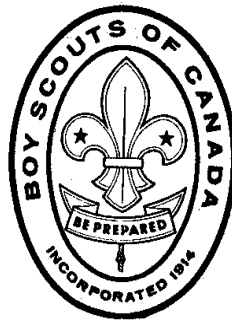


THE TROOP SCOUTERS HANDBOOK



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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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THE TROOP SCOUTERS HANDBOOK

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INTRODUCTION

THIS BOOK IS intended as a reference book – a HOW and WHY of running a Scout Troop.

IS written for the new leader and the old hand. Chapters dealing with organization and practices start with the simple beginnings and end with full operational experiences.

IS together with Policy Organization & Rules, the authoritative reference on methods and, in this respect, supersedes previous books.

DOES not replace “Scouting for Boys” which, as the book that inspired the Movement, will continue to give inspiration and a deep understanding of the Founder’s thinking to all Scouters, without which no Leader can succeed.



ARE THE MOST IMPORTANT MAN IN SCOUTING.

The kind of Scouting a BOY receives depends upon the Scouters he has.

The Troop Scouter is the greatest single force affecting all of Scouting.

As the Troop Scouter succeeds, so our whole Movement succeeds.

The Troop Scouter’s **ENTHUSIASM AND ENERGY AND PERSONAL EXAMPLE** are the driving powers.

YOURS IS THIS OPPORTUNITY

It is a great responsibility not to be lightly undertaken – You have the opportunity to influence, for better or worse, the lives of hundreds of boys who very soon will be hundreds of men passing on this influence to the next generation.

It will cost you a great deal of time and patience – and perhaps a dollar or two.

In return you will gain countless friends, the spirit of eternal youth, the satisfaction of knowing you have helped many lads to a fuller life and the knowledge that you have played a part in developing the future of Canada and the peace of the world.

“..No man goeth about a more godly purpose than he who is mindful of the right upbringing not only of his own, but of other men’s children.” Socrates.



CHAPTER I

What Scouting Is

Scouting is a game for boys, the playing of which develops good citizens. It is not a game to be won or lost and then forgotten, but a game to be learned and played for life.

There are four sections in the Boy Scouts of Canada: –

Wolf Cubs for boys 8-10 years.

Boy Scouts for boys 11-13 years, although sponsors may elect to have Boy Scouts for boys 11-17 years.

Venturers for boys 14-17 years.

Rover Scouts for boys 16-23 years.

These sections under one sponsor form a Scout group.

Scouting works with



It supplements their work and provides some of the adventure so necessary to boys which they cannot get elsewhere. Scouting is inter-denominational. The Boy Scouts of Canada does not teach religion, but it does encourage its members to follow and practise the teachings of the religion to which they belong and to respect the beliefs of others.

Scouting is non-political and may not be used to represent any political party. Nevertheless, a Scout will learn his duties, as a citizen, with regard to politics and to serve the party of his choice as an individual.

Scouting is democratically administered by the Executive Committee of the National Council, which is responsible for forming and implementing the policy which governs Scouting in this country. This body is comprised of volunteers keen to serve the Movement who are elected by provincial councils or the National Council itself.

Scouting is for all boys who wish to join and it co-operates with other youth organizations which share a common desire to help boys and girls to a fuller and better understanding of life.

THE AIM



The aim of all sections of the Boy Scouts of Canada is to help boys become responsible, resourceful members of the community.

Anything which is achieved in working to this end – keeping boys off the street, teaching them handicrafts – however laudable in itself, is only incidental.

It was character building that Lord Baden-Powell had in mind when he wrote *Scouting for Boys* – a book of activities and adventure, which existing youth organizations might use to supplement their program for training boys.

It was the inspiration, the adventure and the understanding of boys evident in this book which caused boys themselves to begin what has since become the Boy Scout Movement – **the largest single youth movement in the world today.**



All these working toward the same end are bound together by a common principle, acceptance of which is the only condition of membership.

PRINCIPLES



The principles and practices of the Boy Scouts of Canada are based on the Promise and Law, voluntarily subscribed to by each individual desiring membership.

It is the Scouter's direct responsibility to instruct the new recruit in the meaning of the Promise and Law and then, by his own example, help him to grow in understanding as he grows in years and stature. This is one of the exclusive prerogatives of the Scouter. This duty he may not delegate to anyone else. No matter how good your Scouts may be at knotting, first aid or camping, they are not Scouts if they are not trying their best to live their Promise and Law.

Scout Promise

The Scout Promise is made by every Scout at his Investiture and by all Scouters when accepting responsibilities of leadership. Even if a Scouter was a Scout as a boy, he should renew his Promise as an adult on accepting leadership. Any man who cannot sincerely subscribe to these principles may not be a Scouter.

THE SCOUT PROMISE

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

ON MY HONOUR

A Scout's Honour is to be trusted – he can be relied upon to come through. A person's honour is one of the most sacred possessions he has. It is 90% of a good character yet it can be destroyed in a single careless second. It is much better to admit right away that you cannot accept an obligation than to accept it lightly, knowing you may not fulfil it.

You must trust your Scouts. Boys respond to trust with trust, but what has a boy who is not trusted to lose by being untrustworthy? Of course the boys will let you down from time to time – some more often than others. Making the Promise does not convert a boy into a paragon of virtue – what is important is that he is trying his best to be worthy of the trust that he knows you have in him.

I PROMISE TO DO

This makes the Promise an activity – the Scout does not promise just to be something but to DO something. You must see that the Promise is just as much an activity in the Troop as camping or pioneering.

MY BEST

This is one of the most important phrases in the Promise because it makes it humanly possible. If this phrase were left out the Promise would be unattainable and, once broken, would be useless. Nevertheless, this does not mean that the Promise may be broken with impunity. Each boy's "best", must be progressive, just as we expect him to progress from Tenderfoot to Second Class, to First Class, and to Queen's Scout, so we must expect him to progress in his understanding and application of the Promise. Failure to make this progress real will mean he will grow up to associate the Promise with being a small boy or Tenderfoot.



DUTY TO GOD

A Movement which is guiding boys and helping to develop them into good citizens would fail in its purpose unless it brought its members to a knowledge of religion. The religious policy of the movement is clearly defined in *Policy Organization & Rules*. The first of these rules states, "It is expected that every member shall belong to a religious denomination and faithfully carry out his religious duties". Many boys, in fact many adults, may not have made up their minds about religion. They will accept, somewhat hazily, the existence of a God but have no clear ideas about the meaning of religion or the part they should play. *Scouting stands very definitely for a forthright and purposeful attitude towards Duty to God*, and that attitude is actively expected of you, and must be similarly expected by you of each individual Scout. Once again the results depend upon your personal example and how much you expect of your boys.

Scouting is inter-denominational, thus the specific interpretation of "duty to God" depends on each boy's religious guidance here. When the Scouter and the boys in the Troop belong to the same faith and denomination there is little problem. It is when various faiths and denominations are represented that it is difficult for the Scouter to cope with the situation. While Canada is predominantly a Christian country many non-Christian faiths are also represented and if any of these are represented among the boys in your Troop, those boys must receive equal consideration. Also, some Christian denominations do not permit their members to participate in prayers or religious instruction led by someone who is not of their faith. In these situations it is preferable not to separate into groups by religion for prayer but to have silent personal prayer. Thus prayer remains a corporate act by the Troop. In this case, the leader may offer some thoughts to the boys to help them form their prayers BEFORE praying begins. For example, the leader might say, "Tonight when you say your prayers remember to pray for Howard Holman who is sick and to ask God to help all of us to keep our Scout Promise ...let us pray".

On the surface this may seem a weak compromise, but those who have experienced it find that it has a deep effect upon the boys. To begin with, it is a lesson in tolerance and brotherhood, and each boy is asked to think and pray himself. In some cases, this may be the first time he has ever tried and the spirit will grow upon him, in others it may be the difference between a mechanical mumbling of a memorized prayer and actively praying. For those who are used to praying by themselves, the experience is just as hallowed. Silent prayer requires sincerity of atmosphere and careful preparation.

When a Scouter has boys of different denominations in the Troop he should find out something about the obligations of each religion and, if possible, get to know the religious leader in each case. This may be more than many Scouters can undertake and it is the duty here of the Group Committee to make the necessary contacts, and to see that the Scouter gets the information.

Unless a Scouter has specific instructions from a sponsoring church, he is not responsible for teaching religion, which is the job of the churches, but he is responsible for seeing that each boy fulfils his religious obligations while on Scout activities, that duty to God forms an active part of every Scout gathering, and that the boys are encouraged to perform their duty to God in their everyday lives.

Before anyone can perform a duty he must understand the nature of the duty. A Scout who has no strong religious attachment is not likely to be led to a better understanding of God or to be inspired to pursue any belief by compulsion or being 'preached at'. It does not take long to tell a boy what his duty is, but the realization of why it is his duty and what he must do in its performance may take longer. The speed of the growth of this realization is directly related to the attitude of the Scouters and other members of the Troop.

To the mind of a small boy who does not know God, He is perhaps best likened to Mother, who

provides everything needed, is taken for granted and with whom conversation is only seriously planned when he wants something. As a beginning to understanding God and his duty to Him, a boy should be taught two things – to appreciate what God does for him, and to give thanks to Him for His gifts. From this simple beginning, his understanding may be enlarged.

Scouting out doors especially provides many opportunities for appreciating the wonders of God and the mystery which surrounds them. You should seize every chance to bring this realization home to your Scouts but, at the same time, you should beware of developing a cult of the outdoors and making it a substitute for church attendance or the religious beliefs of the boys.

Scouts' Own. This is a gathering of Scouts for the worship of God and the development of a fuller realization of the Scout Law and Promise. It is supplementary to and not a substitute for church attendance. Attendance at a Scouts' Own must be voluntary and you must see that no boy attends whose religion forbids it.

Scouts' Own in the Troop should be planned and run by the boys in consultation with the Scouters. The boys should take an active and not a passive part. To achieve the maximum effect a Scouts' Own should not be too long, 15 minutes is generally considered adequate. It will normally consist of prayers, a Scripture reading, a yarn, and perhaps the reaffirmation of the Scout Promise and one or two hymns. Provide movement during the service by having the boys sit, stand and kneel at the appropriate times. This relieves physical and mental fatigue. The yarn must have something in it that will catch the interest of the boys so that they will listen and perhaps appreciate the message.

Scouts' Owns held in outdoor settings are usually the most impressive and effective. Make sure the area chosen is private and free from mosquitoes and other distractions.

Church Parades. Apart from the public relations value of the pomp and pageantry, there is little to recommend parading to church, except when it is necessary to fulfil special obligations or to services provided by the church for special occasions such as B.P. Sunday, St. George's Day, Remembrance Day. Church Parades for Troops whose membership consists of mixed denominations tends to have an unsettling effect. – The boys become segregated thus dividing rather than uniting them with God.

Church attendance is a family affair and the Scout Movement would be doing a disservice to family unity if it regularly separated its members from their families. It is important that we go to Church to worship God and not to glorify the Scout Movement.

DUTY TO THE QUEEN

The Queen is the constitutional head of the British Commonwealth of Nations of which we are proud to be members. She is represented in Canada by His Excellency, the Governor General.

Scouts are expected to respect the person of the Queen and to obey her laws which are the laws of the country. In a democratic country such as ours it is the government elected by the people which makes these laws in order to promote and protect the welfare of the people as a whole. Governments change as political favours rise and fall, but the Queen or her line remains as the one constant factor above all party considerations. The Queen, too, is the link between all member countries of the Commonwealth, a link which binds many different peoples together in a common brotherhood just as does Scouting. Both of these forces can exert a tremendous influence for good in the world.

Duty to the Queen means respect for your country – a desire to see it rise strong and healthy, to set an example to all the world in fairness, equanimity and integrity. A desire to keep it healthy within by conserving its natural resources, putting them to their best use, ensuring that it remains a beautiful and a wonderful place in which to live. A desire to see law and order maintained by the will of its people with a minimum of enforcement. A desire to see it populated with people who stand proudly, heads high to the National Anthem and who freely salute their flag in honour of their country.

Keeping the laws of our country is easy enough to understand and yet it is so easy to break many of them every day. You must be careful to set the right example to your Scouts in everyday laws. Obeying traffic signals and rules, observing game laws and bag limits when fishing and hunting, and having a licence to do so, are obvious examples. There is a general feeling among adults that the government, be it Federal, Provincial, or municipal, is fair game and that it is smart to cheat or evade its laws. If you were to take this attitude, how could you expect your Scouts to obey the laws of the Troop? They will follow your example and be "smart guys" always looking for away 'round an instruction. As the twig is bent, so will the tree grow.

There is nothing “soft” about keeping the law – it often requires more will power and courage to keep it than to break it. If you think the laws are wrong, then you should work to have them changed, but whilst they are law you must abide by them.



TO HELP OTHER PEOPLE

As well as learning to do things for himself, a Scout must learn to give by doing things for other people. This is part of growing up and developing outlook. As a baby, a child has everything done for him – as he grows older he must learn to do more and more for himself and to start doing things for other people as well.

A Scout should first of all do things in his home. He should accept regular duties such as making his own bed, helping with the dishes, mowing the lawn as well as helping out as the occasion arises. He should also be on the lookout for opportunities to give a helping hand to neighbours and strangers – there is a very close connection with courtesy and the Good Turn here.

To be helpful to others, you have to be thoughtful, and boys are very often thoughtless, so quite a lot of training goes into developing a boy’s attitude to the point where he is consciously aware of a desire to help others. In order to help others a Scout must ‘Be Prepared’. You have a golden opportunity to develop this attitude in camp, where boys must be thoughtful and help each other both actively, by doing things for each other, and passively by being considerate of the belongings and feeling of other Scouts.



TO OBEY THE SCOUT LAW

THE SCOUT LAW

- (i) A Scout’s honour is to be trusted.
- (ii) A Scout is loyal to the Queen, his country, his Scouters, his parents, his employers, and to those under him.
- (iii) A Scout’s duty is to be useful and to help others.
- (iv) A Scout is a friend to all, and a brother to every other Scout.
- (v) A Scout is courteous.
- (vi) A Scout is a friend to animals.
- (vii) A Scout obeys orders of his parents, Patrol Leader, or Scoutmaster, without question.
- (viii) A Scout smiles and whistles under all difficulties.
- (ix) A Scout is thrifty.
- (x) A Scout is clean in thought, word and deed.

Note that there is only one Scout Law but that it has ten parts. These parts are inter-related and dependent one upon the other. They should be interpreted in the spirit of the Promise and not taken too literally out of context.

(i) A Scout’s honour is to be trusted. This has already been dealt with under the heading “Honour”.

(ii) A Scout is loyal. Ask any boy what his reaction would be if someone said “Your father is a cheat!” and the answer would be in the nature of “Punch him on the nose!” It would be his instinctive feeling of loyalty to his father which would make him rise to protect him from insult and he would feel and react just the same, even if he knew there was some truth in the statement. So to be loyal means to stand by someone or something in which you believe. Loyalty is a sense of obligation and a response to trust.

This applies equally to people, organizations, and ideals. Because one has many loyalties there are going to be times when some of them will conflict and it will be necessary to make a choice. A Scout may seek advice from his parents or Scouter to help him make such a choice but he is the one who makes the final decision. For instance, he may find that he is to play with his school team at the same time that he has to take part in a Camporee. Which shall he attend? Whatever his decision he must make it immediately he is aware of the conflict and then explain to those who cannot have his services. He may be letting them down, but at least they will have time to replace him, and he will have dealt as fairly as possible with the situation. On the other hand, if the attendance at one activity regularly conflicts with that of another, it is clear that he should give up one or the other. The right decision is not always the one the boy would like most to choose – not only is he being disloyal to

aside if he considers his personal desires first, but he is also being disloyal to himself.

When talking to a recruit about loyalty you should explain to him the importance of not becoming involved in too many activities so that loyalties are strained. It is far better to do two or three things well than to dabble a little in many.

If a Scout finds he cannot be loyal to someone or something then he should voluntarily give up his allegiance. This is not always easy to do and often takes a great deal of courage. For example, if a Scout is asked, by his employer, to do something dishonourable clearly he should refuse and, as he can no longer be loyal, give up his job. This could be a very difficult decision to carry out, especially if later in life he has family responsibilities, – but consider the implications of the alternative.

A Scout is loyal to his friends and to those under him. True friendship will stand against any storm and strain since friendship does not consist of knowing only the best in a fellow, but knowing everything about him, bad as well as good, – “a friend in need is a friend indeed”. Loyalty is the tie that binds people together and gives a team strength. Loyalty must work both ways, downwards as well as upwards. Aesop’s fable of the bundle of sticks is particularly applicable to a Scout Patrol – when the bundle remained tied the sticks could not be broken but when it was untied, each stick could be broken one by one. The Patrol which is not loyal to itself will very soon be dispersed.

(iii) A Scout’s duty is to be useful. This part of the Law has been dealt with under the heading, “to help other people at all times”.

(iv) A Scout is a friend to all. Human nature seems to make us more inclined to criticize than to approve, to condemn rather than to praise. Perhaps it is because it is easier to find things wrong with people than to find something good about them. However, a Scout should always be on the lookout to find the good in other people and to be friendly towards them. He should not indulge in gossip – if he knows ill of a person then he should keep it to himself and thus give that person a chance to improve. If he knows good of someone, he should speak of it even though it may belittle his own efforts.

As a Scout grows older he will realize that the Movement really is a Brotherhood and that wherever he goes and meets other Scouts, there at once will he find friendship – friendship which is easy to develop because of the common ground and ideals of the Brotherhood throughout the world. Friendliness is an activity, a habit which has to be consciously fostered – if a boy wants friends he must first be a friend. Friendship, like charity, begins at home. Scouts must express and experience the spirit of friendship first within their own Group. They must get to know other Scouts in the District so that their outlook is widened. This can be encouraged by inter-Troop and inter-Patrol visits, challenges for wide games, and meetings on hikes and at camp. Boys must get to know and accept the differences among their own kind, before they can be expected to understand boys from other countries.

Through Jamborees and other international gatherings, Scouts have the opportunity of meeting Scouts of other countries and getting to know their manners and customs. Many foreign customs seem strange to us and we may be inclined to be critical or to laugh at them without trying to understand the reasons for them. We must realize that some of our customs and habits will seem just as strange to others. We should not try to convert these people to our own customs but in order to avoid embarrassment and misunderstanding, it may be necessary to explain some of the differences. The world is getting smaller every day and the need for international understanding and brotherliness was never greater than it is today.

(v) A Scout is courteous. Perhaps the best definition of courtesy is “considering the feelings of others before ones-self”. The discourteous behaviour of boys is mostly due to thoughtlessness and lack of good example by adults. The example of a Scouter in courteous behaviour will have a marked effect on the boys in the Troop since boys are mimics and there is something very tangible in courteous manners for them to copy. If you address a Scout as “Hey – you with the nose”, you can hardly expect him to spring to the salute and say “Yes Sir”, in response. It’s a sobering thought that every action of yours is more than likely to be copied by the boys.

Courtesy is expressed by being respectful to everyone. Being respectful shows strength of character not weakness as many people think. Rather it is discourtesy which shows inferiority.

Boys especially should be shown how discourteous it is to be rowdy in public. Often this rowdiness is only very loud talking to each other, sometimes through thoughtlessness, or “showing off”, but either shows lack of consideration of other people present.

Examples of discourtesy can be seen on the highway where some drivers show no regard for the rules of the road or for other road users. Here again, you can give valuable training to your Scouts by

setting an example as a courteous driver.

Courtesy to the opposite sex has become obscure in many people's minds because of woman's drive for equality with man, but that is no reason for not continuing to show them proper respect. Scouts will do well to remember this when with their girl friends. The real man is the one who can give way to the wishes of others, who can apologize for the mistakes he has made even if he has been only partly responsible for them, and who is always helpful and kind. The man who blusters and bullies, who is selfish and insists on having his own way, will never become popular or be a real man.

(vi) A Scout is kind to animals. This part of the Law, like the others, must be an activity. It is not enough that a Scout is just kind to animals. There are not many boys who would be intentionally cruel to an animal, but many pets suffer agonies through the thoughtlessness of their owners. Sometimes in the summertime dogs are tied up where they cannot get into the shade, or their water bowls are not kept filled with cool water, or a family will go off and leave a cat to forage for itself whilst they are on holiday. It is well to remember that domesticated pets are almost entirely dependent on their owners.

Caring for wildlife is another example. Setting out food for birds, especially during winter, is a good idea providing once started it is maintained at least until the spring. The birds will come to depend upon it and if the supply suddenly stops they are likely to starve to death. Many boys have aversions to some wild animals – snakes in particular come into this category – and as soon as one is seen the object is to kill it. The reason for this is usually superstition or ignorance, and this can be overcome by teaching the boys the value of the various animals in nature's cycle.

Often boys are thoughtless with guns or bows and arrows, and shoot at animal targets for the fun of shooting at something moving, not realizing the agonies they can cause. If animals have to be killed for game or to reduce pests, Scouts should be instructed on how to dispatch them quickly and painlessly. Some of the lessons of conservation are hard to understand. Often it is necessary to kill in order to preserve, e.g. if a herd of deer becomes too large it is necessary to kill some of them in order that the remainder may survive throughout the winter. If all were to live, there would be insufficient food to feed them and the first to suffer and die would be the young. Not only would they die slowly from starvation and cold, but the whole herd might be exterminated.

(vii) A Scout obeys orders. There is a need for intelligent interpretation of this part of the Law. It has to be understood in the context of the Law as a whole – a Scout is trustworthy, loyal, clean, etc., and that therefore, it is a reasoned obedience that is required. Similarly, it must be assumed that parents, Patrol Leaders, and Scouters will not ask Scouts to do anything which they know to be wrong.

It is necessary to have some kind of order in our activities. They won't arrange themselves, more especially if everyone has different ideas on how to set about them. There must be someone to whom Scouts can look for guidance, and there must be something that will bind them together and set them to work. This binding together is an aspect of loyalty particularly known as discipline.

There are many people today who think freedom means doing what you wish, and that the only way for children to develop character and expression is for them to go unchecked and unguided, doing just as they please. Can you imagine the complete chaos that would result if this were allowed to happen?

It is one of Scouting's duties to teach boys how to control their natural self-will. In this way they learn to work together for a common end when asked to do so, yet still have the initiative to express a personal opinion and ability to stand alone on their own feet.

The Patrol System in Scouting ensures that every boy shall have a voice in the planning and the activities of the Troop, so that obeying without question should be a relatively easy matter. The "obey without question" also needs intelligent interpretation. It does not mean blind, mechanical obedience but following the orders of a respected leader without 'grousing' or haggling because you know the job has to be done and because you are loyal. It is true that sometimes a leader will make a mistake and give a wrong order – but is there any reason to think that better results would be achieved by everyone doing what he thought was right? Just imagine the chaos if everyone was permitted to question an order before carrying it out! Can you imagine what a football or a hockey game would be like if everyone went his own way and questioned the captain every time he gave an order? "Followership" is every bit as important as leadership – a boy must learn to obey before he can hope to command.

(viii) A Scout smiles and whistles. This means that a Scout should be cheerful and try to be

good-tempered at all times. It doesn't mean that he has to go around with a permanent crack in his face or to whistle with a dentist's drill in his mouth. This smiling and whistling under all difficulties is another way of saying that a Scout is courageous. History is full of the stories of men and women who joked in the face of danger in order to keep their courage up, and it is amazing how many have survived ordeals by their refusal to give in when all hope seemed lost. To smile in the face of defeat when in a game or in more serious matters is one of the best tests of character.

A Scout doesn't grouse, doesn't make excuses, doesn't blame others if things go wrong. He tackles any job that comes to hand willingly and cheerfully. There is a great deal of what is commonly called Scout Spirit in this part of the Law. It is not so much what you do that matters as the way you do it.

(ix) A Scout is thrifty. Thrift means economical management or conservation. It does not necessarily mean preserving, but wise use.

A Scout takes care of his clothes and equipment so that he gets the best service from them. He saves some of his money for the day when he will need something special and does not fritter it all away on pleasure. When he buys things he is careful to see that he is getting good value for his money.

In camp, particularly, a Scout sees that food is not wasted through poor storage, overstocking or poor cooking.

A Scout is alert to the need to conserve our natural resources. He is careful with fire; when permitted to fell timber he cuts just enough for his needs and if possible selects the tree so that his cutting will improve the forest crop. He avoids polluting water-ways and, in general, guards against causing damage to the countryside.

A Scout is thrifty with time. This means that he plans his day and his activities so that he can fit in all the things he wants to do. Boys are past-masters at dreaming and letting time drift by. Part of this is their natural make-up but they must be made aware of the need to get on with a job when they have one to do. Tardiness and poor discipline are great wasters of time.

(x) A Scout is clean. This is the thread which weaves the several parts of the Law into one. Do not make the mistake of thinking that this part of the Law refers only to swearing and sex – it contains every thought and action of our daily lives, – jealousy, greed, conceit, spite, unfairness, deceit, are just as unclean as a dirty story, and boys especially are aware of this. Note how freely they use the word "dirty" to label anybody who does anything despicable – "dirty liar", "dirty cheat".

The tenth part of the Law means that a Scout shall conduct himself at all times in a wholesome manner.

"Clean in thought" means being fair-minded, giving the other person the benefit of the doubt, looking for the good things in others, being cheerful, not being jealous or conceited, and consciously trying to resist evil ideas as soon as they enter the mind. If the thoughts are right the deeds will be right, for invariably it is the thoughts which inspire the deeds.

"Clean in word" means speaking fairly and truthfully, not gossiping, swearing, blaspheming or telling dirty stories.

"Clean in deed" means developing a wholesome attitude toward the human body, male and female; physical cleanliness and good grooming, tidy in habits, controlling temper and not bullying, refraining from snooping, over indulgence, dirty play at games or sharp deals, cheating, incontinence.

How necessary it is here to remember the first line of the promise "... to do my best ...", for a boy can only aspire to achieve all the above.

Naturally, every boy is tempted by most of the vices and ordinary nasty little things which creep into our lives. The important thing is that he recognize them for what they are and try his best to overcome them. His degree of success will be much greater if he has the sympathetic (but not sentimental) understanding of a Scouter in whom he can confide and find help. You should seek to establish a bond of real sympathy between yourself and each Scout. Without that he will not look to you for guidance.

In failing to keep any part of the Law it is important that a Scout does not develop a sense of guilt or think himself unusual. Temptations come in various ways and in various forms. Boys pass through most phases, but sometimes one is unlucky enough to be found out. For example, many boys steal something at one time or other in their youth. They don't necessarily steal because they want to or because they desire the object but rather for the excitement, and when they realize what they have done most of them feel pretty miserable about it. Occasionally one of these 'adventurers' is caught and

may come before the courts. This can be a severe blow to the boy and his parents, and it is at such times that you have a special duty to help the boy and his parents by analyzing the situation and possibly saving the boy's future. A Scouter appearing with a boy in court or entering a favourable report on his behalf can be of great assistance to the magistrate administering the law in these cases. It is only when "adventure" becomes habit that the matter becomes serious.

Masturbation is another of the often misunderstood trials of youth. During adolescence, a boy is emotionally unstable. Tremendous changes are happening to his body many of which will worry him considerably if he has not been properly prepared. Again, masturbation is a natural "adventure" which, as such, is harmless. But if it is allowed to become habit-forming it is serious. In either case you can be of tremendous help to a boy, especially if there is that relationship between you which enables him to freely seek your help.

Sex education is primarily the prerogative of parents and it is strongly recommended that, under normal circumstances, you consult with them before talking to their sons. This precaution is to safeguard the interests of the Scouter as well as to consider the feelings of the parents. Before talking to a boy on sex matters you should make sure that you your self are well and correctly informed.

See that any discussion on sex matters is dealt with openly and freely whether dealing with an individual or a group. Avoid any "hush hush" secret attitudes. It is necessary to guard against putting yourself or a boy in any situation or under any suspicion as to your actions or intentions. The golden rule for discussing matters of this sort with any boy is within sight and out-of-sound of others. You also have a responsibility in guarding your Scouts against undesirable characters and perverts.

The atmosphere of a clean well-run Troop and the personal example of the Scouters will be of tremendous help to the Scouts in keeping the tenth part of the Law. You must accept your full responsibilities. You must know what you are talking about and speak the truth in a simple manner. You must understand what you have undertaken to do and must do it faithfully, sincerely, and religiously.

THE METHODS

Scouting achieves its Aim in the Troop through the practice of the Principles and the following methods which are fully dealt with in later chapters.

1. *The Persona/ Example of the Scouter.*

- Courtesy
- Sense of duty
- Good habits
- Spirit of adventure
- Enthusiasm
- Sense of fun
- Understanding
- Sense of fairness

2. *The Patrol System*

- Natural gang
- Delegation of responsibility
- Common interest
- Esprit de corps
- Service to others
- Learning by doing
- Individual training
- Personal effort
- Fun

3. *Activity Outdoors*

- Hiking
- Camping
- Physical health
- Wide outlook
- Learning by doing
- Exercise
- Appreciation of God's gifts
- Self-reliance
- Adventure
- Fun





CHAPTER II

Boys – and You

“Between the innocence of babyhood and the dignity of manhood, we find a delightful creature called a boy. Boys come in assorted sizes, weights and colours, but all boys have the same creed; to enjoy every second of every minute of every hour of every day and to protest with noise ...”.

The man who wrote that surely knew boys.

The object of this chapter is to help you to a happier understanding of boys – the raw material with which you work.

A manufacturer will carefully select the material from which to fashion his product. We have to work with whatever is presented to us –and the poorer the material, the greater the skill needed.

Thus, the challenge is greater, more interesting; and the need to do a good job all the more urgent.

As a Scouter you don't have to be a super-psychologist, but it helps a lot if you can understand some of the things that make boys “tick.”



“Boys are found everywhere – on top of, underneath, inside of, climbing on, swinging from, running around or jumping to A boy is Truth with dirt on its face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair, and the Hope of the future with a frog in its pocket.”

So when a program backfires – the boys are everywhere at once, noisy, inattentive – it's not that they are being mischievous – neither are you a failure. They are just being normal – and you simply aren't giving them what they need at that moment!

No boy ever voluntarily joined the Boy Scouts, or anything else, to be “made a good citizen.” He joins for the fun and the adventure he expects to find hiking, camping, canoeing and in the hundred and one things that Scouting offers.

Here are some of the things BOYS LIKE

ACTION

– but they don't want it too organized. They want to control it themselves and have fun.

DOING

things that **THEY** dream up, and not have adult ideas thrust upon them.

VARIETY

but they are not too fond of changes.

LAUGHING

and practical jokes of their own. Harmless little conspiratorial jokes against adults are great fun.

An ANCHOR

in a certain amount of regular routine – something with which they are familiar and in which they can feel at home, but !t must not be

unnecessary, boring or overdone.

not to be DIFFERENT

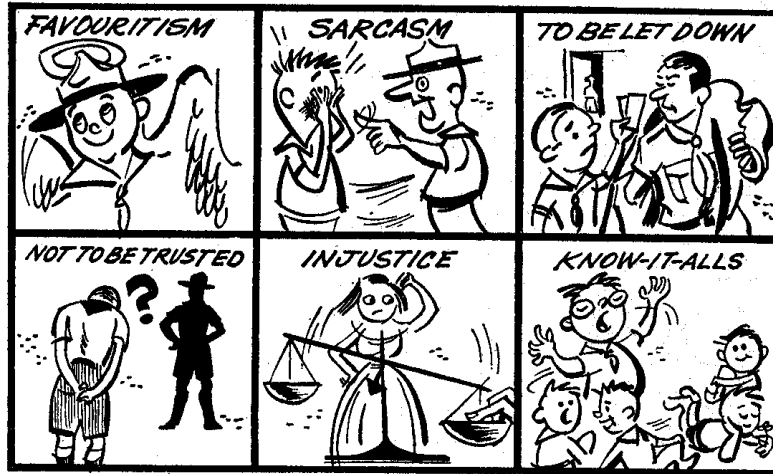
unless the difference associates them with others who have achieved enviable recognition among their own set.

CHALLENGES

in which they can associate themselves with heroic circumstances.

Equally as strongly

BOYS DISLIKE



Then there are other things you should consider: –

BOYS ARE

SONS

of their parents.

PROUD

they want to belong to something which is well run.

FAIR-MINDED

they will respond to sound reasoning.

the personification

of ENERGY

when it suits them and the

epitome of all

LAZINESS

when it doesn't

highly

IMAGINATIVE

they can see adventure in a dirty mud puddle

GREGARIOUS

they like to run with the crowd

WASTEFUL

especially of time

DEVELOPING

human beings – just when you think you understand a boy, his mood will change

HERO-

to some extent. Like it or not you must fill this capacity if you are

WORSHIPPERS

to succeed.

These are some of the driving forces at work in boys. Despite this, boys are as different as they look, each a distinct being. Some of the categories into which boys are commonly and loosely placed are discussed very briefly below. Very rarely does one category alone fit any boy – usually he is a combination of several, permutations of which are endless. More often than not when we talk about a “type” we are thinking about a complete boy in a particular situation. In some circumstances one characteristic may tend to predominate. **Do not make the mistake of parcelling up and labelling each boy's character.**

Quiet – very little to say and blushing are often evidence. Boys who show signs of shyness are usually good thinkers and loyal supporters. Don't force them out of their shells – if they stay in Scouting they will unfold naturally.

Very often they have a grudge against the world. They are found ‘hanging around’ on the fringe of anything that's going on, feeling unwanted and, for this reason, often do not get into Scouting. They need to be “wanted” – what an opportunity for a Patrol, a Troop, and Scouting.

Good at most games and play on teams. Their Scouting usually plays second fiddle. Often their

SHYNESS IN BOYS



UNWANTED BOYS



ATHLETE



SMART ALECS



INTELLECTUALS



'KEEN' BOYS



LAZINESS IN BOYS



UNTRUTHFUL BOYS



school work is not too good either, and this can alienate them further from Scouting. They need Scouting to help balance their development and generally it is better to make allowances for irregularity because of sports, and keep their interest, than to be too strict and lose them completely.

The wise crackers, show-offs and constant interrupters. They create havoc in Patrol or Troop if discipline is not very good. If they are not popular with the boys they can usually be shamed into mending their ways, but if they are popular or found amusing then the Scouter is on his own. Bringing them to the fore; making them do the talking, or beating them to the draw at their own game are ways of dealing with them.

Do a lot of reading, collect things, have good brains and can discuss many topics on a grown-up level, but when it comes to tying knots or throwing a ball they have five thumbs on each hand. They need help and encouragement in practical things and the programme must include opportunities for them to shine, such as quizzes, nature hikes, code problems and so on.

Always alert, volunteering for everything, always wanting to pass a test, first in, last out. Usually act as 'spark plug' and can be a great asset providing they do not become over-zealous. It is important not to let them down or their keenness may evaporate or they may transfer their allegiance to another cause. It is necessary to keep a curb on the progress of the zealous 'types' by demanding more effort and a higher standard.

If it is listlessness it is probably caused by ill health. 'Laziness' is a way of expressing lack of interest. Trend of modern society encourages idea of getting more for less effort. Use example to counteract laziness, by demonstrating the joy of working together for a common cause. Full use of the Patrol System and the incentives of Scouting supplied through the grade and proficiency badges should help.

They lie deliberately, consistently and for no apparent reason. Catch them redhanded and they'll say they didn't do it. Why? Do they do it from habit to protect themselves? Is it vivid imagination 'running' riot? Are they trying to boost themselves in their own esteem? It is important to find the reason and to gain their trust. Never let them think you are taken in by any of their subterfuges. When they have an opportunity to lie, give them time to tell the truth waiting for it even after the lie.

Bullying can take many forms apart from physical force. The mind, wealth, social position can all be used to impress those of lesser standing. Fortunately, a bully is seldom popular and collective effort on the part of a

Patrol and the Troop will usually have a sobering effect. Often all he needs is real friendship and to be made to feel one – an equal – with his set.

They always want something different from that planned. They balk at any rule; they want to go their own way. Despite this, they are usually likable fellows with good leadership potential. Giving them responsibility will provide an outlet for their energy, imagination and initiative.

The passive type of rebel, usually sulky and not nearly so likable. The more you want them to do something, the harder they dig in their heels and refuse, or go slowly. Far too often they are accepted as a necessary evil and not helped to overcome their handicap. Obstinacy can be countered by stronger obstinacy, but if you resort to this manner you must be prepared to go all the way and win. Sometimes it can be overcome by suggestion especially if they think the idea is their own.

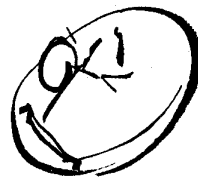
BULLIES



REBELS



OBSTINATE BOYS



UNTIDY BOYS



You know – socks twisted ‘round the ankles, trousers dubiously suspended, shirt tails out. They are the more common and easier-to-handle variety. Be firm and relentless with them. See that they get responsibility for the tidiness of something special e.g., Patrol Box, and then make sure it is always in perfect shape. Then there are mentally untidy boys who cannot arrange their thoughts and sort out their problems. They are very often “joiners”. They belong to far too many activities yet they cannot make up their minds which to leave. This is a difficult case with which to deal but the problem is basically one of loyalty.

An appreciation of these characteristics and the forces at work behind them will help you; –
to help every boy in your Troop;
to guide the Court of Honour in program planning;
to resolve personality problems;
to ensure greater co-operation from the boys.
Nevertheless, it does not guarantee success.

Apart from Scouting there are four main forces influencing a boy’s character. His home, his gang (buddies), his school and his church. A knowledge of these is important and often most revealing to the Scouter. The best results are obtained when the co-operation of parents, teacher and religious leader are obtained and the “gang” brought into contact with Scouting.

Every boy needs a man he can look up to, respect and yet talk to, man-to-man, as a real friend. This is the role a Scouter can fill, in fact must fill, if he is to achieve anything worthwhile. It is a unique opportunity of which you should make the most. Yet before any man can assume this exalted position he will be tested by each boy, individually and collectively, with whom he comes into contact.

Let the boys look at you for a moment to see what they are looking for in their Scouter.

What about discipline – can you keep control without making life unpleasant or losing your temper? How much can they get away with?

How about your sense of fun – can you laugh at their jokes and maybe top them? If you stopped a snowball in the neck would you return the attack, good naturedly, or lose your temper?

Will they get anywhere under your leadership? Will each one make progress? Will each one really see the promised land of adventure or will they be disappointed?

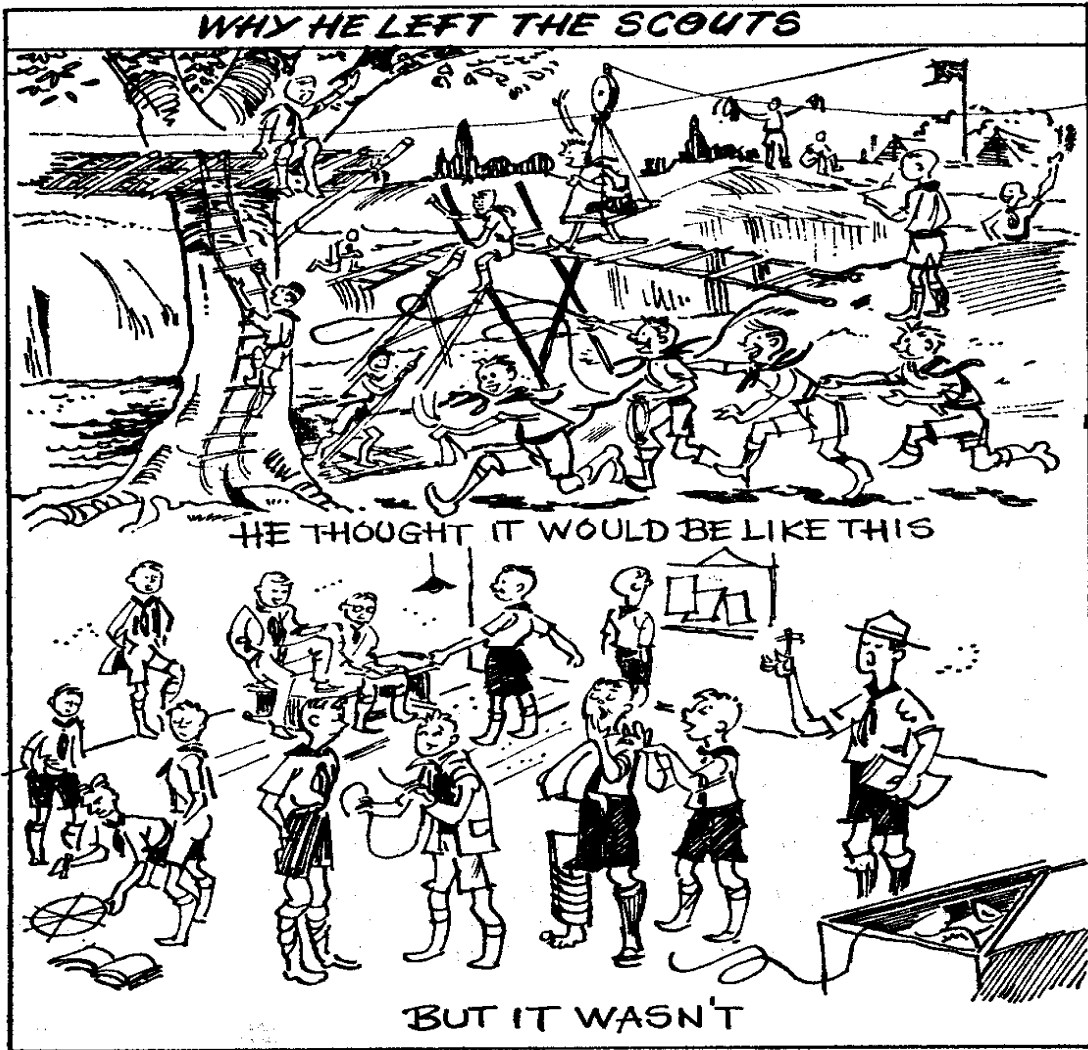
Will you find time to help them with their individual problems? If you don’t know the answer will you try to bluff or will you say “I don’t know – let’s try to find out?”

Can you be relied upon? Will you keep your word even in the smallest things? Will you stand by them in time of need – just as you hope they’ll stand by you?

Those are pretty simple qualifications – yet how easy it is to fail. Have you ever heard a gang of boys discussing their school teachers? They have them all labelled within a week of school opening and there’s seldom any disagreement. So far as boys are concerned there are not many “shades” – things are either black or white.

The understanding between the man and the boy is vital for the healthy and vigorous growth of any Troop or any boy.

With all the fun and adventure there is in Scouting, remember that by showing boys how to grow up and live, you too can learn much about “living”.





The Patrol System

CHAPTER III

WHAT IS THE PATROL SYSTEM?

The Patrol System is the method by which a Scout Troop is organized, and through which training is given. It takes advantage of the natural desire of boys to work in gangs and directs their efforts to good effect.

The main object of the Patrol System is to give real responsibilities to as many boys as possible. It provides for the boys to run their own affairs, and for each to work for the good of his Patrol rather than himself. In this way it develops character, self-reliance and leadership ability.

It is democratic in principle and practice. Each boy works for his Patrol, but each Patrol has responsibilities to the Troop, and the Troop to the Group, the Group to the Movement.

The Scout Patrol is the character training school for the individual. It is the original and most important unit in the Movement.

PATROL ORGANIZATION

FORMING PATROLS

How to set about forming Patrols in a new Troop is fully described in Chapter V. The principles set forth there remain true at all stages and at all times in the life of a Troop.

The Scout Patrol should approximate in formation as closely as possible a natural gang. It should be formed by the boys grouping themselves with their friends and those with whom they wish to play. It is thus a self selected gang and not an arbitrarily formed team.



JOINING A PATROL

A Patrol should number not less than four and not more than eight. The selection of his Patrol should be the choice of the individual boy upon joining the Troop. His decision is subject to the agreement of the Patrol of his choice, and the Court of Honour. If the Patrol does not wish to accept

him or the Court of Honour does not agree to his placing, then frank discussion with the Scouter must take place at the Court of Honour and the most acceptable solution found for both the boy and the Troop. The boy in question should not be present during the discussion but should be available for consultation. However, it must be remembered that it is far easier for a Patrol to adjust to one boy than for an individual to adjust to several boys in a Patrol. An unpopular boy might not be wanted by any of the Patrols and thus be denied the opportunity of Scouting and perhaps of developing into a more socially acceptable person. Such a case must be presented as a challenge to Patrols and as an opportunity to demonstrate the fourth section of the Scout Law. While every Troop has the right to refuse admittance to any boy, it is hoped that this right will not be invoked purely on the grounds of unpopularity. A Scout Troop or Patrol must never become an exclusive club.

If later, a boy finds he has made a mistake in his choice of Patrols he should be given the opportunity to change.

PATROL LEADERS

The selection of Patrol Leaders must be the choice of the Patrol concerned. Patrol Leaders are elected by secret ballot held among the members of the Patrol seeking a new leader. Ideally the selection should be restricted to the boys in the Patrol. However, on some occasions it may be desirable for them to be permitted to choose from the whole Troop, excluding the existing Patrol Leaders. For the election, each boy should be given a piece of paper on which he should write, in the order of his preference, the names of the two boys he would most like to have as Patrol Leader. The sheets are then collected, and the names appearing first score two, and those second, one. The boy having the most points is the one elected.



The appointment of a Patrol Leader is subject to the approval of the Court of Honour and the Scouter. Only in very extreme cases where the boy chosen might have an adverse influence on the boys he will lead, should the Scouter intervene. In such a case, the Scouter should discuss his reasons with the boy concerned before notifying the Patrol. Great care and tact must be exercised in handling this situation.

PATROL SECONDS

The selection of a Second is the privilege of the Patrol Leader. Here the Patrol Leader must realise that the boy he chooses must be acceptable to the Patrol or, very likely, there will be lack of co-operation on those occasions when the Second is in charge.

APPOINTMENT AND CANCELLATION

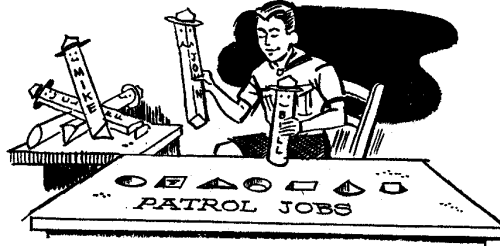
When a Patrol Leader or Second is appointed he may be invested with his rank and insignia at once, or after satisfactory service in an acting capacity for a period of not more than two months. For Investiture of Patrol Leader and Second see Chapter X. At the request of the person concerned, the Patrol Leader (in the case of a Second), the Patrol, the Court of Honour or the Scouter, either appointment may be cancelled at any time subject to the approval of the Court of Honour and the Scouter.

PATROL LEADER'S AND SECOND'S JOBS

Within the Patrol, the Patrol Leader provides authoritative leadership, is responsible for discipline, organizes the general training programme for his Scouts and the special training of his Second. After listening to the views of his Patrol he will authorize decisions and co-ordinate actions. It is his duty to see that each member of his Patrol shares responsibility and receives recognition.

The Second loyally supports his Patrol Leader in all his duties and takes over the leadership of the Patrol in the latter's absence.

The creation of good Patrol spirit depends very much on the example set by the Patrol Leader and his Second, and the extent to which they encourage the participation of each member in the affairs of the Patrol.



OTHER MEMBER'S JOBS

Other members of the Patrol, even the newest Tenderfoot, should be given a job for which they will be responsible within the Patrol. This will be decided after discussion by the Patrol-in-Council (see Chapter 3). In this way each boy will feel he is a useful member of the Patrol and occasionally may have the opportunity to take the lead. Here is a list of some suggested jobs:

Scribe – Keeps Patrol log-book, keeps up-to-date records, handles correspondence.

Treasurer – Collects and keeps Patrol record of Troop dues, collects and records Patrol funds, presents Patrol budget, settles Patrol bills for week-end camps and, in general, attends to the financial matters of the Patrol.

Signaller – Keeps Patrol signalling equipment in good order. Chief advisor to Patrol Leader when signalling or decoding has to be done as a Patrol activity.

First Aider – Keeps Patrol's First Aid Kit in good order, carries out minor first aid treatment in the Patrol, is chief advisor to the Patrol Leader during first aid exercise.

Hikemaster – Looks after Patrol's maps and compasses, is chief advisor to Patrol Leader in planning hikes. Expert on care of feet, shoes, etc., has earned or is working for Pathfinder Badge.

Cook – Patrol's Chief Cook. Advisor to Patrol Leader on drawing up menus for camp. In charge of cooking on special occasions. Supervises cooking at camp.



Pioneer – Chief advisor on bridge building, etc. Looks after Patrol's ropes, axes, and allied gear. Patrol knotting expert.

Quartermaster – Looks after all Patrol's equipment not covered by above, but in any case co-ordinates its use and keeps inventory. Patrol box and camp equipment come under his care.

Tracker – The observant boy in the Patrol. Keeps plaster casts in good condition, collects tracking charts, develops wide games etc.

Some other possibilities are: – Patrol Inventor, Patrol Photographer, Patrol Naturalist, Patrol Humorist, etc.

These special jobs are not the exclusive privilege of the boy concerned, e.g. the Chief Cook

doesn't spend all his time cooking; each boy takes his turn but might seek advice from the Chief Cook on the preparation of a certain dish, etc. On the other hand, if there is a inter-patrol competition for cooking, the Chief Cook is the natural choice to take charge of the job.

Because of their allocation of responsibilities, the Patrol, in an emergency, is an organized team with each Scout knowing his job and how to do it. These jobs do not have to be permanent appointments – they can and should be changed around as desired by the Patrol.

PATROL-IN-COUNCIL

The Patrol-in-Council is an informal gathering of all members of the Patrol for discussion.

Patrol-in-Council is called to get the boys' ideas and desires for program items, plans for camp, training progress etc. At other times, if a problem which presents no obvious solution arises during an activity the Patrol should gather round for an impromptu Patrol-in-Council. In this way every one has a chance to express an opinion, probably the best solution is arrived at, and the Patrol sets about the job knowing what the objective is and what to do.

At Patrol-in-Council the Patrol Leader must provide firm leadership and not allow discussion to get away from the subject or degenerate into general argument.

PATROL MEETINGS

The regular meeting of the members of a Patrol under the leadership of their Patrol Leader is a very important feature of the Patrol System. Patrol meetings should normally last about one to one and a half hours.

Just as the Scouter meets with his Patrol Leaders and trains them, so the Patrol Leaders, in turn, pass this training on to their Patrols.



Ideally, Patrols should hold weekly Patrol Meetings – the main purpose being to practise and prepare for the Patrol's participation in the Troop's coming activities, whether they are regular Troop Meetings or special projects. This arrangement should be established right at the beginning.

When, for some good reason, this cannot be the case, one of the following arrangements should be adopted:

- (a) Alternate Patrol Meetings with Troop Meetings.
- (b) Three weekly Patrol Meetings, followed by a monthly Troop Meeting. The skills learned during the Patrol Meetings are put into practice during the Troop Meetings.
- (c) A period of at least half an hour set aside during Troop Meeting for Patrol Meetings, planned and executed by the Patrol Leaders.

The Scouter must realize the importance of providing opportunity and incentive to Patrol Leaders to conduct their own Patrol Meetings. Patrol Activities fall roughly into six categories:

- (1) Training for activities on which the Troop will be working.
- (2) Training for personal advancement.
- (3) Group interest activities e.g., woodwork, hiking, model railroading, inventing gadgets.
- (4) Straight fun, quizzes, quiet games.
- (5) Athletic games, hockey, swimming, etc.
- (6) Good Turns.

Within reason it matters not so much what a Patrol does, so long as they do it together, and some balance is maintained among the six categories. It is a poor Patrol or Troop Meeting from which any member goes home without having learned or achieved something.

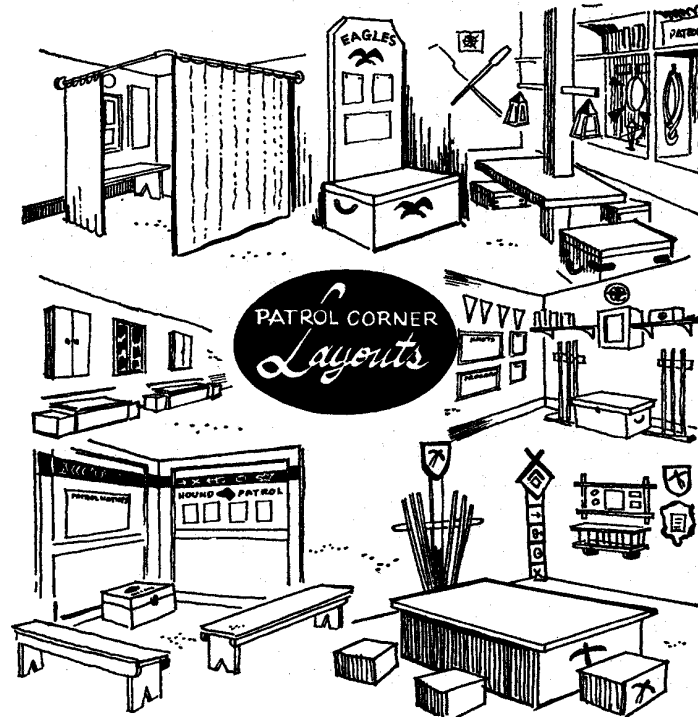
Your job, through Scouting activities and your personal example, is to give the Scouts a

purpose, direction, and a sense of values which will guide them in their youth and become their way of life as adults.

PATROL DENS AND CORNERS

Each Patrol should have a place of its own – somewhere it can meet and keep its treasures. (Compare the neighbourhood gangs that build ‘shacks’ or ‘forts’ on waste lots.)

The Patrol Den can be a shack in someone’s backyard, a corner of someone’s basement, a corner of the Troop room, or a room in the Troop Headquarters, an old box car or farm outbuilding – anything, so long as the Patrol can meet there when they wish and can decorate and furnish the place to their liking. The Patrol Den is the core around which Patrol spirit and tradition can be built.



The Den should be decorated by the members of the Patrol with the records and trophies of its activities. It houses the Patrol’s equipment such as signalling equipment, library, photos, games equipment, ropes, axes, first aid kit, etc. it is the place where each generation of the Patrol can and will express its personality.

The maintenance and development of Patrol Dens or Corners can form an important training aid and should be part of the Inter-Patrol Competition.

TROOP ORGANIZATION

TROOP LEADER

A Troop Leader may be appointed by the Scouter in consultation with the Court of Honour. A Troop Leader must have leadership ability; he must have led a Patrol for at least six months and have earned his First Class Badge.

The Troop Leader is the Boy Leader of the Troop – he co-ordinates the Patrols in Troop activities, acts as Chairman of the Court of Honour and generally assists the Scouters. His assessment of a situation at the boy’s level can be very useful to the Scouters.

The appointment is not vital to a Troop and it should only be filled by a boy likely to do a good job. It should not be a position of sinecure for a boy who has outgrown his Patrol. A new Troop will have to wait for a year or two until one of the boys has reached the required standard.

TROOP MEETINGS

Troop Meetings are the meeting together of Patrols under the overall direction of a Scouter or boy leader assigned to the job. Patrols continue to function as individual units under the guidance of

their Patrol Leaders. Activities are organized by a Scouter or boy leader on the plans made by Court of Honour. All instructions for activities are given to Patrol Leaders who then organize their Patrols accordingly.

On occasions, Patrols may combine to form larger “teams” when they are required, or for “sports type” games it is often a good idea to pick up teams and to forget Patrol competition.

SERVICE PATROL

To the Service Patrol falls the honour of serving the Troop by attending to jobs which affect the Troop but which are not provided for by Patrol organization.

These include such things as preparing Headquarters before a Troop meeting and cleaning up afterwards, flag break and lowering, and special jobs for Scouters. Special duties in camp are listed in Chapter VII. On a bus trip they would check the bus after all boys were off to make sure the bus was clean and no articles left behind.

Service Patrols serve by rotation, that is, a different Patrol for each Troop Meeting or for each day in camp. The position of Service Patrol is one of privilege, and the Patrol should be conscious that it is performing a Good Turn to the Troop.

INTER-PATROL COMPETITION

Healthy rivalry between Patrols is a stimulus to keener effort and better results in the Troop. Providing it is not overdone, or permitted to become bitter, or an end in itself it can play an important part in the Troop program.

Competition can take two forms and both can be used at the same time. These are: competition against a standard and competition between Patrols.

Competition against a Standard

A standard or mean is set up for various activities and Patrols strive to reach or surpass this standard. Apart from the fun of competition the Patrols can readily assess their true progress. This is the more important form.

Competition Among Patrols or Patrol Competition

Here, Patrols strive to beat each other, and it is this form which can quite easily get out of hand. Nevertheless, it is useful in teaching a sense of values and helping boys to learn to win graciously and to lose cheerfully without rancour.

Scoring

Points may be awarded for inspection, attendance, punctuality, smartness, discipline, games, activities. However, care must be exercised in awarding points for acts of duty, a ‘Good Turn’, or similar action which is expected to be performed without reward. Points must not become a bribe or the sole reason for an action by the boy.

The value of points awarded must bear a relationship to the importance of the subject and must be kept within reasonable bounds, e.g. If a Patrol is marked out of ten for inspection but can win twenty in a simple game, inspection is relegated to a fairly low place in the boy’s estimation, and a false sense of values may be developed. Similarly, if activities are marked in hundreds, very large scores quickly accumulate which are unrealistic and hard to appreciate.



The Court of Honour should devise, with the Scouters, the type of competition and a scale of scoring for regular activities. The system chosen must be simple or it will be ineffectual.

The duration of a Patrol Competition requires consideration. It may be run on a monthly, quarterly, or yearly basis with the points awarded during the period being totalled at the end. The quarterly competition generally seems to be the most favoured.

Regardless of the duration of the competition, points should be totalled and announced at the

end of every Troop Meeting. An Honour Pennant or similar simple recognition may be awarded to either the winning patrol or to all Patrols that meet the 'Standard'.

When scores are accumulated for the longer term competition, it is better to award one point to the lowest patrol, two to the next lowest, and so on, instead of totalling the points each patrol has earned each meeting. Thus instead of the picture looking like this:

	Fox	Otter	Cougar	Chipmunk
Last meeting....	69	42	49	56
This meeting....	59	72	53	66
Total carried on. ..	128	114	102	122

It would be represented like this:

	Fox	Otter	Cougar	Chipmunk
Last meeting....	4	1	2	3
This meeting....	2	4	1	3
Total carried on...	6	5	3	6

In this way the Patrol scores tend to stay closer together, and there is less chance of a Patrol getting far ahead or hopelessly behind.

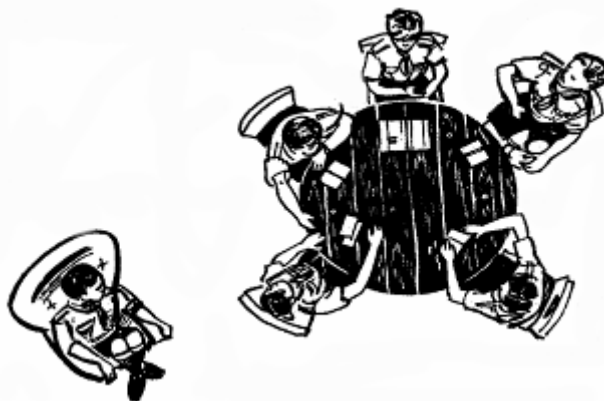
While Scouters must be scrupulously fair in awarding points, it is important that no Patrol gets too far behind or, through no fault of its own, always comes last. This can cause discouragement, and the value of the training, and perhaps the boys themselves, may be lost. For this reason, it is important to have a fair margin of points awarded for effort as well as achievement. Very often, too, the choice of activity can provide an opportunity for Patrols to average out.

Don't give points for everything so that the points overshadow the activity. If competition gets too keen, it may be wise to break up the Patrols into different sides for a game.

The award for the Patrol which wins the competition, over and above the recognition given each meeting's winner, should also be simple. It may be a yard-long tent peg on which the winning Patrol paints its colours; a large bone found at camp years ago, now mounted on a suitably painted tin plate and on which the Patrol paints its emblem; or it can take the form of a trip, special adventure, or Troop Feed. Also the winning Patrol may take and hold the honour position in Troop formations until beaten in subsequent competition.

COURT OF HONOUR

COMPOSITION OF COURT OF HONOUR



The Court of Honour consists of the Troop Leader, (if there is one) the Patrol Leaders, and the Scouter who may attend in an advisory capacity but does not vote. In Troops of three or less Patrols, Patrol Seconds may also be included. Although Assistant Scouters may attend Court of Honour meetings, it is suggested that usually they should not do so. Too many adults will tend to overwhelm the Patrol Leaders with the result that they may not speak freely. An Assistant Scouter may, of course, deputize for the Scouter, or be called in for special consultation.

A session of the Court of Honour is a business meeting conducted on formal lines. Thus a Chairman, Secretary and Treasurer are required and are elected by the Court of Honour from its own membership.

In a new Troop the position of Chairman is, perhaps, best filled temporarily (say, for ten weeks) by the Scouter so that the Patrol Leaders may be instructed on how to prepare for, and conduct Court of Honour meetings.

The Secretary will keep minutes of meetings and attend to correspondence on behalf of the Court of Honour and the Troop. At the start he will need plenty of help from the Scouter with the writing of minutes and the making up of agendas.

The Treasurer's job is to keep a record of dues collected and to keep the Court of Honour informed of expenses and balance. In the early days of a Troop, this function could be performed by an Assistant Scouter until the Patrol Leaders gain more experience.

The position of officers of the Court of Honour may be rotated, if necessary, so that each member has a turn and no job becomes a burden. As the Troop grows and the Patrol Leaders gain experience they should take over the running of the Court of Honour completely. Normally, the Troop leader will act as chairman and the jobs of secretary and Treasurer will be held by one or two other members. The Scouter will attend some meetings but take little part in discussions. He will give advice when asked and maybe suggest a possible solution to a difficult problem but in most cases it is better to let the boys reach a decision for themselves. The Scouter has the right to veto a decision of the Court of Honour but this right should only be exercised in extreme cases. Whenever it is sensible to do so, the boys should learn by their mistakes. However, many mistakes can be as disheartening as too much interference. A little discretion on the part of the Scouter can usually turn the thinking in the right direction.

The Scouter should seek to guide the Court of Honour to make the right decision for themselves and not to do just what he wants personally. This he should strive to achieve through personal example and by training each boy to think for himself rather than by trying to influence them collectively. This does not mean to say that when the opportunity arises he should miss a chance to make a point or suggestion to them as a body.

The extent to which a Court of Honour can be left to itself depends on the experience and training of the Patrol Leaders. Patrol Leaders need as much training and guidance for their work with the Court of Honour as they do for skills and the wise Scouter will always be feeding them ideas and suggestions to stimulate their imagination. The Scouter relationship with the Court of Honour is that of a catalyst –he stimulates the action of the Patrol Leaders but does not take an active part in their action. The Court of Honour represents the hub from which action in the Patrol System stems. Thus it is very evident that a Troop can only be as good as its Court of Honour.

For full details of keeping Court of Honour minutes, agenda, and accounts, see Chapter XII.

MEETINGS OF THE COURT OF HONOUR

The Court of Honour should meet regularly. Many Troops find that a short meeting after regular Troop Meetings, plus one extra meeting each month, is satisfactory.

Sometimes Seconds can be left in charge of Patrols and a Court of Honour held during a Troop meeting.

In any case, the rule should be "little and often". If the agenda gets too large the job of dealing with problems becomes too much for the boys, with consequent poor results.

THE ROLE OF THE COURT OF HONOUR

The Court of Honour is the governing body of the Troop It is responsible for:

1. *Guarding the Honour of the Troop*

This is the Court of Honour's first and most important function. From the beginning the Scouter must instill in his Patrol Leaders a sense of responsibility, both personal and corporate, for tradition and honour. A Troop without honour and a sense of its responsibilities will not contribute anything worthwhile to the development of its individual members or to the Movement as a whole.

The Court of Honour, through the Patrol Leaders who form it, must set the highest standard possible in regard to smartness, courtesy, and general efficiency. The example of the Patrol Leaders will do more than anything else to develop the right spirit in the Troop. If they wear their uniform correctly and smartly their Patrols will follow their example. If the members of the Court of Honour really accept their responsibilities seriously there will be little trouble with bad language, smoking, or poor discipline and they will set the standard of behaviour both within the Troop and in public.

All new recruits should come before the Court of Honour before they join, so that the traditions of the Troop and the function of the Court of Honour may be explained to them. They should also be told what will be expected of them in return for the privilege of joining the Troop—don't let any boy think he can treat it lightly.

Before any boy may be tested for a badge he should first get the approval of the Court of Honour. There is more to the earning of a badge than the mere passing of the technical requirements. The Court of Honour, through the Scout's Patrol Leader, should be reasonably sure that the boy is ready to pass the technical requirements (saves wasting the examiner's time) and that he has **displayed the right spirit and amount of effort in preparation**. For instance, some boys may be selfish and work for badges for themselves to the neglect of their duties to their Patrol; or a boy may be ready for his First Class Badge but making no effort to live up to his Scout Promise. The first requirement for the Queen's Scout Badge makes specific reference to the part played by the Court of Honour in its award. If a boy's application is not approved he must be told so, and why the decision was reached. He should then be presented with a challenge which will encourage him to make up his deficiency and go on to earn the badge.

Most disciplinary action can and should be performed by the Patrol Leader concerned, usually after consulting with his Scouter. For example, in camp, a boy who continues to 'clown' after lights out can, by his Patrol Leader, lose a swim period the next day. Occasionally, however, a more serious problem may arise and the Court of Honour be asked to consider the matter. The Scout should be given a chance to state his case before the Court of Honour who will then decide the necessary disciplinary action, if any. The Scouter will have to be very careful and exercise some very skilful guidance here as boys tend to be cruel and go to extremes. They tend to be more interested in punishment than in an action which will help a boy correct his shortcomings. **The Scouter is responsible for the action of the Court of Honour and must never seek to hide behind its decisions**. Disciplinary action is best administered in the form of making reparations or losing privileges. Physical punishment, initiation ceremonies, or punishment which takes the form of making a drudgery out of a necessary service, e.g. digging a latrine, must not be condoned.

2. *Planning Troop Activities*

After consulting his Patrol-in-Council each Patrol Leader brings the wishes of the Patrol to the notice of the Court of Honour. The ideas are discussed and those receiving majority votes are put forward as program items. In this way, Troop Scouters are able to present Troop program which they know the boys want.

Here is a wonderful opportunity to train a boy in democratic living. He has to learn to represent his Patrol and to put their case, even though he may not agree with it personally. He has to persuade his Patrol to back up loyally any decisions of the Court of Honour even when they are contrary to their own wishes. He must learn to accept success or defeat with equanimity.

So far as program planning is concerned the Court of Honour does not settle every detail of every meeting. They decide, for instance, that more activities involving first aid would be desirable, especially, say, treatment of fractures; that too much time is being taken up by inspection (couldn't each Patrol Leader inspect his own Patrol?) and so on. These decisions are noted by the Scouter and incorporated into activities.

In addition, Patrol Leaders should be accustomed to running Troop Meetings and the Troop should be accustomed to their doing so. In this way, if the Scouters should not be able to attend a meeting, the Patrol Leaders could take over without any problem or unusual comment. During a Troop Meeting (but not necessarily every Troop Meeting) each Patrol Leader should be responsible for an activity which he will prepare and run by himself. Occasionally, the Patrol Leaders should run an entire meeting themselves.

3. *General Administration*

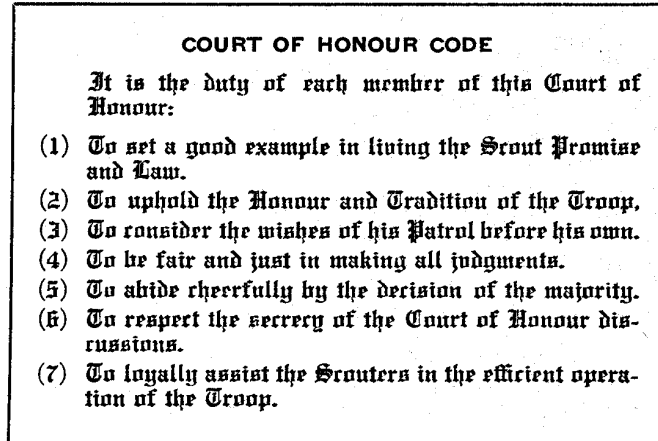
The Court of Honour is responsible for general decisions affecting the Troop and looks after the administration of Troop funds (weekly dues) and approves expenditures. It is also responsible for the maintenance of Troop equipment.

COURT OF HONOUR CODE

As a valuable aid to establishing and maintaining a tradition of sound Court of Honour operation, it is strongly recommended that each Troop adopt a Court of Honour Code.

This Code should be visible at each meeting of the Court of Honour and could be used or presented, in card form, to each Patrol Leader at the time of his Investiture. It would serve as a guide to the job he has undertaken and is a constant reminder of the responsibility which he has to discharge.

A suggested Code is given here. Use it if you wish or devise your own, but be sure to keep it simple and to the point.



PATROL LEADER TRAINING

In the Patrol System the Scouter's most important role is the training of his Patrol Leaders. It is on the result of this training that the success of the Patrol System depends.

Their training should consist of:

- (a) Skills – pioneering, signalling, camping, etc.
- (b) How to lead and instruct.
- (c) Understanding the Spirit of Scouting.

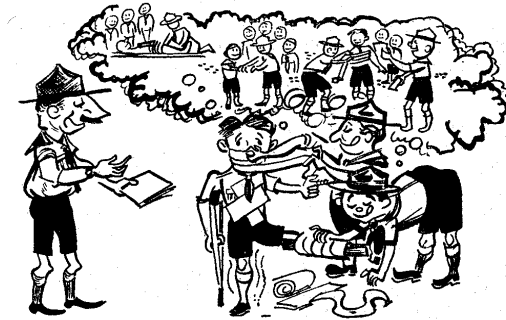
The training of Patrol Leaders is a continuous affair. Once Patrols are established it is necessary to keep their leaders ahead of their other members, to see that they know the details of forthcoming projects and how to prepare their Patrols for their part in these activities.

In this way the Patrol Leaders not only learn what to do and how to put it over to their own Patrols, but also how to conduct Patrol Meetings.

Full details for training Patrol Leaders are given in the Golden Arrow Patrol Leader Training Handbook.

The Golden Arrow Badge may be awarded to Patrol Leaders and Seconds who have satisfactorily completed the following requirements:

1. Have received instruction from his Scouter in all essential aspects of Patrol Leadership, mentioned in the Patrol Leaders' Golden Arrow Training Booklet.
2. Have satisfactorily participated in a Patrol Leaders' training hike as outlined in the Patrol Leaders' Golden Arrow Training Booklet.
3. Have satisfactorily participated in a Patrol Leaders' training camp as outlined in the Patrol Leaders' Golden Arrow Training Booklet.
4. Have knowledge and ability above the general standard of his Patrol in any three Scouting skills and demonstrate his ability to instruct in these subjects.
5. Satisfy his Scouter that Patrol meetings of not less than 30 minutes each are being held, to the benefit of the Patrol.
6. Satisfy his Scouter that he has led his Patrol in camp for a period of 24 hours to the benefit of the Patrol.
7. Be recommended for the Patrol Leader Golden Arrow Badge by the Court of Honour and his Scouter.



OLDER BOYS

Somewhere between the ages of 14 yrs. and 15 ½ years, the instinct for boys to work in gangs begins to change. They no longer want to be a tightly knit body all depending on the gang for each activity, but would rather operate in two's and three's as the whim suits them, although it may not always be the same two or three.



To facilitate the needs of boys 14-17 years, The Boy Scouts of Canada provides for:
the formation of Venturer sections.
the formation of Venturer patrols as part of Boy Scout troops, or for
boys to remain in the Boy Scout troop.

As boys grow older they will begin to show signs that they have reached a stage in their development where they want to specialize and do more adventurous things without the restrictions imposed by having 'youngsters' around. When this situation becomes obvious with boys in your troop, consideration should be given to one of the above alternatives.

It is necessary to recognize that the needs of this age range are different. Boys of 14-17 years require opportunities for: increased independence; co-educational activity; varying forms of recognition; and, going places and doing things that are adult oriented. If Scouting is to meet the interests of these boys, it must adapt its program and structure to meet their needs.

The organization for a Venturer section or Venture patrol should be flexible to accommodate the changing friendships and interests of the members. While some formal structure will be required for administrative purposes, members should be permitted to group according to their wishes. It should be recognized that groupings will have little permanency; will change frequently; and vary in size from two boys upwards. Leadership of groups should be permitted to arise spontaneously rather than being formalized.

A Scouter working with this age group should see his role as that of a counsellor to a group of 'near-adults' rather than a 'Scoutmaster' of boys. Where a Venturer patrol operates as part of a Boy Scout troop it is highly desirable that one Scouter devote all of his time to this patrol.



CHAPTER IV

Programming

Achievement

Scout training is achieved as a result of practical experience – learning by doing. This can be likened to an Apprenticeship to Living rather than a School of Life. In the Chapter on the Patrol System you read that a Scouter trains his Patrol Leaders. He does this not by sitting in an armchair or at a blackboard but by working with them. In this way he is a living example – his methods, reactions and outlook ‘rub off’ on the Patrol Leaders as they learn not only how, but why. The Patrol Leaders, in like manner, pass on this training to the Scouts in their Patrol.

Learning from experience in this fashion creates real understanding and skill. It is adventurous and good fun. Merely learning something in order to pass tests creates only superficial understanding—the boy does not acquire knowledge or experience, he feels no sense of achievement, neither does he have any fun—and the practice is quite contrary to the spirit of Scouting.

Content

The program of the Boy Scouts of Canada is contained in a series of grade and proficiency badge requirements, the proper fulfilment of which mark a boy’s progress. It is through this program, together with the influence of the Scout Promise and Law, that the aim of the Movement is achieved.

Programs, therefore, comprise ACTIVITIES based upon the requirements for First Class grade, seasoned with extracts from proficiency badges. If you look at all the requirements leading to First Class, you will see that many of them are directly related to proficiency badges (see the chart following). It would seem logical, therefore, to provide activities in the program built on the requirements of the relative proficiency badges. This will give the Scouts a wider knowledge and interest and, while the important part is for them to fulfil the grade requirements, many will be tempted to make the extra effort needed to earn the proficiency badge as well.

Standards

The standard required for the proper fulfilment of grade or proficiency requirements varies with each boy. It must represent a combination of skill acquired and effort made. Our Founder had this to say on the matter:

“Our standard for badge earning – as I have frequently said – is not the attainment of a certain level of quality of work (as in the school), but the amount of effort exercised by the individual candidate. This brings the most hopeless case on to a footing of equal possibility with his more brilliant or better-off brother”.

Whenever possible, Scouts should be assessed for grade advancement on their performance in activities. Try to avoid setting up formal periods for testing.

GRADE BADGES

Tenderfoot, Second Class and First Class badges are grades which qualify a Scout’s advancement.

Tenderfoot



A Tenderfoot Scout is a boy who has fulfilled the minimum requirements to qualify as a member of the Movement. *The degree of effort and ability expected of boys fulfilling these requirements will set the pattern for their work with the Troop.* A boy should receive instruction in his Tenderfoot badge by members of his Patrol under the supervision of the Patrol Leader. The Scouter should instruct the boy on the Scout Promise and Law.

Second Class.



A Second Class Scout is a Tenderfoot who has passed several requirements on the way to becoming First Class. The Second Class badge is only a step on the road to becoming First Class and is not an end in itself. Its award is an encouragement to continue to work for First Class grade and visible evidence that its wearer has been trained to Second Class standard. It should be achieved within the first twelve months of membership in the Troop during which time the Scout should also show some growth in his understanding and practice of the Promise and Law.

First Class



A First Class Scout has passed a further set of requirements after achieving Second Class grade and is now capable of looking after himself and of giving reasonable assistance to other people at all times. His understanding of the Promise and Law has grown with him and he is demonstrating that he is doing his best to keep the Promise as befits a First Class Scout.

The program within the Troop should be aimed at having all boys attain First Class. It is a mistake to treat Tenderfoot, Second Class and First Class grades as three separate, water-tight compartments. If this is done, the emphasis will be on Second Class and the chances are that you will have only a second class Troop. In an established Troop of 32 boys, approximately 6 should be Tenderfoot, 18 Second Class and 8 First Class.

PROFICIENCY BADGES



While advancement in grade requirements is expected of every Scout as a natural development of his activities with his Patrol, the earning of proficiency badges is an individual pursuit. Proficiency badges cover a wide field of activities and are designed to meet the personal interests of individual boys. They provide opportunities for those who want to specialize or to develop hobbies. In many cases, the interest a boy discovers when working for proficiency badges helps him to determine his fitness and liking for a specific vocation. They are intended as an encouragement to boys to take up a hobby or occupation and to make some progress in it. Earning a proficiency badge may be a boy's first personal achievement, and its recognition will help to give him confidence in his ability and encourage him to go on to further successes. You will see that there is a significant difference between earning a proficiency badge and making a grade which is expected of all the boys.

It is obvious that detailed instruction in proficiency badge subjects cannot be supplied by the Scouters. Here is an opportunity to bring in parents and friends of the Troop. Many fathers will be tradesmen or have specialist knowledge, and you will find that considerable help will be given by Municipal Departments, Fire, Police, etc., industry and various clubs. It is obvious that testing and some training for most of the proficiency badges cannot be covered in the ordinary Troop programme. It is recommended that, wherever possible, a boy be examined by a different person than the one who instructed him. It is absolutely vital that both parties appreciate the idea behind the proficiency badge scheme, but it is up to the Court of Honour and the Scouters to see that a Scout has made the necessary effort before agreeing that he shall be tested.

A boy may earn and wear proficiency badges as soon as he becomes a Tenderfoot.



**THE RELATIONSHIP OF PROFICIENCY BADGES TO
ACTIVITIES & PRACTICES**

†Queen's Scout Badges	• Multiple Stage Badges	*Bushman's Thong Badges
<i>Airmanship</i>	<i>Sports</i>	<i>Farming</i>
Air Apprentice	Angler	Bee Keeper
Aircraft Modeller	Athlete	Dairyman
Air Mechanic	Archer	Farmer
Air Navigator	Canoeman	*Forester
†Radio Man	Hiker	Forest Conservationist
†Signaller	Marksman	Gardener
	Master-at-Arms	†Horseman
	Mountaineer	Poultryman
	•Personal Fitness	Soil Conservationist
	Skin Diver	Stockman
	•Swimming	Water Conservationist
	Winter Sportsman	Wildlife Conservationist
<i>Seamanship</i>	<i>Trades</i>	<i>Hobbies</i>
Anchor Badges	Air Apprentice	Aircraft Modeller
Boat Builder	Air Mechanic	Angler
Boatman	Air Navigator	Artist
Canoeman	Auto Mechanic	Aquarist
†Coast Watchman	Blacksmith	Basket Worker
Knotter	Boat Builder	Bee Keeper
•†Life Saving	Carpenter	Bird Warden

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Motor Boating	Chemist	Bookbinder
†Pilot	Clerk	Chemist
†Radio Man	Draftsman	Citizen
†Rescuer	Electrician	Coin Collector
Rigger	Engineer	Debater
†Signaller	Journalist	Dog Handler
*Starman	Laundryman	Entertainer
•Swimming	Leather Worker	Friend to Animals
*Weatherman	Mason	Gardener
	Metal Worker	Handyman
	Miner	Leather Worker
	Photographer	Missioner
	Plumber	Model Railroader
	Printer	Musician
	Prospector	*Naturalist
	†Radio Man	Photographer
	Safety Man	Reader
	Stationary Engineer	Rope Spinner
	Surveyor	Stamp Collector
	Tailor	Woodworker
	Woodworker	World Friendship
 Woodcraft		
Angler	*Forester	*Stalker
Archer	Hiker	*Starman
Basket Worker	†Horseman	Surveyor
Bird Warden	Knotter	*Tracker
Camp Cook	Mountaineer	Venturer
*Camper	*Naturalist	Water Conservationist
Canoeman	†Pathfinder	*Weatherman
Explorer	*Pioneer	Winter Scouting
Forest Conservationist	Soil Conservationist	
 Public Service		
†Coast Watchman	Friend to Animals	†Pilot
Citizen	Healthyman	†Public Health Man
Camp Cook	Handyman	†Radio Man
†Dispatch Rider	†Horseman	Safety Man
Entertainer	†Interpreter	†Signaller
†Fireman	•†Life Saving	Soil Conservationist
•†First Aid	Missioner	Wildlife Conservationist
Forest Conservationist	†Pathfinder	

PROFICIENCY BADGES LISTED UNDER GRADE

BADGE REQUIREMENT SECTION HEADING

†Queen's Scout Badges	*Bushman's Thong Badges	• Multiple Stage Badges
<i>Health and Safety</i>	<i>Observation</i>	<i>Pioneering</i>
•†First Aid	Bird Warden	*Pioneer
Healthyman	Explorer	*Camper
•†Life Saving	*Forester	Rigger
Missioner	*Naturalist	Knotter
•Personal Fitness	Prospector	Mountaineer
†Public Health Man	†Pathfinder	†Fireman
Safety Man	*Tracker	*Forester
•Swimming	*Stalker	
	*Starman	
	*Weatherman	
<i>Campcraft and Exploring</i>	<i>Signalling</i>	<i>Public Service</i>
Bird Warden	Air Navigator	•†First Aid
Boatman	†Radio Man	†Coast Watchman
Canoeman	†Signaller	Citizen
*Camper		Camp Cook
Camp Cook	<i>Public Service</i>	†Pathfinder
Explorer	†Dispatch Rider	†Pilot
*Forester	Entertainer	†Public Health Man
Hiker	†Fireman	†Radio Man
Mountaineer	Forest Conservationist	Safety Man
†Pathfinder	Friend to Animals	†Signaller
Prospector	Healthyman	Soil Conservationist
Surveyor	Handyman	Water Conservationist
Venturer	†Horseman	Wildlife Conservationist
Winter Scouting	†Interpreter	
	†Life Saving	
	Missioner	

OTHER BADGES



When a Scout reaches First Class grade there are other special badges which he may earn.

Bushman's Thong

This badge is for those who wish to specialize in outdoor Scouting. It is a sign of a practical camper.



White and Gold Anchor Badges

The Anchor badges are for those who wish to specialize in boating. To earn the Gold Anchor Badge a Scout must be a Queen's Scout. The Red Anchor badge may be earned by a Second Class Scout.



Queen's Scout

This is one of the most coveted badges in the Movement. It is gained by Scouts who are prepared to make an all-out effort to live the Scout Promise and who wish to be prepared for special service to their country. A Queen's Scout Certificate signed by the Chief Scout for Canada is also awarded.

It is most important that the six months after qualifying as a First Class Scout be a period of activity during which the Scout must demonstrate to the satisfaction of his Court of Honour and his Troop Scouters, his awareness of the service significance of the Queen's Scout badge. It is not a waiting period.

WHERE TO TRAIN

Scouting is an outdoor program. The outdoors is a natural setting for boys and the place where, if left to their own resources, they will spend most of their free time summer and winter. Boys of Scout age want real adventure, they don't want to sit indoors playing make believe. A Scout Headquarters is necessary as a home for the Group, but it should be used to work from rather than to work in. It is also required when weather conditions make it absolutely necessary to meet indoors. Although the majority of your meetings will be planned for out of doors, it is necessary to have indoor or under cover programmes prepared in case weather does force a change of plans. Do not be too easily influenced by weather but take it as a challenge to your imagination and the durability of the boys. However, common sense must always be the governing factor.

Outdoor meetings can be run from the Troop Headquarters or, what is usually better, the Troop can rendezvous at or near the site for the outdoor meeting. The latter method saves time in transportation and the trouble of moving the Troop en masse. When meetings are to be held away from Headquarters, it is essential to have a pre-arranged plan of procedure to follow in case weather conditions indicate that a change is necessary.

TWO SAMPLE OUTDOOR TROOP MEETINGS

1. *Street Game based at Headquarters*

- 7.00- The Beavers and Otters will cordon Headquarters by 7.00 p.m. not stationing any men nearer than..... They will attempt to identify attackers and note time and method of approach together with description of clothing. The Chipmunks and Cougars will attempt to pierce the cordon undetected. All members may wear whatever clothes they like – no attacker may enter the cordoned area in a closed vehicle. Every Scout who breaks the barrier and enters H.Q. by 7.30 – 20 points; every Scout identified by Cordon – 20 points. Have activity ready to keep attackers busy when they arrive at H.Q.
- 7.30 Hear accounts, award score – decide winners.
- 7.40 Yarn on disguise, observation, detection by a detective.
- 7.50 Parade of disguises.
- 8.00 Observation and deduction. Each Patrol in turn to solve four simple crime problems from evidence displayed – some indoors, some outdoors. Set by detective.
- 8.50 Answers.
- 8.55 Thanks to detective
Appropriate Devotions
- 9.00 Closing

2. *Rendezvous away from Headquarters*

- 7.00 Troop to meet at rendezvous by Patrols
Inspection – appearance and orderly arrival of Patrols
- 7.05 Flag break from tree
- 7.10 Patrol projects
 - (1) Construct a flagstaff of staves 25 ft. high and hoist Patrol flag.
 - (2) Construct a Commando bridge between points A and B.
 - (3) Make Scout transporter between points C and D.

- (4) Use the hill X as a lookout post; devise a method and code of signals which will enable a lookout to direct his men in the valley quickly.
- 7.45 Wide Game – requiring attacking side to raise their flag at the masthead – the only ways to cross the gully are by the bridges constructed. The attacking side will be directed from the hilltop.
- 8.30 Camp Fire – Summary of Wide Game
Scouter’s Five Minutes
Appropriate Devotions
- 8.50 Closing – Flag lowering.

Outdoor activities are usually easier to plan than indoor meetings because the artificial devices needed indoors to provide change and opportunity to “steam off” are not so necessary. The outdoors provides its own changes and the physical nature of the activities provides sufficient opportunity for energy release. Thus, while programs for indoor meetings tend to comprise several activities and games, outdoor programs are composed very largely of Scouting skills concentrated in one or two major activities.

Outdoor activities provide better opportunities for working the Patrol System, give more responsibilities to Patrol Leaders and provide more scope for individual ability.

Where can you go?

It is recognized that those groups which operate in the centre of large cities have the greatest difficulty in providing outdoor Scouting, but even here it can flourish if the leaders will actively seek out suitable places for activities.

When seeking permission to use property endeavour, with the help of parents and the Group Committee, to find the best person to approach the owner of each place so that specific requests can be made. Efficient planning is far more likely to receive sympathetic hearing than vague requests.

Here are some places which should be considered for outdoor activities.

1. *Streets.* There is a wealth of observation activities – trailing, Kim’s games, getting to know the town, astronomy to name but a few, which can be practised in the streets. On no account must street activities involve running, ‘killing’ or be liable to cause traffic hazards or a public nuisance.

2. *Home gardens.* Especially suited to Patrol or individual training.

3. *Public parks and open spaces.* These usually provide fine opportunities for wide game type activities, but consideration must be given to the public and park property. Most parks have a ‘Maintenance Area’. It may be possible to get permission to use this for fire lighting and cooking. Opportunities may also be available for axemanship, tree surgery and planting. There are good opportunities for Good Turns which could be performed as a “thank you” for the use of the property.

4. *Cemetery.* Only quiet, orderly activities may be contemplated, preferably in small groups, – activities such as tree recognition, history, bird watching, etc. Many cemeteries have a ‘Maintenance Area’ where again permission may be obtained for firelighting, etc. as in parks. Some cemeteries have land reserved for expansion, and permission may also be obtained to use this for certain activities.

5. *Waste land, estates, or vacant lots.* Do not be led astray by the appearance or title of land. All land belongs to somebody and permission should be sought before the land is used.

6. *Lakes and rivers.* These naturally present opportunities for water activities, making rafts, boating, etc., for studying nature and conservation activities.

7. *Swimming pool.* Do not overlook the use of public swimming pools. Have a swim meet as a Troop meeting.

8. *Quarries and similar places.* These usually provide good opportunities for pioneering and are usually perfectly safe for firelighting. When getting permission to use a quarry be sure to find out if there are any dangerous areas.

Wherever you go, remember the name of the whole Scout Movement rests on your behaviour – one example of bad manners or lack of respect for property may ban the place to your use and to the use of other Troops as well. A single thoughtless act can ruin a reputation that has taken a lifetime to build. Be sure that outdoor activities do not contravene local by-laws or create a public nuisance.

For suggested activities and their suitability to the places listed see the chart on the next pages.

REQUIREMENTS FOR GOOD PROGRAMMING

There are two essential ingredients in good programming:–

IMAGINATION AND PLANNING

– and the one is not much good without the other.

The Scout program, the Patrol System, the Law and Promise, are not magic potions the mere swallowing of which will transform boys into good citizens. They are the ingredients which, when blended with care and imagination, will nourish the character and, with frequent and enthusiastic application, bring it to maturity.

Fortunately the Scout program is not rigid since there is no set way to run a meeting, and neither should there be. This flexibility – the blending of the ingredients to suit every situation – is the strength and the appeal of the program.

Any program which is to satisfy boys of Scout age *and* I make them want more must: –

Provide: –	ACTION
	ADVENTURE and a sense of
	ACHIEVEMENT
be presented with	IMAGINATION and yet ,
be associated with	REALITY



That is, Scouts want to *do* things, they don't want to sit around and be told about them.

They want to do things which are adventurous, challenging, and which satisfy their own imaginations. At the same time, there has to be a sense of realism about every activity and, IN the end, a sense of achievement. As an example a young boy 6 to 10 years old is quite happy to dress up as an Indian, to whoop and dance, to paddle imaginary canoes and to fight the settlers. The older boy 11 to 15 years old doesn't want to dress up – he wants to paddle a real canoe on real water. As he glides along he will thrill to the movement of the canoe and the adventure he is having. He will, in an abstract way, imagine himself as an Indian or Coureur du Bois, and this will spice the reality he is experiencing. When he lands he will not brag of the “white men he killed” but of his achievement; the miles he covered and his skill with the “j” stroke.

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Lifesaving							*	*	*			
Interviewing	*	*					*	*	*			
Hunts	*	*				*	*	*	*			
Highway Safety	*						*	*	*			
Good Turn	*	*	*	*			*	*	*			
General Knowledge	*	*	*	*			*	*	*			
Games	*	*					*	*	*			
Friend to Animals	*	*					*	*	*			
First Aid	*	*			*		*	*	*			
Fire Lighting	*	*	*	*			*	*	*			
Exercises	*	*			*	*	*	*	*			
Cycling	*						*	*	*			
Courtesy	*	*	*	*			*	*	*			
Cooking	*	*	*	*	*	*	*	*	*			
Conservation	*	*	*	*	*	*	*	*	*			
Compass	*	*	*	*			*	*	*			
Collecting	*	*					*	*	*			
Civic Service	*	*	*	*			*	*	*			
Canoeing							*	*	*			
Camp Fire	*	*	*	*	*	*	*	*	*			
Boating							*	*	*			
Axeman'ship	*	*	*	*			*	*	*			
Athletics							*	*	*			
Astronomy	*	*	*	*	*	*	*	*	*			
Archery			*	*	*	*	*	*	*			
ACTIVITIES												
LOCATION	STREET.....	HOME GARDEN.....	PUBLIC PARK OR OPEN SPACE.....	PARK MAINTENANCE YARD.....	COURTNEY.....	COURTNEY MAINTENANCE YARD.....	COURTNEY EXPANSION LAND.....	WASTE LAND OR VACANT LOT OR ESTATE.....	LAKE OR RIVER.....	SWIMMING POOL.....	QUARRY, ETC.....	OPEN COUNTRY.....

Wide game—quiet			*	*			*	*	*	*	*	
Wide game—boisterous	*	*					*	*	*	*	*	
Weiner Roast	*	*	*	*			*	*	*	*	*	
Trailing	*	*					*	*	*	*	*	
Tent Pitching	*	*	*	*			*	*	*	*	*	
Swimming							*	*	*	*	*	
Surveying	*	*					*	*	*	*	*	
Stalking							*	*	*	*	*	
Snowshoeing		*					*	*	*	*	*	
Signalling	*	*	*	*			*	*	*	*	*	
Sketching	*	*	*	*	*	*	*	*	*	*	*	
Skating	*						*	*	*	*	*	
Shooting							*	*	*	*	*	
Sailing							*	*	*	*	*	
Ropework	*	*	*	*			*	*	*	*	*	
Reporting	*	*					*	*	*	*	*	
Raft Building							*	*	*	*	*	
Prospecting							*	*	*	*	*	
Pioneering	*	*	*	*	*	*	*	*	*	*	*	
Photography	*	*	*	*	*	*	*	*	*	*	*	
Pathfinding	*						*	*	*	*	*	
Observation	*	*	*	*	*	*	*	*	*	*	*	
Nature	*	*	*	*	*	*	*	*	*	*	*	
Meteorology	*	*	*	*	*	*	*	*	*	*	*	
Mapping	*	*	*	*	*	*	*	*	*	*	*	
ACTIVITIES												
LOCATION	STREET.....	HOME GARDEN.....	PUBLIC PARK OR OPEN SPACE.....	PARK MAINTENANCE YARD.....	COURTNEY.....	COURTNEY MAINTENANCE YARD.....	COURTNEY EXPANSION LAND.....	WASTE LAND OR VACANT LOT OR ESTATE.....	LAKE OR RIVER.....	SWIMMING POOL.....	QUARRY, ETC.....	OPEN COUNTRY.....

IMAGINATION

Of the five conditions mentioned all are easy to fulfil with the possible exception of “Presented with Imagination”. Your IMAGINATION, perhaps more than any other quality, must be developed in order to present the sort of program that the boys require. Imagination is needed in order to have the vision to see opportunities when they occur, to seize them and make the best use of them in your programme.

As an example, three Scouters read in the daily paper that in the month to come, the planet Mars would reach its closest position to the earth for many years and that a great deal of excited anticipation was felt by various astronomical societies throughout the world.

The first Scouter grunted to himself and promptly forgot it.

The second Scouter thought “Ah! I must tell the Troop about that”. He did – and the Troop grunted and promptly forgot it!

The third Scouter said, “Hmm!” and let his imagination run wild while a scheme was born in his mind. After one or two telephone calls, delving into one or two books, and writing a letter, he was ready.

His “Scouter’s Five Minutes” at the Troop Meeting was about the wonders of God and the magnitude of the Heavens. To fire the imagination of the Scouts he illustrated by means of a small pea, a tennis ball, and a meteorological balloon the comparative sizes of the Earth, Jupiter and the Sun.

At the Court of Honour meeting he casually commented on the news about Mars and said he wondered if the Patrols would like to make telescopes and view the planet – perhaps some would like to work for Astronomer badge. By the next Court of Honour meeting he had a reply to his letter to ‘Popular Mechanics’ and the plans of how to make a good telescope from cardboard tubes and some old lenses bought at a junk store. So all was ready when the Patrol Leaders reported that their Patrols were enthusiastic about the idea.

Result: – (1) Program for Patrol Meetings for several weeks: making telescope, telescope stand, and trying them out.

- (2) A tremendous interest aroused in astronomy, flying saucers, inter-planetary travel.
- (3) A Troop Meeting built on “Outer Space” theme.
- (4) A spate of Astronomer badges in the Troop.
- (5) Two dads enthused and eager to help with Troop activities.

Imagination, like any other faculty, becomes more perceptive with stimulation and exercise. Its development must begin with a conscious effort and desire on your part to train yourself to produce the best possible program. While reading will give you several ideas to mull over, there is nothing like taking a Leader’s Training Course, attending Scout Conferences, or visiting other Troops in action, to fire the imagination. As you read through this and other chapters don’t just read about the ideas given – set your own imagination to work, see what is behind the idea, think how you would adapt it to suit your situation, twist it, turn it, bend it, and squeeze everything you can out of it. **Remember, you too have to act as the spark plug to fire the imagination of your Patrol Leaders.** You must always be prepared to drop ideas into the lap of the Troop and the Court of Honour so that they can ponder on them and come up with some really good schemes. Show them how to twist bend and squeeze to adapt ideas. In this sense you are rather like a catalyst in a chemical action – you don’t do anything, but your presence causes a reaction among the others and produces the desired result.

PLANNING

Good imagination, like a wild river, is of very little value unless harnessed so that its driving force may be directed to good use.

It is through the medium of the Scout program that you will be guiding boys, forming their characters and helping them develop into citizens worthy of their community, their country, and, in all humility, of God. Think about this for a moment: “Is there anything more vital or more urgent than the proper development of the next generation?” – you will readily see the magnitude of the responsibility that you have accepted. Obviously, if your program is to achieve the end intended, it cannot do so as the subject of casual efforts, but must be the result of carefully considered planning.

Planning is not the prerogative of the Scouters but, as with other things, they must set the example. Activities should be the result of the combined plans of the boys expressed through the Court of Honour and the Scouters.

Nevertheless, plans must be flexible to allow for changing circumstances, They should be used as a guide and not as a rigid syllabus. One of the outstanding attributes of Scout Training is its capacity to enhance people’s ability to adapt themselves to circumstances and to improvise what they need from what they have. Obviously, this would not be achieved by a rigid system of programming.

HOW TO PLAN PROGRAMS

Program planning is best achieved under three headings, LONG RANGE, SHORT RANGE, and IMMEDIATE planning.

LONG RANGE PLANNING

The object of Long Range planning is to set up objectives to be achieved within the period of the plan (12 months in an established Troop); to note any special events scheduled to occur during that period so that they will not sneak up on you unawares, and to develop general themes and ideas which will help the Troop achieve its objectives.

The Long Range Plan should not become too large or involved. Too many items or too much detail at this stage will only cause congestion and confusion. If the boys have too many things over which to spread their enthusiasm they may well end up indifferent to them all.

Long Range planning is best done in the period July-August, once a Troop has become sufficiently organized to plan twelve months ahead. If this planning can be done during summer camp and some special event made of it for the Patrol Leaders, it can become a highlight eagerly looked forward to from year to year. At the last Camp Fire the Troop can be let into the secret of some of the activities planned, and then have something to look forward to in the year to come.

An example Long Range Plan

Here is the sort of plan in tabular form which a Troop might draw up for the approaching year. This plan will be used to illustrate the whole phase of planning in the following pages.

LONG RANGE PLAN FOR NEXT YEAR

AIM	THEME	DETAILS
Winter Camping Jan.-March	Winter Sportsman & Winter Scouting Badges	Work on Winter Sportsman, Winter Scouting Badges. A hike each month, Sept., Oct., Nov., and Dec. Include skiing and snowshoeing. Shelter building. What about a dog team derby? Winter camps in Jan. for P.L.s and Seconds. In Feb. and March for all qualified.
1st Cl. for Jack, Tim & Brian. Feb. 1		Personal training. Scouter Lye to supervise. Introduce activities into meetings dealing with First Class requirements for fractures, emergencies and signalling.
Summer Camp First two weeks July	Training Theme:— Lightweight Camping	Weekend camps to feature lightweight equipment only. Boys to make pack boards—Dads to help. Start Nov. Purchase more lightweight tents. (Group Committee to be consulted).
	Camp Theme:— Getting to know Canada	Summer camp to be of a travelling nature visiting places of special interest and camping in rugged country.
Canoe Trip Labour Day Next year	Water Safety	Emphasis on swimming. Work for Canoeman, Swimming & Life Saving Badge. Canoe handling instruction. Begin May. Scouter Fry to be responsible for arrangements

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Hallowe'en Party Oct. 28th.		Return invitation of Guides. Secretary to send invitation to Guide Company. Patrol Leaders Tim and David to draft programme.
Christmas and Easter Good Turns.		Patrols to operate independently but to submit plans to Court of Honour by Nov. 4th for Christmas Good Turn.
Miscellaneous	Create Interest in Lightweight Camping.	Arrangements for "Going Up" Ceremony in Oct. P.L.s to visit Pack and see about training these Cubs in Tenderfoot. District Conservation Campaign expected in April. Father & Son Banquet around Feb. 22nd. Next C. of H. for Short Range Planning Sept. 6th. Next Troop Meeting Sept. 9th.

SHORT RANGE PLANNING

Short Range planning is concerned with the immediate future. Using the Long Range Plan as a guide, a work schedule is drawn up for the next month, more details are filled in for objectives for the next two or three months, and possibly additional objectives included.

The special extra Court of Honour meeting called each month is largely devoted to Short Range planning.

An example Short Range Plan

You will note in the specimen Long Range Plan that the next Court of Honour meeting was called for September... this was to draw up the Short Range Plan for September, October, and November. Here, as an example in tabular form, is how the Short Range Plan may have appeared at the end of that meeting.

SHORT RANGE PLAN (SEPT.-NOV.)

THEME	DETAILS	DATES
Winter Camping	Weekend camp for all—Instruction and practice making lean-tos and reflector fires. Scouter to arrange a night wide game. Winter Camping film.	Oct. 12/13
Lightweight Camping	Scouter Fry to ask Mr. Jones to organize Dads to help and supervise making pack boards. Report to Court of Honour P.L.'s Church and Johns to investigate sources and cost of materials. Report to Court of Honour on Patrol Leaders to use a Patrol Meeting to make tin can billies and try them out at weekend camp.	Oct. 6 Oct. 6
Canoe Trip No Action		
Hallowe'en Party	C. of H. Sect. to send invitation to Guide Co. Programme submitted by P.L.'s Tim and David approved and jobs allocated. To be reviewed. Scouter to ask Mrs. By to arrange for refreshments. Cost—Decision to be made after hearing Court of Honour treasurer's report.....	Sept. 10 Oct. 14 Oct. 6
Good Turn	No action. Scouter offered idea of helping with the Church's children's Christmas Party.	
First Class	First Class hikes arranged for Tim, Brian and Jack. Edmund Osnachuck to go with Jack. Troop Meeting based on signalling to help with practice.....	Oct. 26/27 Sept. 16
Cubs Going-Up	Scouter gave names of Cubs ready to come up. P.L.'s to visit Pack and arrange for training recruits in Tenderfoot requirements. Patrol hikes to be run especially for training recruits. Complete by end Sept. Going-Up Ceremony, Investiture set for..... Date to be confirmed by Akela.	Oct. 14

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Fire Prevention Week	Patrol Dens and H.Q. to be checked for fire hazards Assistant Scoutmaster Lye to arrange check of Headquarters during Troop Meeting on..... Candidate's names for Fireman Badge course to Scouter Lye by.....	Oct. 7 Sept. 30
Remembrance	Scouter to ask District if any Scouts will be required to help with or take part in Remembrance Day parade.....	Nov. 10
Troop Meetings	All meetings outdoors if possible..... Emphasis on First Class Signalling and First Aid..... Service Patrol rotation to be Cougar, Fox, Otter, Chipmunk..... Visit Observatory..... Four P.L.'s meet to plan and run a meeting in Nov. Next Court of Honour meeting.....	Sept.-Oct Sept.-Oct Start Sept. 9 Oct. Oct. 6

IMMEDIATE PLANNING

Immediate planning is done by the person or persons responsible for the activity. Most immediate planning will be done by the Scouters using the Short Range plan submitted by the Court of Honour as a guide. However, Patrol Leaders (and Troop Leaders) should be given activities to organize themselves from time to time (see Chapter III on Court of Honour). In fact, in the Short Range Plan, the Court of Honour has already planned to run a meeting in November (see Short Range Plan).

When the Scouters are generally responsible for immediate planning they should meet together, preferably after the Court of Honour, to build the program and allocate responsibility for organizing and running activities. It is most important that Assistant Scouters who share in planning detail programs are not just told what to do by the Scouter.

TROOP MEETINGS

Sept. 9th.	Meet at Headquarters. Special check of attendance Strict Inspection Rugged Outdoor Activity Camp Fire
Sept. 16th.	Entire meeting based on signalling
Sept. 23rd.	Hobo's Tea Party (see p. 90)
Sept. 30th.	Details to follow
Oct. 7th.	At Headquarters Check Headquarters for fire hazards Meeting built on theme of FIRE
Oct. 14th.	Going-Up Ceremony Investiture at Bugle Wood Patrol Activities in Bugle Wood planned by P.Ls. Camp Fire and Cocoa

Sample Troop Meeting

Here is a program the Scouters built up on the Short Range Plan submitted by the Court of Honour for the first Troop Meeting in September.

TROOP MEETING SEPTEMBER 9TH

TIME	ACTION	PEOPLE RESPONSIBLE
6.50 7.00	Service Patrol arrives Patrols arrive Patrols-in-Council: Check attendance Collect dues Bring Patrol record up to date	A.S.M. Lye P.L.s
7.15	Flagbreak Re-affirm Promise Appropriate Devotions	Service P.L. S.M. S.M.

	Greetings	S.M.
7.20	Inspection	Scouters
7.28 (approx)	Enter Mr. Zary to start emergency exercise	
	Four boys injured in Cooligan's Quarry	4 Cubs
	(a) Fractured forearm	A.S.M. Fry to do casualty simulation with help of Mr. Zary
	(b) Fractured leg	
	(c) Bruised head and unconscious	
	(d) Fractured collar bone	
	Troop to deal with situation	
	S.M. to take P.L.s off to prepare action	
	A.S.M. Lye to despatch Patrols under Seconds with necessary equipment. (A.S.M. Lye to make sure equipment is available).	
8.15	Camp Fire	S.M.
	Sum up emergency operation	A.S.M. Fry
	Sum up inspection results	A.S.M. Lye
	Challenge for New Year	S.M.
8.50	Appropriate Devotions	Service Patrol
	Service Patrol to return and tidy up H.Q.	2nd.
9.00	Court of Honour Meeting	P.L.s & S.M.
9.15	Flag Down (by Court of Honour since Troop not in H.Q. at end of meeting)	

Now check this program against what has been said in this chapter.

- Does it provide..... ACTION?..... Yes No
- ADVENTURE? Yes No
- ACHIEVEMENT? Yes No
- Is it presented..... IMAGINATIVELY?..... Yes No
- Is it REALISTIC?..... Yes No
- Is it what the boys wanted?..... Yes No
- Does it make use of the Patrol System and give responsibility to Patrol Leaders?..... Yes No
- And of course it was PLANNED.

Be sure to check mentally all your programs against these criteria.

PREPARATIONS FOR THE TROOP MEETING

After the Scouters' Planning Meeting each leader knew what he had to do and was able to set about his preparations.

The Scouters take it in turns to get to Headquarters early so that the janitor will let the Service Patrol into the building. Assistant Scouter Lye knows it is his turn for this, and that his other responsibility will be to make sure that the equipment needed for the rescue operation is handy and ready at Headquarters. This will include Troop Mobile First Aid Kit, several lengths of light line, 40' lengths of 1/2" rope, blankets and ground sheets, and practice bandages.

At the beginning of the year a strict inspection sets the tone; the Patrol Leaders have realized this, hence their request. The Scouter has to prepare some thoughts on the matter in order to be in a good position to make constructive observations.

Extra time must be allowed for Patrol-in-Council at the beginning of the meeting. The fellows will have much to talk about, and there will be new record books (make sure that they have been ordered) to complete etc.

Assistant Scouter Pry has to contact Mr. Zary and get his help. He has to call the parents of four Cubs to see if their sons can be used as "casualties". The idea is to use Cubs due to 'Come Up' soon, so as to whet their appetite and to introduce them to the Troop. The Assistant Scouter and Mr. Zary have to get together with the boys in the quarry to rehearse the staging and time the action. The boys have to be rehearsed in their behaviour to ensure a realistic reaction when the Troop arrives. Mr. Zary will have to rehearse his entrance to the Troop Meeting – it mustn't be overacted, as the story must be plausible so keep it short and simple.

The Scouter will also go along on this trip so that he can work out some ideas beforehand on the rescue and thus avoid snags and delays in organization. He will have to anticipate the Patrol Leaders' suggestions. He has to choose a spot for the Camp Fire and make sure that firewood is available – there will be no time for searching around and chopping during the Troop Meeting.

He has also to consider the over-all program and especially his opening remarks. The special opening Prayer and repeating of the Scout Promise for the first meeting of the year must give the right atmosphere and inspiration to this first program.

There is a Camp Fire program to prepare. We all know many songs, but memory can play tricks and, in any case, there is need for careful blending. Then there is the Scouter's "Five Minutes". What shall he offer as the challenge for the year to come? How can he say it in a few words? What can he use to emphasize his words?

CONDUCT OF TROOP MEETINGS

Remember that a Troop Meeting is a meeting together of Patrols for joint activities-be sure to do nothing which cuts across the Patrol Leader's authority.

Courtesy

Every boy is expected to attend Troop Meetings. He should therefore give notice if he is unable to attend or anticipates being late.

Train your Scouts to notify their Patrol Leader if they are going to be absent or late and to state the reason. The Patrol Leader reports to the Scoutmaster at meeting and the boys get their attendance score. If a Patrol Leader cannot attend he should notify his Scouter and his Second who will have to carry on in his absence.

Scouters must set an example here, too – if one Scouter is away, his apologies should be given to the Troop by one of the other Scouters.

Scouts should be trained to pause on entering the meeting room and either greet the leaders with a salute and suitable words, or salute the flag or Troop-anything which will help them make a courteous entrance. The Scouters must be very careful to acknowledge every salutation. It is a good idea if the Scouter can be free of other duties so that he can devote his attention to the boys arriving and perhaps have a word with them. Any boy arriving late should go first to the Scouter (if he is not busy), explain and then join his Patrol.

Timing

It cannot be emphasized too strongly that meetings must be punctual and kept moving at a quick pace. More programmes are ruined by aimless verbal wandering on the part of Scouters and by unnecessary pauses between activities, than probably by anything else. This may be partly due to poor preparation but, as often as not, it is a lack of awareness on the part of the Scouters of the necessity to keep the program moving and interesting. Do not talk more than is necessary to start an activity; nothing will dampen enthusiasm quicker. Don't leave time gaps when there is nothing specific to do: discipline will deteriorate rapidly. Always be prepared for one or more Patrols finishing an activity before the time limit or before other Patrols, and have a stop-gap activity to keep them occupied.

Always plan to have plenty of program items. It is much easier to leave something out than it is to come up with an activity on the spot. There must be no time lags between activities or periods. Be sure that anybody responsible for an item is prepared and knows when to start.

Meetings must begin and finish on time. No matter how many boys are present, start at the time agreed. If you wait for the boys they'll wait for you. Be sure that the starting time is realistic and acceptable to the majority. Finish on time in fairness to parents. If it is desired to finish later than usual, boys should be informed at the previous meeting so that they may advise their parents.

The routine opening and closing of Troop Meetings should not take too much time. Assuming that the Service Patrol has made the necessary preparations, Flag Break, Inspection and any general opening remarks should not take more than ten minutes. Similarly, Notices, the Scouter's "Five Minutes", Flag Down and Prayers should not take more than fifteen minutes.

A lot of time can be wasted by the Scouter reading notices and answering general questions from the Troop. Overcome this by posting notices on the bulletin board in advance, having made sure the Patrol Leaders have been prepared previously. Boys should then ask their Patrol Leader about

anything they do not understand. The “notices period” should only be used for reminders, to amplify anything difficult to explain on the bulletin board and to deal with any last minute events or changes.

The rest of the program should be very largely activity with a minimum of sitting about. It is necessary to provide time for Patrols to get together by themselves, for their ideas to be collected, and to do any necessary planning.

The majority of the activities should be concerned with Scouting skills – examples of this sort of activity are given on pages 50-51.

The timing of activities should only be a guide to assess the progress of the meeting. If one item falls flat, do not hesitate to cut it short, or, conversely, if an item is valuable and being enjoyed, let it continue over time if necessary, to bring it to a satisfactory conclusion—even if this means cancelling something else.

As a general rule always finish an activity while the boys still want more. Finish on a climax, and the next time a similar activity is mentioned they’ll be “rarin’ to go”.

Flexibility

Scouters must be prepared to adapt or scrap their planned programs to suit circumstances as they occur. The two circumstances which most commonly cause changes are weather and mood.

All outdoor activities should have indoor alternatives planned in case of really bad weather, but do not let your Scouts become “Fairweather Scouts”.

The mood of the Troop or even of the Scouter himself may dictate the wisdom of modifying a program. For example, if on arrival at a meeting you sense that every boy has his own pet demon with him that night, then it is the time to change the quiet activity planned with a rip-roaring flag raid. Similarly, if there is an activity which calls for special vitality from you in order to be put across, and you are depressed, it may be better to postpone its presentation.

Accidents and other unforeseen incidents can often cause a change in plans—you must Be Prepared.

Routine

A little routine is a good feature in the program as it helps to create the atmosphere that assists a boy to identify himself with the Troop. This is especially true of indoor meetings held in loaned premises where there is little to identify the room as a Troop Room.

Troop Room

An indoor Troop Meeting should normally follow, in principle, the following suggested routine.

- 7.00 Service Patrol arrives and prepares Troop Room.
This would include: preparing the flag for breaking
Putting out record charts etc.
Preparing equipment required for meeting.
- 7.05 Troop arrives. P.L.s take charge of Patrols. Prepare Patrol Corners and equipment.
Records of attendance and dues started. Friendly Patrol chatter.
- 7.14 Troop called into horseshoe by T.L.
- 7.15 Flag Break by Service P.L.
- 7.16 Greetings by S.M.
- 7.18 Dismiss to Patrol Corners for Inspection, or Inspection in Horseshoe.
- 7.25 Non-routine activities.
- 8.45
- 8.45 Notices and Inter-Patrol Competition Scores. Presenting Honour Pennant etc.
- 8.50 S.M.’s Five Minutes.
- 8.55 Flag Down-Service Patrol Leader.
- 8.56 Appropriate Devotions and Taps.
- 9.00 GOODNIGHT.
Patrol scribes and treasurers give their records to T.L. or A.S.M.
Service Patrol clears up.
- 9.10 Court of Honour.
- 9.25 Scouters get-together to discuss next week’s programme.

Regular outdoor Troop Meetings will follow approximately the same routine. The Service Patrol will still be responsible for preparing the flag which may be hung from a tree on this occasion, and possibly for making sure that arty equipment is taken to the site and returned afterwards.

Routine can be dispensed with for special outdoor meetings. Prayers are the exception and, whenever possible, should be said at the end of every meeting.

SAMPLE MEETINGS

Indoor Troop Meetings

1. This Troop meets once a week. Patrols also hold weekly Patrol Meetings and have been working on First Aid Emergencies.

Time of year – Winter

Theme is centred on First Aid badge.

- 6.55 Service Patrol and A.S.M. arrive.
- 7.00 Troop arrives. Work in Patrol Corner
- 7.10 Flag Break
Inspection-speciality “shoes”
(each P.L. to inspect another Patrol)
- 7.15 Fireman’s Lift Relay-Inter-Patrol Competition
Life Line and Bowline Relay. Inter-Patrol competition
While these relays are run No.4 in each Patrol has been made up as a casualty by two A.S.M.s
- 7.30 Exercise on arterial bleeding and shock.
Each patrol to a station to deal with casualty found there.
- 7.45 Summary of treatments and comments on general principles of treating arterial bleeding and shock.
- 7.55 Patrols to Corners. Patrol-in-Council for final arrangements for Saturday’s hike.
During this time Patrol First Aid kits will be inspected.
- 8.10 Game of ‘Five Up’
- 8.20 Patrol Corners for special emergencies
Patrol to cope with emergency immediately it is explained.
 - (1) Fox Patrol arrange for Cougars – This man’s clothing on fire.
 - (2) Chipmunks arrange for Otters – This man has just fallen through ice.
 - (3) Cougars arrange for Chipmunks – This man is lying across a high voltage cable.
 - (4) Otters arrange for Foxes – This man has got acid over his hands.
- 8.30 Comments
- 8.35 Notices
Flag lowering. Records of attendance and dues to A.S.M.
- 8.40 Outdoors for Broom Ball.
- 8.55 Appropriate Devotions and Taps outdoors.
- 9.00 Goodnights. Service Patrol clear up.
- 9.10 Court of Honour
- 9.25 Scouters get-together.

2. This Troop meets on alternate weeks with Patrol Meeting on the weeks in between. At previous Patrol Meeting each Patrol was to draw a street plan to the scale of 12. to 1 mile of the area one mile radius around H.Q. Time – Spring

Theme – observation.

- 6.45 S.M. arrives with T .L. They move one or two objects to different places in Troop Room, put a queer message on the bulletin board and one or two rather unusual objects in places where they blend in with their surroundings.
- 6.55 Service Patrol arrives.
- 7.00 Troop arrives. Start work in Patrol Dens.
Someone attracted to queer message.
Each Patrol makes a copy and starts work deciphering it.

- 7.10 Flag Break.
Inspection-Special on wearing of badges.
- 7.20 A.S.M.s disappear.
Each boy to write down the things that were wrong with A.S.M.s' uniform.
- 7.25 Check answers.
- 7.30 Patrols to pin up maps made at Patrol Meetings.
Each Patrol will now fit mask supplied by A.S.M. over map and go out and find the answer to the question in the area outlined and fill them in on map on return.
- 8.00 Patrol Dens – continue with opening stunt.
During this period a stranger comes in carrying a can of coaloil which drips a little-talks to S.M. and goes out.
- 8.15 Patrols check answers to opening observation stunt. What things had been moved? What unusual things are visible?
- 8.20 Patrols asked for police description of man who came in; find where he has gone and bring him back.
- 8.30 Man is brought back having been trailed by the coal oil drips. Description checked.
- 8.40 Quick observation type game.
- 8.45 Notices. Patrols to complete information on maps and add the extra listed on board at next Patrol Meeting.
Appropriate Devotions and Taps.
- 9.00 Goodnight. Service Patrol clears up.
- 9.10 Court of Honour.
- 9.25 Scouters get-together.
- What badge is this Troop working on?

3. A fairly new Troop meeting once a week with Patrol Meetings held during Troop Meeting.
Time – Fall.

- 6.55 Service Patrol and A.S.M. arrive.
- 7.00 Troop arrives. Patrols organize a tree recognition quiz – twigs from various species are numbered and fixed to wall around Troop Room.
- 7.15 Flag Break.
Inspection. Special on proper wearing of uniform.
- 7.25 Dodge Ball.
- 7.35 Patrol Meetings – Revision of Tenderfoot requirements Record attendance and dues.
- 8.05 Sheetbend Dog and Bone Tug.
- 8.15 Short treasure hunt outdoors based on a short trail of woodcraft signs for each Patrol.
- 8.40 Scout Law Relay.
- 8.45 Results of tree recognition game. Notices.
S.M.'s Five Minutes – one of Scout Laws. Appropriate Devotions and Taps.
- 9.00 Goodnights. Service Patrol clears up.
Patrol Scribes and Treasurer give details to A.S.M.
- 9.10 Court of Honour.
- 9.25 Scouters get-together.

OUTDOOR PROGRAMS

1. This Troop has Patrol and Troop Meetings.

Each P.L. received a code and map message before last Patrol Meeting for Patrol to decipher – giving location of next Troop Meeting etc. Patrols to devise own method of getting there and back.
Time – Late Spring.

- 7.10 Patrols arrive at rendezvous assigned to them – a different spot for each Patrol. There they find a sign with compass bearing and distance.
- 7.25 Flag Break.
Inspection – Special – Patrol Equipment.
- 7.35 Each Patrol to choose a spot in area shown and erect its Patrol flag at least 20 ft. high without using trees. Sheer lashing activity with staves.

- 7.55 Stalking activity. Each Patrol to discover identity of object attached to other Patrol's mast.
Each boy carries a number on forehead. 20 points for each object identified.
5 points for each boy identified by number.
- 8.15 Camp Fire.
- 8.40 Appropriate Devotions and Taps.
- 8.45 Court of Honour.
- 9.00 Scouters' get-together.

2. Troop which has Patrol Meeting during Troop Meeting.

Time – Fall.

Meet at Park.

- 7.00 Inspection – General appearance only.
- 7.05 A leader with each Patrol to tour arboretum, identify trees, and learn about their features and uses.
- 7.25 Patrol Meetings based on Map Reading and Compass using high ground in park – attendance and dues.
- 7.55 Game – Hot Rice.
- 8.05 Signalling Scavenger Hunt (making use of tree identification).
- 8.25 Estimation Golf.
- 8.45 Notices.
A ward of Honour Pennant.
- 8.50 S.M.'s Five Minutes.
Appropriate Devotions and Taps.
- 9.00 Court of Honour.
- 9.15 Scouters Get-together.

3. Time – Winter.

- 7.00 Meet at Ice Rink.
Patrol Snake Race. Weaving Race.
Collecting Race.
- 7.15 Signalling Dog and Bone.
- 7.25 Stick Handling Race.
- 7.35 Broom Ball Match on skates.
- 7.50 Race to North Pole.
Each Patrol to load and lash toboggan (boxes of snow for load), attach hauling lines.
Remove skates and be ready for trip.
Patrols move off with Scouter when ready and deal with three hazards on route.
Scouter acts as Judge.
Hazards such as: Frostbitten hands.
Crossing a crevasse.
Light fire and make pint of water from snow.
Over an obstacle.
Tracking a wounded caribou.
- 8.30 At North Pole. Notices.
Appropriate Devotions.
- 8.40 Assemble in Joe's for hot chocolate. Court of Honour.
- 9.00 Scouter's get-together.

SPECIAL PROGRAMS

I. Hobo's Tea Party

This involves each boy dressing up as a hobo.

A wide game of a trailing, smuggling nature where flour bombs are used rather than physical violence for 'killing'. For ideas read "The Society of Frogs" by Edgar Wallace.



Wide game finishes in area where a Camp Fire is already lit. Have mannequin parade to select 'trampiest' hobo.

Mug-up of cocoa, wieners, marshmallows etc., and songs of the road.

2. Troop Newspaper

The whole meeting is devoted to producing a Troop newspaper.

The following departments will need to be set up and staff personnel chosen:

Editorial	Publishing
Reporting	Photography
Art	Printing
Re-write	Advertising
Publicity	Sports

You will need a quantity of paper, glue, pencils, pens, old newspapers from which to cut headlines, photographs, etc., paper clips, stapler. One or two typewriters should be available. Brown paper is probably the best as a base since you can paste articles on to it to make a full size layout.

Previous arrangements with specialists like the Police Department, Fire Department, and City Council may make it possible to send reporters to these places for interviews. See that reporters are equipped with pencils and note books. Impress upon reporters the need for courtesy.

This program takes a full two hours to do a good job. All the planning and preparations should be done in advance so that production can start right from the word "go" on the meeting night.

The resulting paper may be a good display item for Parent's Night. This activity can also be done on a smaller scale as a Patrol newspaper.

3. Troop Radio Program

It is fairly easy to obtain the use of tape recorders and dictaphones and; if a Troop can do this, it can have a great deal of fun making its own radio program.

For this you need the following departments: –

(1) Production and continuity. This department collects all the material for other departments, and builds it into a continuous programme with announcements, commercials, signature tunes, etc.

(2) Roving reporters – in order to work a recorder they would have to operate from a car or other source of power.

(3) Drama Group.

(4) Quizz or Forum.

(5) Music and so on.

4. Visits

Visits to places of interest – Newspaper, Hydro-Electric plant, Industry, Theatre, Airfield, Fire station, Farms, Etc.

Meetings held at a pool, or canoeing, boating, skiing, etc.

SUMMER HOLIDAYS AND SCOUTING

A Scout is a Scout all the time, not only when he is in uniform; and he doesn't cease being a Scout from the end of June until the beginning of September just because school is out and the family moves into the summer cottage.

The summer holidays are one of the best times of the year for Scouting-not necessarily for Troop Scouting-but for real down-to-earth personal adventure Scouting, in Patrols and smaller groups. This is the time for Scouts to make use of their training and to follow up personal projects.

If the training and program of your Troop has been adventurous and if the boys have learned and enjoyed their experiences, they will want to continue similar activities during the Summer, BUT they will need some help and inspiration from you. A summer program needs to be as carefully planned and presented as any program during the year. It should represent the peak of adventure of the year's training and provide plenty of opportunities for Scouts to follow individual hobbies and to make progress with proficiency badges.

Apart from the Summer Camp (details in Chapter VII) and the meeting of the Court of Honour to do Long Range Planning (see page 39) the holiday program should contain ideas for individual projects, optional group activities for boys at home, and possibly special activities.

PLANNING THE HOLIDAY PROGRAM

Plans for the holiday programme should be made not later than May. Through the Court of Honour the Scoutmaster will be informed of the sort of activities in which the Troop is particularly interested. He will also ascertain which boys expect to be at home during which periods. The Scouters can then draw up a draft plan of arrangements for the Court of Honour's approval. When the program is approved, each boy should be given a copy.

Group Activities for Boys at Home.

Scouters, Group Committeemen and parents can help here. Here is an example of what might be arranged:

Mr. Keyes will welcome six boys at his cottage on Fri- days during July for swimming, fishing, and water skiing. Telephone Mr. Larsen not later than 9 p.m. on the Tuesday previous and he will make arrangements for transportation.

Scouts may play badminton any morning between 9 a.m. and 12.30 p.m. at the home of Mr. & Mrs. Shuttle. You must provide your own 'birds'.

Mr. Skirl, Mrs. MacGregor, and Mr. Desjardins will each drive three boys to the Highland Games on Saturday, August 10th. Notify not later than August 7th.

Inter-Patrol Competition

Here is an example of an Inter-Patrol competition run every year by a Troop to provide ideas for summer activities. There are intentionally more ideas than are likely to be completed and of course they are changed every year. This allows plenty of choice for the Patrol and for individual members. Each Patrol is marked on its entries and the winning Patrol is presented with the "Mzonga Spear" or some such award which it keeps in its Patrol Den until the next year's winners have been announced.

MZONOA SPEAR CONTEST

Here are the projects for this year's contest. Entries must be completed between May 15th and September 30th. See that each member of your Patrol has a copy of these projects and that each Scout has something to do.

Individual Projects

1. Record the names, addresses and Troops of all other Scouts you meet this summer.
2. Design and construct a gadget which will automatically light a fire, boil a mug of shaving water, and then wake up Scouter in camp.
3. Report on a month's observation of pond life (Naturalist badge).
4. Make colour drawings of twenty flowers, ferns or grasses from life (Naturalist and Artist badges).
5. Photograph (a) A Scouter in a funny incident without his knowing.
 - (b) Six wild animals (Stalker and Photographer badge).
 - (c) An unusually shaped tree.
 - (d) Two exposures of lightning.
6. Visit Digdown's Quarry and make a report on the rock. Produce at least six fossils and either photograph or sketch the rock strata.
7. Make and submit three artificial fishing flies and report on their efficiency (Angler badge).



8. Get work on a farm for at least a day. Be prepared to tell the Troop of your experience.
9. Plan and carry out one special Good Turn.
10. Earn one Bushman's Thong, or one Queen's Scout Proficiency badge.

Patrol Projects

1. Make a camp oven at summer camp and in it make a strawberry shortcake.
2. Make up a new round, words and tune, and a new Patrol Yell.
3. Patrol Hike. Go by train to Ovenden and look for something very unusual. Sketch or photograph it. Hike to Omifete. Is there a good weekend campsite in Long River Valley and what is the fishing like? Make a study of the new hydro plant.
4. Make and colour plaster casts of twenty-three leaves including fruit when possible.
5. Visit the area marked on the attached map and decide what steps must be taken to conserve the natural resources. Draw a large scale plan of the area and make up a time and work schedule of jobs to be done. What is the cause of water pollution?
Report to Mr. Agricola, the owner of the property, before starting your survey. He has agreed that the best plan (if practicable) will be put into action and that the Troop may help.
6. Enter one or more of your Patrol in the local swimming meet. Mr. Poisson will be one of the judges and he will mark any Scout entered on effort as well as position, for this competition.
7. The Troop will have an Athletic Meet on Saturday Sept. 14th. Each member of your Patrol will take part in at least one of the events listed on the bulletin board. Plan your Patrol participation and work out a summer training schedule for each Scout. (Copy to be submitted). Mr. Murkuri should check all training schedules before they are put into practice. Score will be given for effort as well as position in all events.

PATROL ACTIVITIES

Here are some ideas for Patrol Activities at Troop or Patrol Meetings – don't copy them slavishly – develop your own.

GENERAL

1. Construct a camp wood working lathe and make an article with it. The apparatus must be portable.
2. Invent and construct some means of measuring five minutes of time that is neither watch nor clock and does not need the sun or other planetary object for its success. A watch may be used for testing.
3. Construct a rain gauge and a mousetrap from the materials given to you.
4. Visit the pond in the S.E. corner of the Dicken's estate. Survey this and prepare a sketch map to scale, including contours for depth.
5. Take your Patrol to the top of Old Baldy. Make a composite panoramic sketch of the country looking north.
6. You will be given maps to the scale of 25" to the mile, from which sections are missing. Take your Patrol and survey the country. Complete the map from personal observation and measurements.
7. Your Patrol must invent and rehearse an observation play. When the time comes you will act it, and the Patrol Leader will ask the rest of the Troop ten questions to test their powers of observation.
8. Construct a camp sun dial, one or more Camp gadgets not at present in the camp, also a camp weathervane, a boomerang, and a bow and arrows set.
9. From this collection of pieces produce a bicycle. When you have done this, use the bicycle to demonstrate the highway regulations relative to pedestrians and cyclists.
10. Design and erect a portable semaphore signalling apparatus capable of being manipulated when the operator is concealed at least 6 ft. away from any part of the apparatus.
11. Stage a demonstration, lasting three to five minutes, showing how to deal with: –
Drowning rescue Ice rescue
Electric shock Hay rick fire
12. Construct a Patrol model to help train Scouts in airfield procedure. Complete by.....
13. Enclosed you will find a dime for each member of your Patrol. In the next hour see to what useful purpose you can put the dime having in mind that it must be spent, and your aim should be either to acquire something that is normally worth much more than a dime, or, alternatively, to acquire the largest article you possibly can for the money.
14. Construct a camp weighing machine capable of weighing accurately from 4 ozs. to 28 lbs. The apparatus must be portable. Also construct the following articles of portable camp equipment:

4. Account for the presence of the wood lot and its possible age.
 5. Suggest any forestry work which should or should not be carried out.
 6. Any other observations.
23. Examine the pond in.....
Make a collection of water life, including plants, and identify as much as you can.
24. Select any area nearby and mark out plot 25 ft. x 15 ft. Examine the natural life within this area and give a report supported by specimens.
25. Find as many birds' nests as possible. Without disturbing inhabited nests, try to identify the birds. Give a description of locations and reasons for choice of site.
26. Make a collection of feathers. Identify them and report what you know about the birds they are from.
27. Make a collection of fungi and identify as many as possible. Note characteristics of growth and especially site of growth. Separate edible from inedible.
28. Collect specimens under each of the following heads, and prepare an exhibition; Fungus, Coppice Growth, Coniferous Tree, Parasitic Growth, Shrub, Weed, Herb, Edible Fruit, Poisonous Fruit, Moss, Water Plant, Ground Creeper, Dry Soil Growth, Wet Soil Growth, Fern. Locate a tree or plant which disperses seed by explosive mechanism; tree or plant which disperses seed by parachute method; tree or plant which relies on animals and birds to disperse seed.
29. Examine as wide an area of the park as possible, and prepare a list of as many signs of Spring as you can find.
30. Examine a pile of fallen timber, which will be shown to you, and make a report on all the evidence of natural life which exists in and around the pile and owes its existence to the timber.
31. Examine Pinks Pond. Part of your Patrol must make a collection of the wildlife including, plants, identifying as much of it as possible. The rest of the Patrol should plan and be ready to justify a programme based on this pond for a Wolf Cub Pack.

MAPPING

32. Make a scale map on the paper provided, of the..... area, giving the positions of prominent features and, if time, providing a grid for reference purposes.
33. Take your Patrol to the top of..... and make a panoramic sketch of the view to the westward. Give distances (measured from the map) and compass bearings of the prominent objects appearing in your sketch.
34. It is desired to erect a series of beacons on suitable hill tops in the area covered by the map provided. Make a list, giving grid references of twelve hills that could provide base for a chain of beacons across the country.
35. Make a cross-sectional drawing or graph showing the various ascents and descents along the road between..... and the cross roads at....., using the map provided.
36. Enlarge the marked portion of the enclosed map to a scale of 50 inches to the mile, and bring the enlargement up to date from personal observation and measurement.
37. With the equipment provided and with your staves, prepare a contoured map of the area marked on the enclosed sheet. Contours should be at 5 ft. intervals.

“QUICKIES”

38. You are at a community rally and your Troop Leader has been asked to break the flag at the opening ceremony. The great moment has arrived when you suddenly notice that the flag is hanging with the toggle underneath. What would you do?
39. You are riding on a train when a lady asks you to look after her two year old boy who is sleeping, while she gets off the train to get a cup of coffee. The baby wakes up and starts to howl, the train moves out but the mother does not return. What would you do?



CHAPTER V

Beginnings

Read Chapters III and IV before reading this Chapter.

No Section of a Scout Group may be formed until a Charter authorizing its operation has been issued to the Sponsoring body by the National Council. (See *Policy, Organization and Rules (P.O. & R.)*)

A Scoutmaster or Assistant Scoutmaster may not operate until asked to do so by a Group Committee. (See *P.O. & R.*)

This Chapter is only concerned with the physical details of starting a Scout Troop. For administrative details and affairs of the Group Committee, see Chapter XII.



The Best Way to Start a Troop

Form a Patrol. Start with a Patrol of six to eight boys. Experience shows that more success is likely when a start is made with boys aged eleven to thirteen years rather than with older boys – but the leader must use his discretion.

When there is a large number of boys eager to join the Troop, the selection of the first Patrol should be left up to them. The boys should not be arbitrarily chosen by adults. This latter method is not Scout-like and is apt to provoke the criticism of unfairness from both boys and parents.

Invite all boys to an organizing meeting. If they know each other you can then explain the fun they will have in Scouting, and how they will get their fun in their own Patrols. Explain how it is necessary to start with one such Patrol and gradually build up to full Troop strength. Chat with them about the requirements of a Patrol Leader and then let each boy write down the names of the six or eight boys he would choose to form the first Patrol. Thus the first Patrol elected will most likely contain the potential Patrol Leaders of the Troop. Those not chosen are placed on a waiting list and called within the next six months either by rotation, choice of the Patrol Leaders, or by some test.

If the boys do not know each other it would be better to run one or two general games meetings first, playing games which test athletic ability, organizing ability and intelligence. Let the boys choose teams and sides for each activity, in this way they will Soon get to know each other and be better qualified to vote.

Making Friends. As soon as the boys are elected, meet them quite informally so that you may all get to know each other, and exchange names, addresses and telephone numbers. Help the boys to make the following decisions:

- (a) What to call you: Scouter or Skipper, or as an alternative, Scouter. . . . followed by surname, e.g., “Scouter Jones”.
- (b) When and where you are to meet.
- (c) How much shall be paid as Dues;
what you shall wear; and what equipment will be needed at the next meeting.

Give each boy a *Tenderfoot Requirements Card* so that he can start at once working for his Tenderfoot grade, and a copy of the Boy Scouts of Canada, Supply Service, catalogue.

Suggest that they each buy *Scouting for Boys* or *Tenderfoot to Queen’s Scout*.



Either at this meeting or later, the boys will produce some valued treasure like a sheath knife, a whistle, or Dad’s old Scout belt. Whatever it is, show interest and admiration and don’t at once say, “You mustn’t use it”. That could kill a boy’s enthusiasm and confidence in you immediately. If he ought not to use it, make an opportunity as soon as possible that suggests he shouldn’t, e.g., “and use your Patrol call for attracting each others attention, not a whistle which will attract everybody”.

Send the boys home eager for the next meeting with something to do and something to look forward to.

Visit Parents. Visit each boy’s parents. Tell them something about Scouting and your own plans, let them get to know you and leave them with a suitable pamphlet to read.

Patrol Meetings. Run weekly Patrol Meetings, training the boys in Tenderfoot and Second Class. In doing so, demonstrate how to organize and run a Patrol and develop a good spirit. It is the training and inspiration they receive now which will count so much in the development of the Troop. These early Patrol Meetings are the foundations on which the future Patrols will grow, so build carefully and don’t be in too great a hurry.

The programs for these early meetings must be carefully planned but should be quite informal. At this stage you will get very little help from the boys. The success of your program will depend upon your imagination and ability to think and see things as the boys do. Try to remember what you liked to do when you were their age. The programs should aim to –

Develop a friendly spirit of co-operation among the boys and between boys and leader.

Provide plenty of activity and fun, and promise of great adventure to come.

Build up the boys’ confidence in doing things for themselves, and develop team spirit by working together.

All meetings should be planned to take place outdoors, but indoor alternatives should be prepared in case weather conditions force a change of location.

Investiture. Invest the boys as soon as they are ready – all should have been invested within six weeks.

Prepare for Camp. Gradually build up programmes of Patrol Meetings and Hikes to prepare for Camping.

Form Two Patrols. The boys are now well on with Second Class work and gaining in experience and confidence all the time. Now is the time to elect your first Patrol Leaders and form two Patrols. Either:

(a) Let the boys in the Patrol elect two Patrol Leaders and form two Patrols, which then seek recruits for themselves, or

(b) Bring in six to eight more recruits, and after a meeting or two hold an election among all boys to choose two Patrol Leaders and form two Patrols.

Form Court of Honour. Start teaching the Patrol Leaders and Seconds their job in the Court of Honour.

Patrol Leader's and Second's Camp. Run a training camp for Patrol Leaders and Seconds.

Patrol Camps. Run weekend camps for the Patrols – each Patrol Leader looking after his own Patrol under your guidance.

Troop Summer Camp. The climax of the first year's training. Summer Camp for at least seven days, each Patrol camping as a unit.

Form More Patrols. Increase the size of the Troop gradually, according to the available potential, to four Patrols, by adopting either method shown in step 7.

Another Way to Start a Troop.

When for some very good reason it is necessary to start a Troop from a large number of boys, you must have at least one but preferably two Assistant Scouters before you start. Begin with two or three general games meetings, as suggested in the last paragraph of Step 1. When you think the boys are ready for it – and if you have managed to survive that long! – tell them about Patrols, how a Troop is run, and what to look for in a Patrol Leader. Then either –

(a) Let the boys elect four Patrol Leaders and allow each boy to join the Patrol Leader of his choice, or

(b) Let the boys write down the names of the boys they would like to be with in a Patrol. Sort these out and call out the members of each Patrol. Make sure everyone is happy with his choice and then let each Patrol elect its Patrol Leader from its own members.

Don't be worried if Patrols are uneven in numbers or if all the older boys happen to get into one Patrol.

From now on, the same general principles apply as mentioned in Step 2 to 6 and 9 to 11, except that the training begins at once for all the Troop. Special attention will have to be given to the Patrol Leaders and Seconds who must get their training as described above.

In this method, the Court of Honour will start to function after the first couple of meetings.

A good scheme is to keep the Patrol Leaders two weeks ahead of the rest – the Scouter's Patrol Meetings with his Patrol Leaders will then be more or less repeated two weeks later by each Patrol Leader with his Patrol, with the Scouters helping out where required.

Obviously, this alternative method presents many more problems than the first and the various responsibilities are magnified four times. In fact, some of the jobs may assume such proportions that they will not be attempted. Imagine having to visit twenty-eight families all at once – even at one a night it would take a month!

PLANNING WITH A NEW TROOP

In order to give a positive lead to new Scouters starting a Troop the following programming is given in detail. Nevertheless, it is only a SPECIMEN program to show the method of planning and development – each Scouter must plan the details to suit his own circumstances. For the purpose of example it is proposed to use the method described on page 53 and to assume that the Patrol was organized in February and Patrol Meetings started in March. Long Range Planning is done up to the end of August with a follow on for next year. Short Range Planning is done for each month and Immediate Planning for the first five meetings only.

In the beginning, all the planning will be done by the Scouters and discussion on ideas will be between the Patrol-in-Council and the Scouters. Gradually some of the planning will be taken over by the Court of Honour. It will follow a similar pattern to that illustrated in Chapter IV.

PLANNING

The target at which the Scouters should aim is to have the Troop operating fully on the Patrol System by the end of three years.



Long Range Plan (March-Sept.)

- (1) Meetings to be held every Friday evening.
- (2) Develop two Patrols by the beginning of May.
- (3) Hikes at the end of March and April.
- (4) Weekend Camp for Patrol Leaders and Seconds at the end of May.
- (5) Weekend Camp for the Troop in June.
- (6) Summer Camp in July.
- (7) Patrol Leaders and Seconds to gain Second Class by the end of camp.
- (8) Plenty of activities to develop good practical outdoor Scouts with the right spirit. Every meeting outdoors if possible.

Short Range Plan (March)

Scouter's Program

Keep 7.30-8.30 Tuesday evenings open for boys who wish to call, and to give help with Tenderfoot requirements.

Visit Parents – Tuesday 8.30-9.30

Fridays 8.30-9.30 (after Patrol Meeting)

All to have been visited by the end of March.

A.S.M. to fill in final details of programmes, times, etc., and to get necessary equipment ready.

Ask Group Committee to purchase Troop Flag – desirable for Investitures in April.

Boys' Program

Items marked * are Tenderfoot requirements and those marked † are Second Class requirements.

FRIDAY 8th – Patrol Meeting

Trail Signs*

Stalking

Observation †

Firelighting†

Camp Fire – Yarns on B.-P.*

FRIDAY 15th – Patrol Meeting

Knotting – Bowline*

– Sheetbend

– Clovehitch

Firelighting†

Compass †

Camp Fire – Yarns on Law & Promise

FRIDAY 22nd – Patrol Meeting

Compass †

National Flag*

Wide game involving knots

Plans for hike

FRIDAY 29th – Patrol Meeting

Break flag
Inspection
Saluting-Simple drill *
Scavenger Hunt
Making Camp bed *
Flag down
Camp Fire – Hike preparations.

SATURDAY 30th – Patrol Hike

Inspection
Cut staves*
Trailing and Tracking*
Compass †
First Aid *
Investiture

IMMEDIATE PLAN

Here are the actual meetings which the Scoutmaster and his Assistants planned on the outlines they made in Short Range Planning.

#1.

7.00 Cheery greeting followed by brief demonstration of trail signs.
7.10 Follow simple trail of woodcraft signs for about ½ mile, each boy taking it in turn to lead. At end of trail stalk up on quarry (A.S.M.) to within water pistol range, without being seen or heard.
7.30 Play an observation game on things passed on trail e.g., types of trees, road name, something unusual, direction of wind, etc.
7.40 Collect wood for fire-showing where to look, and demonstrate fire lighting. Emphasize fire precautions.
8.00 Make cocoa, sit around fire and yarn about B.-P. and Scouting.
Make arrangements for next meeting. Appropriate Devotions (See p. 6).
8.30 Put out fire.

#2.

7.00 Meet where there is something to climb-trees, bank, ruins, etc.
Demonstrate uses of some Tenderfoot knots. Haul somebody up into tree or lower him over bank- join ropes, make simple rope ladder .
7.30 Play game of tag-(No one allowed to touch ground).
7.40 Boys pair off and light own fires.
Sit around fires, toast marshmallows and yarn about compass and Scout Law. Appropriate Devotions. Put out fires.
8.15 Use compass to note changes of direction on walk home.

#3.

7.00 As boys arrive at rendezvous, give them directions for making compass square.
7.15 Then take bearings of a few landmarks and compare with map.
7.30 Short Wide Game.
8.00 Yarn about National Flag and demonstrate how to prepare and break.
8.15 Plan hike for Saturday afternoon (mention proper footwear).
8.30 Appropriate Devotions.

#4.

7.00 Two boys prepare flag for breaking.
7.05 Break flag and salute. Inspection of Patrol.
7.15 Discussion and practice on saluting and drill.
7.25 Scavenger Hunt (boys work in pairs).

- While boys are away, Scouter makes cocoa.
- 8.00 Demonstrate how to make camp bed.
- 8.10 Short Camp Fire-tell short yarn.
- 8.30 Complete plans with boys for hike.
- 8.40 Appropriate Devotions.

HIKE

Object of hike – to cut Scout staves (or make pegs, fids, etc.).

- 9.30 Meet at Bell's Corner. Inspection.
- 9.35 Compass direction to corner of wood – ½ mile.
- 9.45 Follow trail to Elmer's Pond – 1 mile.
- 10.10 Short orienteering course through wood to clearing to be used as base.
- 10.30 Chat over hike and eat snack.
- 10.45 Look around for animal tracks, and saplings suitable for staves. Cut staves. First Aid.
- 11.45 Light fires, cook lunch.
- 1.30 Clean up – put out fires.
- 2.00 Demonstrate uses of Scout staves.
- 2.30 Prepare for Investiture.
- 3.00 Appropriate Devotions and start for home. Observation game "First to See" on way home.

COMMENTS

Note the informality of instruction. Each meeting is adventurous and good fun, and the boys learn by doing. A wide range of activities is tackled right from the start, including First Class items. As boys become proficient in requirements, they are passed. Invest boys as soon as they are ready, do not make them wait for a special occasion.

Remember – do not allow time-lag between activities or allow boys to get bored by too much of one thing – if you do, interest and discipline will inevitably suffer .

Encourage the boys to visit you between these meetings for personal instruction. Choose one of these occasions to instruct them individually in the meaning and practice of the Scout Law and Promise. Let the boy do most of the talking – get his interpretations before you give yours (see p. 8).

Have some camping photos or equipment about on this occasion and seize this opportunity by using them to widen the boy's imagination and help him dream of things to come.

Encourage any boy who shows a particular aptitude for any activity. For example, a boy who is quick at knots could be shown a fancy knot or knot trick. He'll get a kick out of showing others and they'll want to know how it's done.

Introduce other members of your family to the boys, and help them feel welcome and at home in your house.

Short Range Plan (April)

Scouters' Program

Discuss plans for Camp with Group Committee – arrange for tents and other necessary equipment to be purchased or hired.

- Locate place for weekend camps. Test drinking water.
- Explore for Summer Camp site.

Boys' Programme

APRIL 5TH – Patrol Meeting

- Flag break
- Inspection – Patrol in Uniform
- Tree recognition†
- Mystery game using semaphore signs and compass†
- Investure
- Flag down and appropriate devotions

APRIL 12TH – Patrol Meeting

Flag break
Inspection
Making “tin can” cooking pots. Simple cooking fires†
Make hot drink in “pots”
First Aid – “Burns and Scalds”†
Investiture – (all boys now invested)
Flag down – Devotions

APRIL 19TH – Patrol Meeting

Meet at Swimming Pool
Swimming, Buddy System. Water games
Artificial respiration†
Make plans for hike
Appropriate devotions

APRIL 26TH – Patrol Meeting

Flag break
Inspection
Sheer lashing†
Make extended flagpole†
Kim’s Game†
Demonstration – how to pitch tent.
Final details for hike
Flag down – Devotions

APRIL 27TH – Patrol Hike

Inspection
Race to North Pole

On arrival: –
Square lashing†
Tent pitching
Make Patrol kitchen†
Cook meal†
Use of hand axe†
Devotions

COMMENTS

In eight weeks all boys are invested and have made a good start on their Second Class. In this time they have had considerable outdoor experience and a lot of adventure. There should be a noticeable difference in the bearing and the ability of the boys – even in this short time they will begin to show evidence of a growing confidence in themselves.

You will notice Flag break and Inspection has now been introduced at the opening, and Flag down and Appropriate Devotions at the close of each meeting, thus establishing the routine procedure for regular meetings mentioned on page 44.

By now, every boy should be in full uniform.

All these programs should have alternative indoor versions so that if bad weather should force a meeting indoors, the program would be all ready.

Short Range Plan (May)

Scouters’ Program

Attend Troop Scouter’s Basic Training Course.
Introduce Patrol Record Charts.
Have Patrols set targets for themselves.

Set up Court of Honour.
Plan weekend camp May 25th to 27th for Patrol Leaders and Seconds.
Plan details of Summer Camp.
Visit site with Patrol Leaders and plan layout. Get sample of drinking water for testing.
Visit grocer's, etc. and doctor.
Give parents general details of camp.
Discuss camp arrangements, transport, etc. with Group Committee.
Complete application form for camp.

Boys' Program

FRIDAY 3RD – Patrol Meeting

New Recruits invited to meeting or if Cubs, to Going Up Ceremony
Flag break
Inspection
Semaphore activity†
Triangular bandaging†
Indian wrestling
Election of two Patrol Leaders.
Form two patrols – choose Seconds.
Explanation of Court of Honour.
Flag down and Appropriate Devotions.
Court of Honour for Patrol Leaders and Seconds.

FRIDAY 10TH – Troop Meeting

Hand Signals – Practise Drill.
Emergency – Patrol activity involving simple rescue, triangular bandaging, improvising stretcher.†
Camp Fire – More yarns on B.P.*
Court of Honour

FRIDAY 17TH – Patrol Meetings

Patrol Leaders and Seconds run own programme to train recruits for Tenderfoot.
Court of Honour

FRIDAY 24TH – Troop Meeting

Treasure Hunt involving trail signs, semaphore and compass clues*t
Make trestle-chariot race Court of Honour

FRIDAY 31ST – Troop Meeting

Preparing for Camp
Inspection of Camp Gear
Making beds
Tent pitching
Camp Hygiene
Investiture

* Activity by Patrols

Short Range Plan (June)

Scouters' Program

Prepare menus for Camp with Court of Honour.
Notify parents of final details.
Confirm transport arrangements.
Order Stores.
Plan Summer Camp program with Court of Honour.
Check equipment.

Boys' Programme

WEEK END 7/9 – *Patrol Weekend Camps*

Training in Camping
Swimming – practise safety procedure
Axemanship
Tree recognition
Wide Game
Camp Fire
Duty to God on Sunday
Court of Honour

FRIDAY 14TH – *Troop Meeting*

Athletics evening based on requirements for Athletes Badge. Mr. Runaway and Mr. Herdel to help.
Court of Honour

FRIDAY 21ST – *Patrol Meetings*

Preparations for Summer Camp Pack
Patrol equipment
Patrol rotation of jobs
Layout of Patrol site etc.
Court of Honour

SATURDAY 22ND – *Patrol Hike*

P.L.s in charge, plan route and program.
S.M. to approve before 21st.

Short Range Plan (July-August)

Scouters' Program

Plan holiday activities with Court of Honour.
Formulate Long Range Plan for next year with Court of Honour.
Invest P.L.s at camp.
Enjoy Summer Camp.
Report on Summer Camp to Group Committee.
Make notes for future references.

Boys' Program

June 29th to July 6th

SUMMER CAMP

SATURDAY – Arrive – Pitch Camp
Short ramble around site

SUNDAY – Continue with making camp
Church attendance
Swimming
Wide game (not too active)
Camp Fire

MONDAY – Pioneering Project
Swimming
Free Time
Camp Fire

TUESDAY – All day hike
Swimming

- Camp Fire
- WEDNESDAY – Axemanship
 - Nature activity
 - Swimming
 - Night Game or Astronomy
 - Court of Honour to plan next year’s program
- THURSDAY – Special Cooking
 - Potted Sports
 - Swimming
 - Parents visit in evening
 - Camp Fire
- FRIDAY – Treasure Hunt using Compass, Signalling, Tracking, etc.
 - Swimming
 - Prepare to strike camp
 - Camp Fire
- SATURDAY – Strike camp
 - Final swim
 - Farewell and thanks
 - Return

REST OF JULY – AUGUST

Patrols and individuals to work on Grade and Proficiency badges.
Mr. Radisson will instruct in canoeing from his cottage on Saturday mornings (except last two weeks in August) by appointment. Boys to telephone not later than Thursday evening.
Each Patrol to produce the following at first Troop Meeting in September.
Plaster casts or rubbings of six tree leaves.
Five different fossils.
Evidence of any big fish caught by a member.
Name and address of any two Scouts met from out of town.
Report of a Patrol Hike to.... with the answers to the following:
(1).....
(2)..... etc.
Visit by train to Cascade Falls for August 17th planned by Mr. Gosh, Mr. Darnit, and A.S.M.
Bring lunch, Wiener Roast in evening. Program of swimming, fishing and exploring.
Cost \$1.25 each. Confirm attendance with A.S.M. by August 13th.
Meet Union Station 8.45 a.m. Return Union Station 9.30 p.m. (Reminders will be sent).
Next Troop Meeting September 6th. Meet at Headquarters.



COMMENTS

In the five months March-July this Troop has grown from 6-8 boys to 16-21, and all have been invested.
Each boy has had nine nights in camp and the Patrol Leaders and Seconds eleven nights.
The program has been based primarily on Tenderfoot and second Class requirements with the Patrol Leaders and Seconds keeping ahead of the others and receiving special training in leadership and techniques by the Scouter.
Because of the active “learn-as-you-do” programme there has been no need for armchair teaching or test passing. Nevertheless, the Scouters have been available one extra night a week for an

hour, to help any boy who was having difficulty mastering any subject, and also to enable the boys and leaders to get to know each other by friendly chats.

It is important that the boys should feel free to call you any day to ask advice and know that they will get your attention. However, this can make fairly big demands on your household, and it is a good idea to set aside a certain time each week when you are at home, any calls at other times to be for emergencies only.

Note that after the formation of the two Patrols some meetings were Patrol Meetings organized by their respective Patrol Leaders, and some were Troop Meetings where the two Patrols met together with the Scouters, but still maintained their individuality in activities. At this stage, a Scouter should be present, in the background, at Patrol Meetings just to keep an eye on things and to help if required.

The Patrol Leaders elected in May served on probation before being invested at Summer Camp. Investitures outdoors are much more impressive than indoor ceremonies.

Even at this early stage parents have been brought in to help. Note, especially, that although the Troop as such did not meet between the end of Summer Camp and September, the programme was arranged and individual targets and activities offered. The boys at home had events in which they could join, and those away could work to a plan by themselves.

This plan has been built up entirely on outdoor meetings, and this should also be your aim. Even in the busiest city there is open ground available if you will try to find it. (See Pages 36-37).

THE FUTURE

The next year should see this Troop grow and flourish. The Scouter should plan to increase the number of his Assistants, and make sure that the Group Committee tackles this job with him. He should also plan to build up parent co-operation and participation. He must be prepared to continue supplying ideas and initiative, but at the same time must also let the boys take the lead and accept some of their ideas – even if he doesn't think they are very good or practical. He must see that programs continue to offer a challenge to the older boys, and they in their turn will lead on the youngsters.

Here, to conclude this Section, is the Long Range Plan for the next year which the Court of Honour made at Summer Camp.

Long Range Plan/or Next Year

A Patrol Leader to take over chairmanship of Court of Honour.

Parents' Night to be held in March. Program based on Patrol Activities and some entertainment. Light refreshments.

A weekend camp in September and October.

Winter Hikes – Snowshoeing and Skiing.

Place for next Summer Camp – Raising funds for equipment.

Admit more boys September-October to form four Patrols.

Base programs on First Class requirements from now on.

Golden Arrow Training Course for Patrol Leaders and Seconds. Begin end of October .

Patrol Dens and Patrol Boxes to be made.

Details of Inter-Patrol Competitions to be worked out.

Good Turns by Troop.

THE ASSISTANT SCOUTER AND THE NEW TROOP

The Assistant Scouter helping to start a Troop will work closely with the Scouter. He will have to devote nearly as much time as the Scouter to the growth of the Troop. The Scouters have to develop their own team work just as the Patrol does, and very often a rich friendship develops between the men as a result.

The Assistant Scouter's job is to assist at all times with ideas and suggestions and to back up the Scouter.

The Assistant has an important job to do by way of example. As an Assistant he has a great opportunity to demonstrate loyalty and obedience. If he disagrees with the Scouter, he should discuss their difference in private so that some solution can be reached. This is also true in reverse – if the Scouter disagrees with something done by the Assistant, he should not embarrass him by saying so in

front of the boys, or by directly over-riding his decision. If the boys see that the leaders cannot get along together, how can we expect them to do so amongst themselves?

The Assistant Scouter should be given definite responsibilities and not become just a “hired hand”.

TAKING OVER A TROOP

YOU AND THE TROOP

So you're a new Scouter! ! !

Whether you are

Bright green in your new uniform,

A seasoned veteran with hairy knees,

A “This-is-the-way-we-did-it-in”, or

A “Yes-dear-it's-only-'till-they-get-somebody-else”, type makes little difference to the method you should use in taking over an existing Troop. The important thing to realize is that for the moment *you* are the stranger – the outsider.

The Troop ‘belongs’ to the boys – it is theirs and whether they like this way or not they won't want you to tell them what's wrong. So don't impose your ideas – go along with the boys for a while until you can see the whole picture. Be careful not to trample on tradition, and if changes are necessary make them slowly after due deliberation and consultation with the boys.

If you have been able to work with the Troop and the previous Scouter before having to take over, half your problems are solved.

WHAT TO DO FIRST

When you take over a Troop it can be in one of three conditions:

- (a) established on the right lines;
- (b) developing along the right lines;
- (c) a mess!

In order to determine into which category your Troop falls, it is probably best to start by having a meeting with the Court of Honour, and another with the Assistant Scouter, if any, to try to find the answers to the following questions: –

How well established is the Troop and how far advanced are the Scouts?

What are the established traditions?

What is discipline like and how has it been maintained?

Is the Patrol System in full operation – if not, to what extent is it used?

To what extent is program planned?

What are the idiosyncracies of each Patrol?

How much outdoor Scouting is done?

Are they good campers?

What sort of standards are set for tidiness, passing badges, etc.?

What sort of programs do the boys like and what pattern do the programmes usually take?

Which boys especially need help and encouragement – perhaps because of illness, poverty or broken homes? It is better not to discuss characters as this may bias your own opinions. Armed with these facts, you are in a better position to know how to act.

PLANNING

If your Troop falls into category (a) or (b) your job is to continue the good work. You will have to pick up the threads of the planning already accomplished and, with the guidance given in Chapter IV and on pages 55 to 62 of this Chapter, help your Patrol Leaders to run a good program. The Court of Honour will help you a great deal, too, if you will let them.

However, if the Troop falls into category (c) and chaos reigns, you may have quite a job on your hands.

Your first target is to have the Troop operating on the Patrol System as soon as possible. How long this will take depends on many factors, but it could be as long as when starting a new Troop.

To reach this target, provide the adventurous outdoor activity the boys expect to find in Scouting. This will create an interest in Scouting and make the boys want more. They will look to you

as a *real* Leader – one who gives them what they need – and consequently one whose ideas and opinions are to be valued. When this condition has been achieved, the process of establishing the right working of the Patrol System, the acceptance of responsibilities by the boys and the breaking with old ideas will be considerably simplified.

Because of the wide range of conditions which could exist in this Troop, it is not possible to deal with Long Range, Short Range or Immediate Planning. Such plans will fall somewhere between those illustrated for “Starting a Troop” and “Working with an Established Troop”.

The following general points are made for your guidance when considering planning: –

(a) Provide opportunities early in your planning for reviewing the standard of grade badge proficiency.

(b) If necessary, set about raising the standards but at the same time see that opportunities to progress are provided.

(c) Get meetings out of doors and provide variety.

(d) Provide activities which will satisfy boys at both ends of the age range in the Troop.

(e) Do not at once change the routine which has been established in the Troop – it may be the anchor which is holding many of the boys. Introduce changes gradually, and only after careful consideration and consultation with your Court of Honour.

(f) Visit the parents of your Troop Leader and Patrol Leaders as soon as possible.

(g) As soon as you can arrange it have an open Troop night or similar occasion in order to meet as many parents as possible.

(h) Be sure to give your Assistants adequate responsibilities and listen carefully to their suggestions. They too will need encouragement.

(i) Never ‘talk down’ the previous Scouter nor let anyone else do so within your hearing.

(j) If you have trouble with one or more older boys, setting a poor example, etc., you must be firm but fair. Explain what is expected of them – offer them the alternative of working with their Patrols or forming a Senior Patrol (Page 27). If after due warning this does not have the required result, ask them to leave the Troop. In this case it is not worth wrecking the experiences of the keen members of the Troop for the sake of a few.

(k) Persevere and have patience.

PERIOD OF ADJUSTMENT

It is necessary to realize that change of leadership brings its own problems and there will obviously be a period of adjustment. During this time it is quite likely that some boys, especially the older ones, may leave. This is not necessarily a reflection on you as they may have been about to leave anyway. They may find that their liking for the previous leader was such that they don’t particularly want to adjust to you. Discipline may go by the board for awhile, and changes in Patrols and Patrol leadership may be necessary. These are the pains of change and, while distressing, should not cause you undue concern. If the boys want to leave be sure to bid them “Goodbye” as suggested on page 167, and don’t let them just drift off discontentedly and unrecognized.

If as a last resort, you find the Troop beyond your control put some of the more recalcitrant members on to a waiting list, preferably after consultation with the Court of Honour. Due warning should be given of this move, and those listed should be free to rejoin, if they wish, at a later date, when the Troop has been re-established.

This transition period is likely to last anywhere from three to six months but one thing is certain – you cannot imitate the previous leader, even if that were desirable. As a leader you have to be yourself and use your own personality to influence the boys.

THE NEW ASSISTANT SCOUTER

An Assistant Scouter coming into an established Troop usually has plenty of time to get adjusted and orientated.

One of his biggest jobs is to get to know the boys and the traditions of the Troop. He must be adaptable and learn to work in with conditions as they are. If anything goes wrong, or is not done the way it ought to be, he must be patient and tactful in endeavouring to bring about change.

Loyalty to the Scouter and the other Assistant Scouters is of paramount importance, as an example to the Troop (see Chapter XII).



CHAPTER VI

Hiking and Lightweight Camping

PURPOSE

Hiking is travelling, getting away from your usual environment, exploring – and finding adventure. All the training a boy gets must breathe adventure, even those meetings which *have* to be held indoors must promise outdoor adventures to come.

Hikes should be featured regularly in the Troop's programme from the beginning. They provide:

- wonderful opportunities for training activities
- fun and adventure for the boy
- and help to build strong, healthy bodies

Hikes lead a new Scout on to **CAMPING** and open up, for the trained Scout, the thrills of travel – pack on back – alone or with a companion – into little known and out-of-the-way places.

One of the reasons a boy joins Scouts is for **ADVENTURE OUTDOORS**. It is up to you to see that he gets it.

PREPARATIONS

Hiking is an activity, so it's not a subject to talk about but something to do, and this must be your guide in training. However, careful preparation is necessary, as one unhappy experience at the beginning may curb a boy's desire ever to go on a hike again.

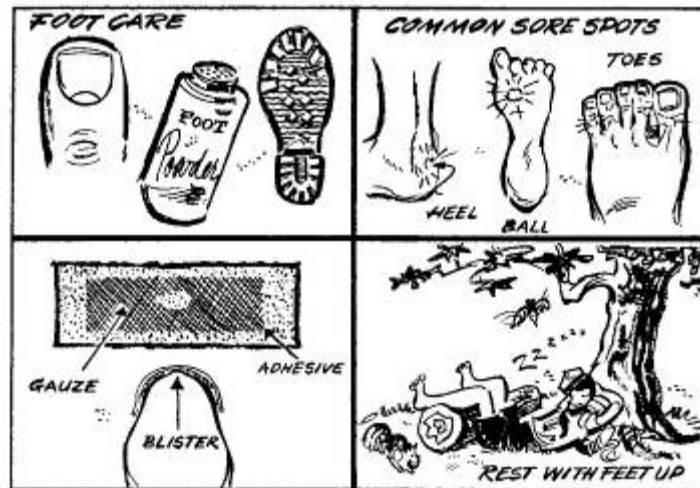
CARE OF THE BODY

Foot Care

Which part of your anatomy do you think would suffer most on a hike?

That's right! Your feet!

Feet should be washed before any hike and if they sweat a lot, a dusting with talcum powder will help them keep comfortable.



Toe nails should be cut straight across as this helps to prevent ingrowing.

Socks should be thick, woollen, clean, loose fitting and free from darns and holes. *If there is room* in the shoes, two pairs of socks will be even more comfortable.

Shoes should be Oxford style, 'broken in' but with a good stout sole. They must fit comfortably.

Ankle boots are also good. Sneakers, gym shoes, moccasins, rubber boots, new shoes or shoes with thin soles should not be worn. High cut boots are not recommended for general wear.

Boys must be trained to treat any foot sore spots as soon as they develop. It is amazing how far some boys will walk with a stone in their shoe rather than stop to remove it.

Uncovered sore spots will quickly develop blisters. Plain adhesive tape applied *smoothly* as soon as tenderness is felt will usually prevent further trouble.

If a blister develops **DO NOT PIERCE** – apply a regular corn plaster or a substitute, such as, a pad with a hole cut in it over the blister. This removes pressure from the affected area.

During rest periods on a hike raise the feet slightly higher than legs. Remove shoes and socks if necessary. Replacing socks on opposite feet will give additional comfort. Wash the feet in a stream but do not soak as this will soften the skin. Wash the feet at the end of each hike and day.

If the shoes get wet, stuff them with *dry* newspaper, straw or hay at the end of the day and put them in an airy location — do **NOT** place near a fire or in strong sunlight as the leather will harden and crack.

The Rest of the Body

The rest of the body will usually outlast the feet, although some calf and thigh muscles may begin to protest against the unaccustomed exercise – especially after a rest.

Walking in the country with a pack, even a light one, calls for a different style from walking in a city, but it is one of those things a boy will 'pick up' as he goes along, if he is set a good example and given guidance.

For hiking, lean forward slightly from the hips and the feet placed more or less flat on the ground, toes pointing straight ahead. Rhythm of movement and finding your own pace is most important.

CLOTHING

Normally, Scout uniform will be worn on hikes unless weather and local conditions demand something else. Clothing should be a comfortable fit and not tight around the knees, crotch, waist, shoulders or neck. Tightness in any of these places will restrict freedom of movement and possibly cause chafing, which can be very painful if it has to be endured. If the source of irritation cannot be removed, cover the affected area with gauze or soft cloth. Underwear should be worn to absorb sweat and prevent chills and chafing.

Watch the knee area, arms, and back of neck for sun or wind burn. Either cover or smooth an

emollient into the affected area.

Hats should be worn to protect head, neck and eyes from the elements and sun. Keeping these parts of the body cool also reduces fatigue. The Scout hat really comes into its own here.

PACKING



Right from the beginning, boys should be encouraged to carry a small pack containing a few essentials. This gets them used to carrying a pack and into the habit of being prepared.

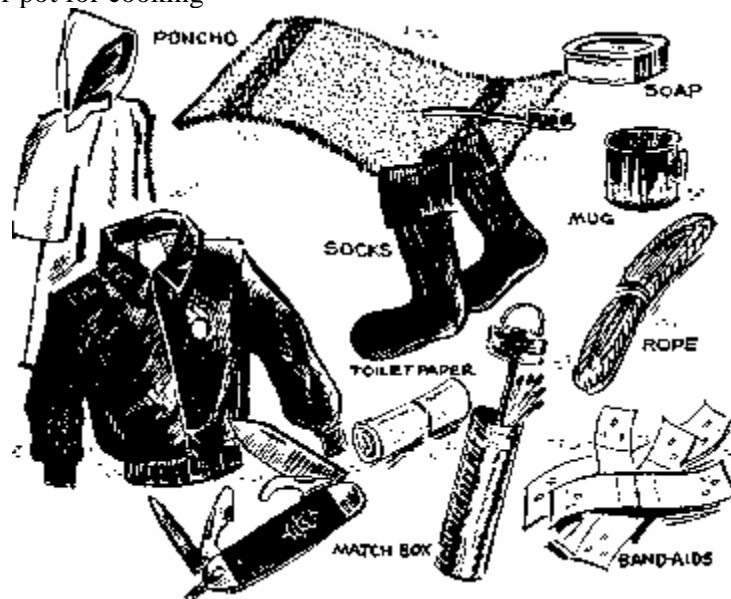
Any type of light pack can be used providing it fits comfortably on the back and leaves the hands free. No strap or band should be worn across the chest or waist. Shoulder straps may rub and cut on the collar bone, but a sock folded and placed under the strap will prove a temporary relief.

The pack should contain:

- a raincoat or cape (in case of rain and to sit on)
- a towel, soap and toothbrush (no use teaching healthy habits if we do not practise them) a spare pair of socks
- a sweater or windbreaker in case of a drop in temperature or to wear when sitting about,
- knife
- drinking mug
- a few Band-Aids in a tin
- length of line or cord
- toilet paper
- fly repellent
- matches in waterproof container

Later, as the boy gains equipment and experience he will also carry an emergency kit

- compass
- aluminum foil or pot for cooking



- small flashlight
- notebook and pencil
- and any other material specially required for the hike theme

In addition to personal equipment already listed each Patrol should have: –

- a compass
 - a map of the area
 - a first-aid kit
- and each Leader should carry: –
- a compass
 - a map of the area
 - a first-aid kit
 - a flashlight (you may intend to be home well before dark, but – Be Prepared. The one time you need it will make up for all the times you don't.)

FOOD

Keep a boy well fed and you keep him happy! On hikes appetites get pretty keen and most boys get very thirsty, but there is a limit to what can be carried – one pound begins to feel like two after you have carried it for a mile.

Food for a hike should be light, small, palatable, easily digestible, and full of energy. (See the list on page 83 for guidance). Avoid carrying foodstuffs in glass jars; these are heavy and dangerous if broken. Use aluminum containers, aluminum foil or waxed paper. If sandwiches are wrapped in wax paper, and then in a damp cloth, they will remain moist and soft, or, again, aluminum foil may be used. Fresh fruits and vegetables (carrots, lettuce, apples, oranges, tomatoes) are excellent thirst quenchers.

Unless you have some source of fresh drinking water en route each boy should carry his own supply in a canteen. Occasional sips are much better than long drinks which soon exhaust the supply. Soft drinks are not recommended – they do little to quench thirst, add to the weight and sometimes cause stomach pressure and discomfort.

Dried fruits such as apricots, raisins, prunes, are excellent to nibble as you go along. They keep the mouth moist, provide energy and help keep up spirits. Chocolate of the dark variety may also be consumed in small quantities with the dried fruit.

TRAINING

Training for hiking follows the same pattern as other Scout training – you train the Patrol Leaders and they train their Patrols. The training is progressive and begins as soon as a boy joins the Troop.

Before a boy goes on his first hike his Patrol Leader should tell him about the care of his feet and suitable clothing, and arrange for the boy to be inspected in the clothing he will wear on the hike. Anything wrong can then usually be corrected before the hike. The boy should be given a written list of all the things he should bring, including food suggestions, and receive some instructions in packing and arranging them.

Further training and instruction will be carried out on the hike and at subsequent Patrol Meetings. The Patrol Leader is responsible for his Patrol on a hike, and a careful inspection of each member before the start can often prevent a lot of trouble later in the day. This does not relieve the Scouters of their own responsibilities, and if they consider it wise to make a physical check themselves they should do so without belittling the efforts of the Patrol Leader. Anything to be corrected should be mentioned to the Patrol Leader for him to put right.

Early hikes should be short in distance travelled – a total of four miles of three or four hours duration with rests and other activities, is usually plenty for a beginner. Distances can be increased gradually, but at no time is there any virtue in hiking long distances just for the sake of the miles travelled.

As Patrols become experienced, encourage Patrol Leaders to conduct their own hikes, so long as they let you know when and where they will be going and what they will be doing.

PLANNING

WHEN SHALL WE GO?

Throughout the year a Troop should plan to have at least one hike or special outdoor activity each month. The planning for these is usually done in “Short Range Planning”, and the outline details made known to the Troop immediately so that boys and parents know and can plan

their personal arrangements accordingly. Efficient planning not only produces good results and attendance but is a courtesy to boys and parents. The “What about a hike next Saturday?” or “One day we’ll go for a hike” attitude does not produce good results.



Be careful to keep other important fixture dates in mind when planning. A hike planned for the Saturday of the Grey Cup might get a poor response unless the fellows knew and agreed beforehand that they weren't interested in the game. There is an old saying "If you can't beat it – join it". We can make use of this maxim in Scouting, e.g., a hike prepared for Air Force Saturday might be unpopular, so why not make it a hike to the airport, plus something special added?

Hikes can be held in the evenings, on holidays, Saturdays, and Sundays. Go to church in uniform prepared to leave for the hike immediately after the service, or on some occasions, leave early and attend church service in the country during the hike – perhaps meeting the local Scouts before the service and attending with them.

WHERE SHALL WE GO?

You and the Scouts will know of some good spots from your knowledge of the locality but in any case, look for more. Anywhere you travel always be looking for good spots for Scouting activities, and encourage the same practice with the Patrol Leaders and the boys, for exploring is good adventure.

Hiking really puts map reading in its proper place. The study of large scale maps, say 1:63,360 or 1:50,000 is an excellent way of locating hike routes and camping spots. Encourage the Court of Honour to study the map for hike route ideas, and the Patrol Leaders to use the same method with their Patrols.

WHAT SHALL WE DO?

A Scout hike is not a route march with the Troop in column of three or drawn out in a long straggling line. It is a hiking adventure for Patrols or smaller groups, on which the boys are led from one step to the next by the fun they are having and not merely by the desire to reach the end of the road as quickly as possible.

Thus, each hike should have an objective – probably to be achieved as the climax – and a 'supporting theme' to utilize during the hike and to build up to the climax. For example, the objective

could be to explore an old historic mill and to see how it operated. The supporting theme could be directly connected and be for each Patrol, approaching by a different route, to make enquiries regarding the mill's origin and use in the past, and to interview families connected with its earlier days, or old people who remember it operating (See below for ideas).

Patrols should operate independently and, if possible, follow different routes, the Troop meeting at pre-determined rendezvous or in a combined activity.

Once the date has been set Patrols-in-Council will eagerly discuss the things they want to do, and these ideas, plus a few tossed in for good measure by the Troop Scouters, should give the Court of Honour plenty from which to choose and plan the outline of the hike.

THEME OF HIKE	CONNECTED SUBJECTS OR ACTIVITIES
NATURE:	Forestry, tree recognition, wildflowers and fruits, Animals – tracking, plaster casting, Farming, Insects, Fish, Birds, Museums, Fossils, Conservation, Meteorology, Astronomy.
HISTORY:	Churches, Museums, Old Buildings, Parliament Buildings, Ruins, Battle, village or burial sites, Indian, migration and trapper trails, Forts.
SURVEY:	Geographical – ridges, valleys, rivers, escarpments; Geological – fossils, map making, Compass journeys, comparing old maps with present conditions. Sociological – meet the people, town or village survey, Pathfinding.
MYSTERY:	Treasure Hunts, Unknown journeys, Trailing, Tracking, Signalling, Obstacles, First Aid, Emergencies.
SPECIALIST:	Mountain climbing, rock-climbing, caving, Canoeing, Sailing, Cycling, Horseback riding, Skiing, Snowshoeing.
SURVIVAL:	Living off the land, Backwoods cooking, Emergencies, Lost, First Aid, Signalling.
VISITS:	Factories, presses, etc., Docks, Air Ports, Power Stations, Mines, Quarries, etc.
ARTS:	Sketching, painting, photography, Collecting – especially driftwood, unusual stones or wood for carving etc., Local specialties.
FRIENDSHIP:	Meet other troops, and other organizations such as Girl Guides, Father & Son. Challenges to other Troops.

HOW SHALL WE GET THERE?

Hikes can, of course, start at Troop Headquarters, but many will start away from this point and the boys will need transportation to their starting point. Transportation can be by bike, car, or public vehicles. In the case of Troop hikes, rather than have the Troop meet and travel en masse, these arrangements should be left to Patrols. Each Patrol will agree on where to rendezvous and how to travel to their starting point, the Patrol Leaders making the necessary arrangements. Patrol Dads can be of special help to Patrol Leaders in this situation. Similar arrangements must be made for the return journey.

On arrival at the Patrol rendezvous the Patrol Leader will inspect his Patrol and check their equipment. He will make a note of those present, to hand to the Scouter later.

The Troop may rendezvous before the hike for further instructions or each Patrol may be on its own until the objective is reached, according to the plan for the particular hike. The latter is usually considered better training and more exciting, but the Scouter must use his discretion to balance the experience and ability of his Patrols with the degree of difficulty of the hike and the terrain to be

covered.



AN EXAMPLE TROOP HIKE

Outline Plan

Plan formulated by Court of Honour: –

Date of Hike — October 14th.

Objective — Firelighting and cooking lunch

Journey Theme — Tree recognition

Place — Old Baldy

Meet — By Patrols at the Station on Highway 11 at junction of Sandy Hill Lane.

Time — 10.00a.m.

Return home by — 6 p.m. Leave Station at 5.30 p.m.

Detailed Plan Made by Scouters

The above plan was given to the Scouters three weeks before the hike was due. Here is how it was turned into action.

(1) At Troop Meeting while Patrols carry on with a planned programme under Seconds, Patrol Leaders receive a half-hour's training in:

a) How to prepare simple food for cooking in foil.

b) How to use a guide chart to identify trees.

c) Two or three ways of temporarily mounting leaves and twigs to preserve them during a hike.

This material, plus instruction in firelighting to form a basis for Patrol Meetings.

(2) At Court of Honour before hike. Check with Patrol Leaders for how many will be coming from each Patrol and how they intend to travel to the rendezvous.

(3) (a) Troop arrives at rendezvous – two Patrols on bikes and two Patrols driven by Dads. Patrols already inspected by Patrol Leaders. Scouter looks them over and checks with Patrol Leader. Patrol Leaders give Scouter list of boys present, together with reasons for those absent.

(b) Each Patrol is handed sealed instructions – they are similar except for method of

approach to "Old Baldy".

Example of Instructions: –

"Go down Sandy Hill Lane to the bridge and approach Old Baldy by skirting the swamp on the south side and climbing up the East ridge. On the way, collect specimen tree leaves or twigs. Collect enough willow and poplar kindling and logs to light a small fire. Be on Old Baldy not later than 12 noon." (Note: – This allows each Patrol two hours to travel three miles and make their collections.)

(4) Upon arrival on "Old Baldy" each Patrol chooses its spot, lights cooking fires, prepares and eats lunch. During the rest period after lunch, each boy mounts and identifies his leaf or twig collection.

(5) At 2.30 each Patrol Leader is handed a card which reads: –

"Pair off your fellows and let each pair choose one of the following combinations of woods, and light a fire. From the striking of the first match, time how long it takes to boil a half-pint of water in aluminum foil pot of 4" square base.

- | | |
|--------------------|--------------------|
| 1. Spruce kindling | 2. Willow kindling |
| Pine logs | Oak logs |
| 3. Maple kindling | 4. Own choice. |
| Poplar logs | |

At 3 o'clock the Troop will meet to hear a brief report from each Patrol."

(Note: – The combination of woods is different for each Patrol.)

- (6) 3.15 Clear up site, put out fires. Inspect ground.
(7) 3.30 Wide game to start return. Bullion smuggling ambush.
(8) 4.30 Rendezvous at river. Wash and brush up.

Patrol Leaders inspect Patrols.

Gather for general comments, names of those passing requirements and score for Patrol Competition.

Scoutmaster – Special remarks.

Appropriate Devotions.

5 p.m. Depart for Station in Patrols.

NOTES

Although this was a Troop Hike the Patrols operated alone under their Patrol Leaders.

Fire-lighting was connected with tree recognition. The discovery of how different woods burned was a practical experiment for each boy giving him fun and knowledge at the same time.

The hike home was not an anti-climax but an exciting Wide Game.

The Troop "spruced up" before appearing in public – this is good training in one aspect of good public relations.

Finally, the day finished on a spiritual note, remembering others and giving thanks to God.

As a follow up to this activity, the leaves and twigs could be properly mounted and labelled, or rubbings, or plaster casts made and painted, as a permanent record. This activity could form the basis of one or two Patrol Meetings, the results of which would be excellent additions to the decoration of the Patrol Den.

PATROL HIKES

After participating in several Troop organized hikes, Patrol Leaders should be encouraged to plan and carry out hikes with their Patrols. Thus, in an established Troop there will probably be two or three Patrol organized hikes for each one, organized on a Troop basis.

Many Scouters are afraid to let their Scouts out of their sight in case something should go wrong, but there is little risk in this if you have provided good training for your Patrol Leaders and have set the right example and spirit on early Troop hikes. You must have confidence in your Patrol Leaders and the training you have given them, and, with due discretion, trust them with the responsibility of camping out with their Patrols.

As the Scouters are responsible for the Scouts on Scouting activities at least, it is right and courteous that P.L.s inform their Scouter of all Patrol hikes and discuss all details with him. This

will also apply to smaller groups of boys wishing to go off hiking. However, develop this idea, not as an obligation on the boys or as a 'police' action, but for them to share their plans with you and to seek your advice. When Scouts go off by themselves, it is necessary to emphasize water and fire hazards and the precautions which must be observed. If training has been properly carried out these precautions will be well observed by the boys. Naturally, you will know your Patrol Leaders very well – there will be those who are considerate leaders and those who are intolerant of others not as quick or as strong as themselves. It is especially necessary to watch the latter on such occasions as hikes, to make sure they are not being unfair to younger or weaker members of their Patrols, either intentionally or unintentionally.

Ideas and incentives must be provided by the Scouters and the Court of Honour to encourage Patrols to plan hikes. Through the inter-Patrol competition challenges can be issued which will suggest Patrol hikes, e.g.,

- Searching for a week-end camp site.
- Getting plaster casts of various animal prints.
- Visiting and reporting on a place.
- Arranging to meet a Patrol from another Troop.
- Finding the source of a stream.

A PATROL PLANS A HIKE

P.L. "Listen, fellows we are going to have a special Troop Meeting on tracking on the 25th of May. By then we have to get a plaster cast of a beaver, deer, rabbit, chipmunk, racoon and one other wild animal that the other Patrols are not likely to get. Now, how shall we set about it?"

Sec. – "Let each chap take one track and get a cast himself".

No. 4. – "What about a hike?"

P.L. – "The 20th is a scheduled Saturday hike – what about it?"

All – "Yes"

No. 3. – "Where shall we go?" – (after discussion, this agreed.)

P.L. – "Let's get the map out. We'll divide into pairs and take different routes – we'll cover more ground that way. We will meet for lunch and any track not found by then we'll look for this afternoon. Now let's see, Jim, if you and Orville start here we'll meet here at 1.00 p.m. for lunch.

Each pair will get two pounds of Plaster of Paris. Brian will you arrange for transportation to leave here at 9.30 a.m. We can come back on the bus from the crossroads at 5.00 p.m. Any questions?"

Patrol Leaders must realize that it is just as necessary to plan Patrol hikes carefully and well in advance, as it is to plan Troop hikes.

Summer challenges (see p. 49) provide wonderful opportunities for suggesting hikes for Patrols or smaller groups working for their Patrols.

You provide the idea – the Patrols develop it.

One of the advantages of Patrol organized hikes, quite apart from their excellent training value, is that they lighten the time load on the Scouters. If Scouters had to participate in every activity in which the boys are involved they would have very little time for anything else.

Boys join Scouts to find adventure out-of-doors – it is up to you to see that they find it.

THE FIRST CLASS JOURNEY



TRAINING

From the moment he takes his first hike with his Patrol a Scout is training for the day when he will set off to fulfil the final requirement for his First Class Badge – the Journey.

As with all his other early training as a Scout, you must be preparing him for First Class grade. You must see to it that he is striving for First Class and eagerly looking forward to the day when he can accept this culminating challenge to prove his prowess.

Training for the First Class Journey involves: –
training and experience in the other requirements for this grade,
training in hiking.
training in keeping a log.
training in camping.

and a sound understanding of the Law and Promise, and evidence that he is doing his best to live up to them.

This final requirement for First Class is intended to test a boy's mettle and to prove him capable of looking after himself in the backwoods.

As soon as a Scout is a reasonably competent camper and hiker he should be encouraged to accompany more experienced Scouts on their First Class Journey. In this way he will gain useful experience and build up confidence in himself, in his ability to face the backwoods, alone and to fend for himself.

Hike-Camping involves different techniques and equipment from standing camps, and a Scout needs training in lightweight camping. He has to learn for himself what he must take and what can be left at home, what is the best food and what makes a good hike campsite. This aspect of camping is dealt with fully in the next Chapter.

It will be readily appreciated that it is quite unfair and contrary to the spirit of the requirement that a boy's first overnight hike shall be his attempt at the First Class Journey requirement. In your desire for results do not let your judgment be led astray to the mere awarding of badges for show. Remember our AIM. A First Class Scout should be just that – judged on the effort he has made and commensurate with his ability – *and the First Class Journey should be the culminating test.*

For the First Class Scout wide vistas are opened up for fun and adventure, hiking and camping, travelling in his own and foreign countries, meeting different peoples, climbing mountains, canoe camping, travelling on horseback or bicycle, or joining expeditions into out-of-the-way places. This is the programme for your older Scouts.

HIKE LOGS

Training in logkeeping should also begin early in a Scout's life with the Troop. While it would be a mistake to insist that logs be kept of every hike, it is a good idea to keep records of some hikes or parts of hikes. All too often the only time a Scout keeps a log is on his First Class Journey, and it is not surprising that he finds it difficult.

A Scout should be capable of keeping an accurate and useful record of any journey he makes. Patrols should be encouraged to keep a log of hikes they make – the writing of the log being passed from member to member and brought up to date during the short rest periods en route. Anything worth sketching should be a good enough reason for a rest – and every boy should try his hand.

Keeping a log creates an interest in things around and stimulates observation. Anyone who hikes, and only has the end of the road in view will miss the greatest joys of traveling and will be a very poor companion.

A holder or pad, with a stiff cover like a stenographer's notebook is ideal for a hike log book. It is easy to write or sketch in, columns can easily be drawn using the hard edge, and it can be tucked inside the shirt for easy access during the hike.

For details of how to keep a First Class Journey Log see Chapter XIII.



SETTING FIRST CLASS JOURNEYS

A First Class Journey must contain a sense of adventure and, because of this, be looked forward to by the members of the Troop. It must provide a challenge both to the boy's imagination and to his skill, but it must *NOT* be a Commando assault course!

Bearing this in mind, the Scouter planning the Journey should endeavour to break new, or not often used, territory for the boy and make use of sealed instructions.

It is a good idea to develop a theme for the Journey, but this should not become a fanciful story.

Do not make the instructions so complete that nothing is left to the boy's imagination – there must be opportunities for him to make choices.

If there is a possibility of instructions not being understood, (as in the case of codes) or hidden messages not found, be sure the boy carries a set of sealed emergency instructions so that the Journey can still be completed.

Do not ask for too much information or a multiplicity of different items in the log. It is important that the log does not become a burden and it is better to get a little good information rather than a lot of vague details the reporter has not had time to resolve fully.

There is no reason why transportation may not be used during the Journey, if desired, but due allowance must be made for the distance covered. The First Class requirement stipulates a hike of at least fourteen miles. The distance covered must be observed in the spirit of the requirement and due consideration must be made both for terrain and season. Fourteen miles in mountainous country or in winter on snowshoes, is a far harder assignment than the same distance in flat open country in late spring or early fall.

Scouters must be careful not to include hazards which could cause unwarranted danger to the boys. In an effort to meet a challenge and prove himself, a boy may often overreach the bounds of discretion; e.g. do not ask a boy to explore an old mine tunnel, to cross unknown rivers by boat or wading, etc., unless you *know* that it is safe for him to do so.

No-one should hike in a type of country with which he is not familiar, without adequate training for that type of terrain. Mountains, bush and marshland all have latent dangers in terrain and weather conditions which create serious hazards, both physical and mental, for those unacquainted with and unprepared for them.

If you have satisfied yourself on these points and have confidence in the boys, they should be left to their own devices during the Journey. *Nothing destroys a boy's confidence or ruins the spirit of a Journey quicker than having his Scouter check up on him along the route or at his campsite.*

EXAMPLES OF FIRST CLASS JOURNEY INSTRUCTIONS

Here, for simplicity, and in order to show what can be done with a little imagination, the following three examples are based on the same piece of countryside illustrated in the map below. However, you should provide hikes in different areas of country so that there is plenty of variety and adventure. Take advantage of summer camp to arrange hikes in new surroundings. The three hikes illustrated follow a circular course and return the hikers to their starting point. This is not a necessity and the hike can finish in any place from which the boys can be transported (or walk) home.

1. Type of Hike – General.

Boys are handed instructions in sealed envelope marked “To be opened not later than 1000 hours at the intersection Map Reference 585896”.

Instructions – Make for the ridge of hills north-east of your present position and then travel north-west along the ridge.

Make a panoramic sketch, looking south-west from a suitable vantage spot.

Camp in the vicinity of Pink’s Lake.

On this leg of your journey you will find evidence of three separate and distinct industries. What are they? Give a brief description of the operation of any one of them.

On your return journey descend to Chipping Harbor and be sure to visit the Curio shop.

Follow the general direction of the stream south to the bridge. Map Reference 571905. Here you will be met at 1600 hours.

When you reach Devil’s Island, develop a plan of how you would cross to it without getting wet, using only the material which is immediately available to you. Describe and use illustrations.

2. Type of Hike – Mystery.

(This particular example also illustrates a First Class Journey for Sea Scouts).

Boys are handed: – (a) A sealed envelope containing map and emergency instructions. Envelope is marked “To be opened in emergency only”. This ensures that if, for any reason, the boys do not locate the clues on the hike, they may still complete the hike.

(b) A sealed envelope containing a rail ticket to Fennemore Hall and instructions to catch the 8.35 a.m. train from the local station. On the outside of the envelope is written the following: – “You are secret agents embarking for a foreign land to seek information for your government. You will receive further instructions when you disembark. Your password, which you should introduce naturally into the conversation with any person you think may be a friendly agent, is “Be Prepared”. If the person is a friendly agent he will ask you to do a good turn for him.”

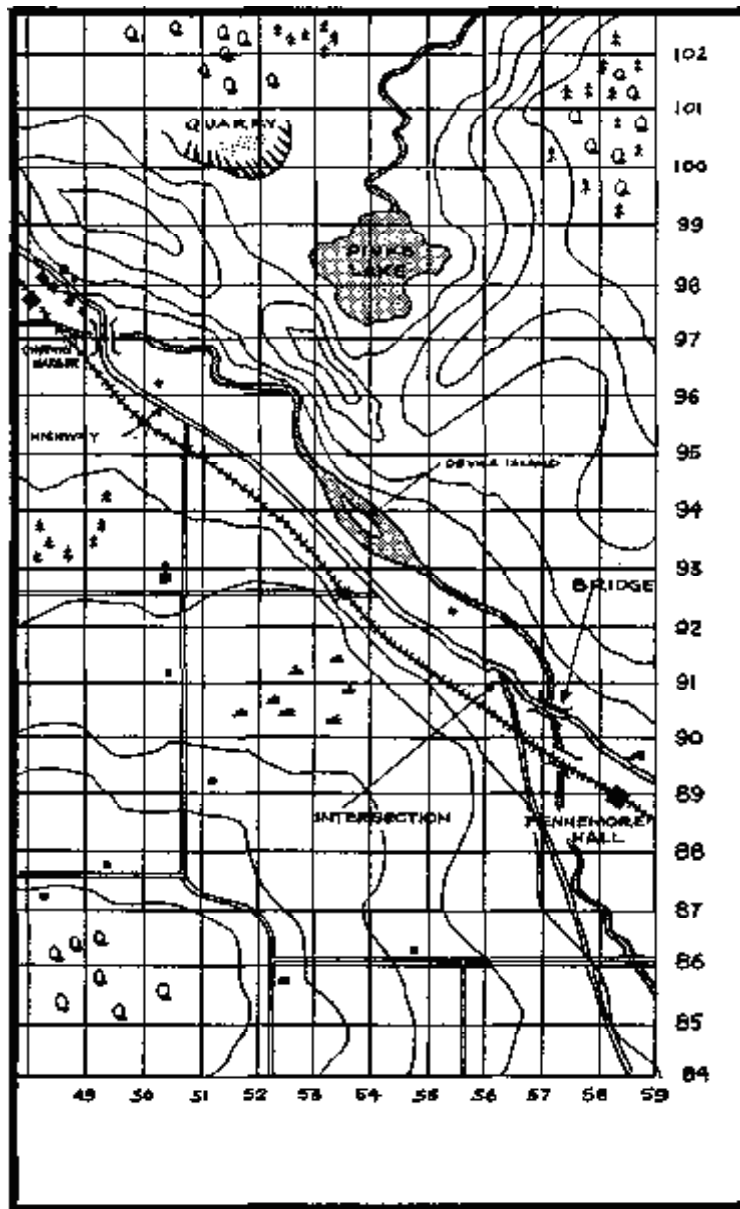
Instructions – On arrival at Fennemore Hall, the boys are met by the station agent who passes on the next instruction. This reads as follows: – “It is thought that Devil’s Island map reference 539939 is being used by enemy scientists working on a new and terrible fighting weapon. Your job is:–

(i) To find three vantage points in the hills to the north of Devil’s Island from which three sides of the Island may be kept under constant supervision through field glasses and from which it would be possible to take infra-red photographs of night activities. The three spots you choose must be visible to each other to permit inter-communication. From each place in turn, take accurate compass bearings of the other two points.

(ii) To camp in the vicinity of Pink’s Lake and select a suitable place for a base from which you can operate without unduly attracting attention.

(iii) To produce a panoramic sketch from one of the vantage points looking towards Devil’s Island. In case your sketch should be intercepted, it will have to be disguised as an innocent looking drawing.

(iv) We have an agent in the Curio shop in Chipping Harbor who will give you instructions for the second day. Having identified yourselves you must ask if he has a copy of the first edition of “Scouting for Boys”. Eventually, he will offer to give you one of B.-P.’s original sketches, which you must accept. This sketch will contain your future orders. He will also provide you with canoes to continue your journey.”



Here is the sketch given to the hikers by the agent in the curio shop. The instructions are written in 'Hills and Valleys' Morse in the water.



This message reads "Under bridge Map Reference 493970". Looking here, further instructions are found: – "It is now considered likely that Dr. Attumblast was kidnapped when he disappeared and is now being held captive on Devil's Island, where his knowledge is being forced from him.

Devise a plan whereby a party of, at most, six men may land secretly and effect his rescue, taking advantage of surprise.

Moor your canoes to the bridge Map Reference 571905 when you will be met by a green Ford car at 1630 hours precisely”.

3. Type of Hike – Nature.

The instructions for this hike were given to the candidates two days before the hike in order to give them an opportunity to prepare any special equipment and to select any reference books they might think worthy of inclusion.

Instructions – You will start your hike at the bridge, Map Reference 571905. The purpose of your hike is to draw a comparison between the flora and fauna of the wooded slopes of the north and that of the river valley.

Fit the enclosed mask over your map and carry out the following: –

In Area A

1. Record the various tree species. Which predominates?
2. Note their average age and condition.
3. Estimate the number of marketable trees in the area.

In Area B

1. What insects predominate?
2. What evidence of animals can you find?
3. What is the ground cover?

In Area C

1. Note all species of birds seen or heard.
2. Can you draw any conclusions about their feeding habits?

In Area D

1. Compare the trees, insects, birds and animals in evidence in this area with that found in Areas A, B, and C. Can you draw any conclusions?

Camp for the night in the vicinity of Pink’s Lake. On your second day visit Mr. Caillie in the Curio shop. He is a competent ornithologist and may help you to identify some of the birds you have seen or heard.

Be at the junction Map Reference 563912 at 4.30 p.m. sharp.

LIGHTWEIGHT CAMPING

THE ROAD TO ADVENTURE

Lightweight camping is for the older Scout who has had a fair amount of camping experience and is ready to go further afield in search of adventure. At this stage camping becomes a means to an end rather than an end in itself. Lightweight camping is employed in hiking, canoeing, cycling and hunting trips where it supplies home and shelter during the journey.

Boys should begin training in lightweight camping as soon as they have had about eight nights of Patrol camping. They can begin by sleeping at Patrol camp in a hike tent instead of a larger tent; they can buy or, better still, make their own small cook kit and practise using it on day hikes; they can start learning to reduce the weight of equipment they pack and practising how to feed economically (by weight) but well. All this early training will culminate in the test for their First Class Journey. From then on a First Class Scout should be capable of fending for himself alone and join the ranks of the lightweight campers. Now he can really begin to make his knowledge and ability in camping pay off in fun and adventure and extra comfort.

Once a Troop has a majority of Scouts familiar with lightweight camping it is ready to go on exploration trips – travelling by any means it wishes and pitching camp each night. Many Troops make special trips about every three or four years to explore some other part of Canada or another country. They usually travel by car or a bus, everything they take with them being packed in the kit which each person carries, except the main food supply which is carried in separate suitable containers. Each night a crop of hike tents mushrooms up and boys can be seen in pairs busily preparing dinner. Each morning they disappear just as quickly. Just think of the adventure you can have on such trips! It is certainly one very effective way of maintaining the interest of the older Scout – after all he is experiencing new and exciting adventures – not the same adventure repeated

year after year.

EQUIPMENT

Boys should graduate to lightweight camping after gaining some experience with heavier equipment. Lightweight equipment is much more 'tender', than its heavier counterpart, it is relatively expensive and easily damaged. Lightweight tents are particularly delicate, especially in wet weather.

The object of lightweight equipment is that it should be easily carried on the back. A pack plus bedding, groundsheet, tent, pots, first aid kit, personal clothes for one week and basic staple foods should not weigh more than 30 lbs. Obviously, some careful selection has to be done to equipment if this is to be achieved.

Pack

There are many types of packs but either the Norwegian frame rucksack type or the Indian pack frame is recommended. Both of these items permit a free circulation of air between the pack and the back. The weight is taken across the shoulders and the hips, and the hands are entirely free. These packs will weigh between 3-4 lbs. each. Make sure the flap to the main bag is large enough to completely cover the opening when the bag is packed.

Tent

Lightweight tents are very much a personal choice – the designs are legion. When making your choice, remember that a tent is only of real value in bad weather. Doors should overlap at the join, not just meet, and there should be a sod cloth along the bottom of the walls. A two man lightweight tent (without flysheet) should weigh between 4½-5½ lbs. including alloy pegs and pole. Most good lightweight tents are made of Egyptian cotton. Encourage boys to design and make their own.

Sleeping Bag

A sleeping bag is really essential for hike camping. A medium weight bag suitable for down to freezing temperatures will weigh between 3-4 lbs. and roll up into a bundle approximately 17" long x 8" in diameter. The best filling is "duck down". A mixture of down and crushed feathers is used in many medium-priced bags – its warmth varies according to the proportion of down. Many new bags have 'Terylene' (a polyester fibre) filling which is reported to be very warm. The quilting of sleeping bags is important – the larger the pockets the more likelihood there is of the filling collecting at one end and leaving thin patches which will ruin insulation. The pockets should be well-stuffed. Good quality bags have overlapped quilting. Do not be led astray by fancy colours, zippers, hoods and other relatively unimportant refinements.

Nylon or cambric are suitable covering materials. For general purposes, avoid sleeping bags with sewn-in rubber groundsheets. Body moisture condenses *inside* this type of bag and the life of the groundsheet is much less than the rest of the bag.

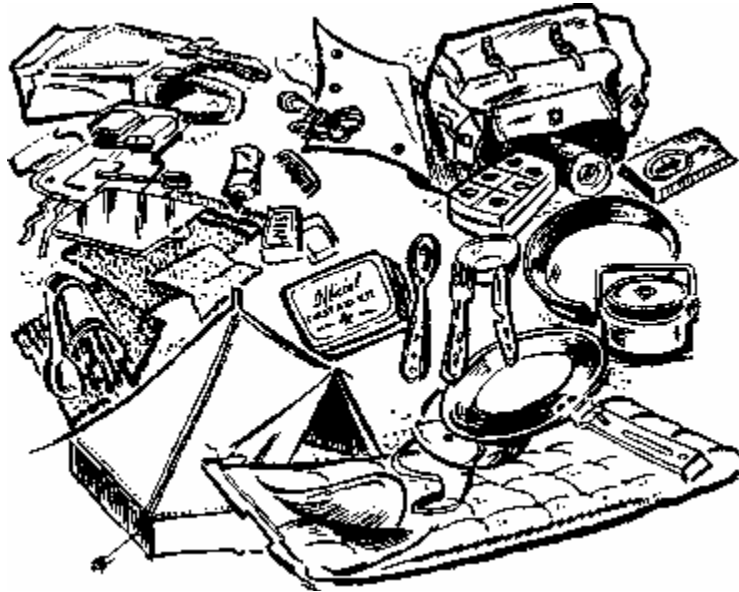
Groundsheet

Standard rubber groundsheets weighing between 2½-3 lbs. are too heavy for hiking. A good quality, double-sided P.V.C. fabric weighs only 1¼ lbs. for a 6' x 3' groundsheet. Lighter weights can be achieved in single side or rubberized nylon. Naturally the lighter materials are not as durable as the heavier, and rubberized materials will perish after a year or two. Experiment with sheet polythene and similar plastic.

Cooking pots and utensils

Here, again, the choice is personal – obviously, aluminum or aluminum alloy is the best material because of its light weight. A deep pot, frypan and deep dish lid is adequate – a set containing two pots (approximately 1 or 2 pint size) fry-pan and dish lid is preferable for a long camp. Points to look for: –

Does the pot handle stay firmly in place? If it doesn't, the chances are that the pot will tip at the wrong moment.



Does the frypan handle fit rigidly enough to permit tossing?

Is the whole thing easy and quick to assemble, with no small parts which can be easily lost?

A small pot lifter is a good gadget to buy with any set of pots.

An enamel mug, 1 pint size, is an additional cooking pot as well as a drinking cup. Aluminum mugs are useless except for cold drinks, tin rusts, and plastic cannot be put on or near the fire.

An extra plate may be carried if desired – on long hikes it is certainly very useful.

Aluminum foil is excellent for lightweight cooking – carry a pad with you.

If a clasp or sheath knife is carried, there is no need to take another knife for eating but an aluminum fork and a dessert spoon are necessary and a teaspoon may be a worthwhile luxury.

An axe is not necessary – unless you intend to make bivouacs, etc. Firewood can be broken without the aid of an axe.

A small trowel is useful for digging pits or turfing fireplaces.

PERSONAL KIT

This will vary with the individual but it must be kept to a minimum. There is an old rule which has been handed down from hikers from ‘way back – it is this – “After a hike, unpack and put all the things you didn’t use into pile ‘A’, all the things you used but could have done without in pile ‘B’, and the rest in pile ‘C’. Then discard pile ‘A’ and select items from pile ‘B’ next time you go.” Of course, this has to be tempered with common sense but, generally speaking it is sound advice.

The following is a suggested list.

To wear – Scout uniform

To pack – Waterproof coat or cape (lightweight)

—2 pairs spare stockings (and oversocks, if worn)

—Sweater or sweatshirt

—T-shirt or spare light shirt

—Light drill shorts

—Change of underclothes

—Swim trunks

—Large towel

—Toilet kit (use small sizes, ½ cake soap, etc.)

—First Aid kit

—Windbreaker or parka

—Handkerchiefs or tissues

—Notebook and pencil

—Matches

—Compass

- Map of area
- Groundsheet
- Sleeping bag
- Utensils
- Possibly mosquito net

Tent, pots and any other special equipment will be shared.

IN A HIKE CAMP

The general principles of camping are the same but lightweight camping is a much more personal affair. Although Patrols and Troops may go hike camping, it is more usual for boys to operate in pairs since this is the natural sleeping and cooking combination.

Tent

Before pitching the tent lay out the ground sheet in the selected spot and lie on it to make sure the ground is comfortable – move it to the best position and then pitch the tent over it.

It is necessary to be extremely tidy – there is little enough room in a hike tent without all your kit being spread around. Keep your rucksack handy to the door and keep most of your gear in it. You can then get anything you want without going into the tent.

Always sleep with head near the doorway of the tent and keep the door open. A hike tent can become fuggy and unhealthy very quickly if it is closed up. If your head is at the door, it is easy to make adjustments in the night in the event of a change of weather without getting out of bed, and, if you must get out of bed, it is easier since you can crawl straight out of the tent and stand up. Similarly, weather and privacy permitting, it is far easier to dress and undress outside the tent. If you have to do this inside it is much better to do it one at a time with one man remaining in bed until the other has dressed.

Kitchen

A small fireplace about 2 ft. square is adequate and usually a bare patch of ground can be found. There is no need to rail off the kitchen or make many gadgets; possibly a crane fire is all you will need if your pots can be put in a bush or on rocks when not in use.

Wet pits are usually unnecessary unless you intend to stay in one place for long – simply pour waste liquid carefully into the baked ground under the fire where it will be absorbed quickly and any greasy residue burned away. Garbage will be burned as usual and anything not burned must be buried. Keep your hike site neat and tidy.

Latrine

Unless you stay in one place for long it is not necessary to dig a latrine. Each person will dig a hole when required and after covering up mark it with a taboo sign. Scrupulous care must be exercised about covering up and general cleanliness.

Health

The airing of bedding in the morning and the general tidying up for inspection is most important whether an inspection is held or not. If bedding cannot be aired before packing and moving, it should be hung out as soon as the next camp site is reached. In any case it is a good thing to fluff up bedding and expose it to the sun before rightly rolling it away for the night. A sleeping bag which has been compressed for packing will lose much of its insulating property if it is not ‘fluffed up’.

Always change clothing completely when you have made camp at the end of a hike and, if possible, wash all over to remove the sweat of the day’s exertions. The wash will not only clean but also invigorate the body. At the same time, wash underclothes, stockings and any other clothing in need of attention.

As it will be impossible to test drinking water on hikes it will be necessary to carry “Halazon” or similar tablets to purify any water of which there may be any doubt. Instructions for the use of these tablets will be found on the bottle. Leaving the water exposed to sunlight for 15-30 minutes will remove any taste of chlorine. If “Halazon” tablets are not available, boil the water for at least fifteen

minutes before using it. When there is a question of purity of water it is much better to be safe than sorry.

Early to bed, early to rise, is a good rule for hiking. It is wise to establish camp about 4 o'clock in the afternoon (summer time). This allows plenty of time before dark in case a site is difficult to find; the sun is still high enough to dry washing and to warm out bedding and the preparation and enjoyment of the evening meal can be leisurely. There is also time for letter writing, reading, fishing or any hobby in which you may wish to indulge.

If you turn in early, you can be up at 6 and on the road by 8 o'clock and if necessary many miles can be covered in the cool freshness of the early morning.

Feeding

This will follow the same pattern as regular camping – a good breakfast, a light lunch and a hearty dinner in the early evening. However, since you are going to carry much of your food on your back, special consideration will have to be given to weight and bulk. Much of the weight in many foods is contained in its water content so dehydrated foods are excellent for hiking purposes.

It is now possible to obtain many dehydrated foods and there are many companies which produce completely dehydrated meals in sealed packs which also serve as cooking containers.

If you don't wish to carry flour to make bread, buy Hovis, or a similar compact wheat bread.

TABLE OF FOOD VALUES

	Weight oz.	Calories	Protein Gm	Fat Gm	Carbohydrates Gm	Vit. A I.U.	Thiamine Mg	Riboflavin Mg	Vit C Mg
Milk Evap.....	4	165	8.4	9.5	11.9	480	.06	.43	1
Dried Skim.....	1	102	10.0	1.3	14.6	10	.10	.55	33
Fluid Skim.....	8 1/2	84	8.3	12.0	tr.		.09	.42	33
Orange (whole).....	4 1/2	44	.9	10.9	180		.08	.03	48
Tomato Juice.....	4	25	1.2	4.9	1,210		.06	.03	18
Apricots Dried.....	1	79	1.6	20.1	1,430		.02	.06	3
Dates Pitted.....	1	85	.7	22.6	20		.03	.03	0
Beans Green Snap Fresh.....	3 1/2	36	2.2	6.9	570		.07	.10	23
Beans (Dried) Navy.....	1 1/2	152	9.6	27.7	0		.30	.10	1
Peas Fresh.....	2 1/2	71	5.0	13.3	510		.26	.12	20
Peas Dried.....	1	96	6.7	17.1	100		.22	.08	1
Carrots.....	3 1/2	43	1.2	9.3	12,000		.06	.06	6
Carrots (Deh.).....	1	108	1.2	25.3	24,440		.09	.09	3
Lettuce.....	1 1/2	6	.4	1.0	570		.01	.1	4
Spinach.....	3 1/2	22	2.3	3.2	9,420		.11	.2	59
Potatoes Fresh.....	5 1/2	105	2.5	24.1	30		.14	.05	21
Potatoes (Deh.).....	1	101	2.0	23.3	10		.07	.03	7
Oats (Rolled Dry).....	1	98	3.6	1.8	17.0	0	.18	.04	0
Cornflakes.....	3/4	77	1.6	1.1	17.0	0	tr.	.02	0
Flour (Enriched white).....	1	99	3.4	3	20.1	0	.12	.07	0
Bread (White enriched).....	1	83	2.5	1.0	15.7	0	.07	.05	0
Bread (Whole Wheat).....	1	72	2.8	1.8	14.7	0	.05	.03	0
Meat (Beef hamburger).....	4	364	18.2	22.0	0	0	.08	.16	0
Chicken.....	4	227	22.9	14.3	0	0	.09	.18	0
Pork chop.....	5 1/2	380	21.3	32.0	0	0	.85	.18	0
Bacon back.....	3 1/2	231	22.1	15.0	3		.74	.11	
Beef liver.....	3	115	16.7	2.7	5.1	37,320	.22	2.83	26
Beef kidney.....	3 1/2	141	15.0	8.1	.9	1,150	.37	2.56	13
Fish Salmon (Can).....	4	196	22.9	10.9	0	260	.04	.18	0
Cheese (Cheddar).....	1	106	6.6	8.5	.5	373	tr.	.11	0
Eggs.....	1 1/2	72	5.7	5.1	.3	510	.04	.13	0

Gm.—Gram. I.U.—International Unit Mg.—Milligram Pr.—Fresh
Deh.—Dehydrated Can—Canned Oz.—Ounce tr.—trace

In most cases the weight shown represents one normal serving for a meal. Exception is bread where 1 oz. is the equivalent of approximately one slice.

Dark figures represent the higher sources of supply of respective nutrient values.

Further information of this nature may be found in "Table of Food Values Recommended in Canada" available from the Queen's Printer, from which source the above figures were obtained.

Whenever possible buy fresh vegetables, fruit and meats. Dried fruits such as raisins and apricots are excellent to nibble while hiking and help to keep the mouth moist.

Hikers should always carry an emergency pack of dehydrated concentrated foods in case they are unable to replenish stores or are detained for some reason.

Polythene bags are grand for carrying food – they keep it fresh and clean and prevent transference of flavours from one food to another. They can also be used for storing food in camp, being hung directly from a branch etc. Do not keep food in the sleeping tent.

Here is a list of some of the foods most useful for lightweight camping: –

Dried fruits – whole and chopped. Including raisins, figs, pears, peaches, apricots, apple rings, prunes,

Dehydrated soups

Dehydrated vegetables, onions, carrots, tomato, peas, potato (dried or instant).

- Cheese (fresh and dehydrated for cooking)
- Flour (all purpose enriched)
- Rolled oats (Quick Cooking)
- Instant rice
- Dried egg powder
- Margarine (fortified)
- Bacon
- Sugar
- Iodized salt
- Pepper
- Jam or marmalade
- Peanut butter
- Dried milk, whole or skim
- Vermicelli
- Coffee
- Tea (leaves)
- Chocolate (dark, hard)
- Corned beef, Kam, and similar concentrated tinned meats
- Pemmican
- Ryvita or Vita Wheat
- Instant puddings
- Orange and lemon powders (containing Vitamin C)

Here are some suggested menus built on some of the above foods:—

First Day

<i>Breakfast</i>	<i>Lunch</i>	<i>Dinner</i>
Orange juice	Bread & marg.	Soup
Prunes & porridge	Cheese & raisins	*Steak & onions
Bacon	Milk	Mashed potatoes
Bread, butter & jam	Fresh apple	Peas
Tea		Instant pudding
*(Fresh meat taken for 1 st day)		Tea

Second Day

<i>Breakfast</i>	<i>Lunch</i>	<i>Dinner</i>
Orange juice	Ryvita & marg.	Corned beef hash
Apricots & porridge	Cheese and dates	Peas
Omelette	Milk	Jam pancakes
Bread, butter & jam		Tea
Tea		

Third Day

<i>Breakfast</i>	<i>Lunch</i>	<i>Dinner</i>
Lemonade	Bread & marg.	Pea Soup
Porridge	Kam & apple	Vermicelli cheese
Bacon & French toast	Rings	Tomatoes
Bread, butter & jam	Milk	Queen's pudding
Tea		Tea

Fourth Day

<i>Breakfast</i>	<i>Lunch</i>	<i>Dinner</i>
Orange juice	Bread, peanut butter & jam	Kam fritters
Porridge & Prunes	Milk	Rice, carrots & tomatoes
Scrambled eggs	Figs	Compote fruit & cream
Tea		Tea
Bread, butter & jam		

Extra milk may be drunk between meals and before going to bed.



CHAPTER VII

Camping

Ask any boy what he associates with Scouts and nine times out of ten the answer will come back – ‘Camping!’

Scouting and Camping are practically synonymous, and nearly every boy who joins the Movement does so because he sees himself out in the woods, frying bear steaks in front of his bivouac, shooting the rapids, lying snug in bed with his companions as a blizzard lashes the tent, or lazing in front of his tent waiting for a fish to bite.

Camping is the life blood of Scouting. It is the romance and adventure of camping which keeps Scouts “alive” and keen, and which, perhaps more than anything else, provides leaders with opportunities to help boys develop into good citizens.

The Founder said on many occasions, “Camp is the Scoutmaster’s great opportunity”.

A Scouter has not lived who has not watched a Patrol at camp come to life in the early morning – the joy in the water in the early sunlight as the boys wash; the quiet mutterings from the kitchens as the columns of smoke rise slowly into the still air and the smell of bacon comes wafting on the breeze, adding a new meaning to the already thrilling scent of nature.

He has not been entertained who has not been welcomed at the Patrol table and served with the friendly dignity of happy boys, eating with them and joining their eager chatter and infectious laughter.

He has not known happiness, who has not sat in the stillness of the long shadows, with nature’s evening chorus, and helped a boy solve a problem.

There are few places better than camp where a leader can come closer to understanding boys, or boys and leaders to understanding the ways of God.

THE AIM OF SCOUT CAMPING

- 1) To promote good health and physical fitness.
- 2) To broaden the mind.
- 3) To develop a boy’s initiative and so help build his character.
- 4) To develop self reliance through skills and practice.
- 5) To help boys to learn to live with one another and develop tolerance and unselfishness.
- 6) To satisfy the desire in every boy for REAL ADVENTURE. In this way, his continued interest is most likely to be ensured and greater opportunity provided to achieve the ultimate AIM of the MOVEMENT.

WHAT IS SCOUT CAMPING?

“Camp” has a pretty broad meaning today so that it is necessary to define what is intended by “Scout Camping”.

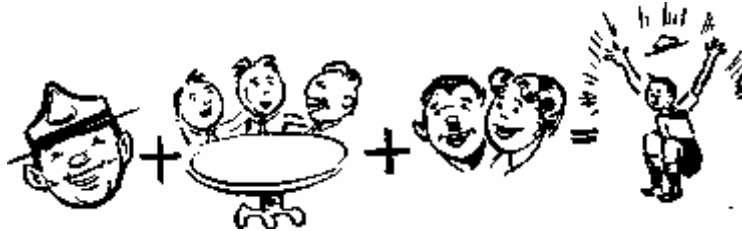
Scout Camping is a simple form of backwoods camping which demands the *minimum* of equipment and the *maximum* participation by the boys.

Scouts in camp are expected to live in tents, or less, and to be quite self-dependent, each boy doing a share of the daily routine of living, cooking, serving, washing up, fetching wood and water, etc., for his Patrol. **It is essential to realize that this is part of the fun and training of Scout Camping.**

In camp, as in other Scout activities, the Patrol is the working unit. A Scout Troop camps by Patrols, each one being self-contained and responsible for its own welfare, under the watchful eye of the Scouters, and collectively governed through the Court of Honour.

A Scout Camp is not a holiday camp – it is a training camp. In it boys learn to accept the rough with the smooth, and to enjoy both experiences in developing an outlook on life fundamentally sound and balanced, which is so essential to a mature adult.

YOU AND CAMPING



Camping places a big responsibility on the Scouter. Not only do you have the physical task of being responsible for camps but you have also parents to satisfy, and possibly some problems of your own to resolve. The Group Committee is the body which can help you here.

THE GROUP COMMITTEE

The Group Committee must do everything in its power to see that the Troop gets adequate camping and that every possible help is given to the leaders in organizing camps. The Group Committee has obligations to parents and to the Scouters with regard to camping. It is in the Scouter's own interests that he co-operate to the full with the Group Committee and gives it every opportunity to fulfill its responsibilities.

The Group Committee, in consultation with the Scoutmaster, is responsible for:

- the purchase or rental of camp equipment,
- suitable camp sites and obtaining permission to use them,
- the organization of transportation when needed,
- the approval of all financial arrangements,
- the securing of adequate leadership.

All plans for camping must be discussed with and approved by the Group Committee before they are announced to the Scouts or their parents.

Obviously, there is a different emphasis on short-term camping from that on long-term camping. Once a basic arrangement has been agreed on in the Group Committee, it usually gives blanket approval to the Scoutmaster for normal short-term camps. The Scoutmaster will give the Group Committee the Troop's outline plan for these camps, whether they be Troop or Patrol camps, so that they are aware of what is happening – it should not be necessary to have each camp separately approved. Arrangements for long-term camps, however, must be approved separately each time.

If you have an open evening in camp, don't forget to invite the Group Committee.

PARENTS

It is necessary to have the complete co-operation of parents with regard to camping. In order to assure this, the Scouter must explain the aim and practice of Scout Camping to them. He must tell them of the Troop's camping tradition and keep them informed of its future plans. These explanations should begin when the Scoutmaster first visits the parents of a new recruit, so they understand that camping forms an essential part of Scout training. **Unless a Scouter gains the parents' confidence he will find it very difficult, if not impossible, to organize camps.**

As soon as a boy is invested, his parents should be given a written list of the things their son will require for camp. These should be in order of importance and substitutes should be indicated where possible. Encourage the parents to discuss any problems with you or your assistants.

As soon as plans for camps have been made, parents should be advised, preferably in writing. A half yearly or quarterly bulletin to parents (see Chapter XIII) is an excellent means of doing this. Every effort must be made to keep the dates appointed, and to see that boys get home at the stated time.

Parents should give their consent in writing for their son to attend camp. Again, this can be a blanket approval for short term camps.

Parents should know the location of all camps or whom to contact in an emergency should it be necessary to communicate with their son. At the same time they should be made to realize that casual visiting is not to be encouraged since it tends to disrupt the camp.

Visits

Naturally, parents will want to see what happens in camp, so it is a good idea to invite them to an 'At Home' in camp, once a year, – either to a short-term camp or, if it is close enough to home, to the Summer Camp. It is recommended that they be invited for about 6 p.m. Suggest that they bring a picnic supper and let the boys provide coffee or tea, each Patrol playing host to its own parents. Round off the evening with a Camp Fire. Be sure to provide toilet facilities for the ladies. If parents are invited to Summer Camp it is recommended that they be asked to come on the last evening but one. By this time, they are unlikely to cause any emotional disturbance in their sons – and the last night, because it is the last night and therefore rather special, should be kept for the Troop alone.

PERSONAL PROBLEMS

If for any reason you shy away from camping, obviously your Scouts are not going to get the best experiences in the "piece de resistance" of the Movement. So, you will quickly realize that the attitude of Scouters toward camping is very important, and the responsibility for seeing that your Scouts get the camping they joined the Movement for, rests squarely on your shoulders.

Camping Experience

If you have had no previous camping experience you can start learning right away by –

- a) Reading, and training yourself at the same time as you train your Patrol Leaders.
- b) Attending Part 'B' Basic Training Course.
- c) Attending a Specialization Course in camping.
- d) Assisting an experienced Scouter to run a camp.

Knowledge of camping is fairly easy to acquire, but as with so many other things, experience takes time. Do not be afraid to tell your Patrol Leaders if you don't know much about camping, but make it quite clear that, together, you are going to learn. Don't be too ambitious at first, and don't be discouraged by your mistakes.

Time Factor

Camping does take you away from home, and if this happens too often you may find yourself unpopular with your family. Camping makes more demands on the Scouter's time in a new Troop than in an established one, since in the latter Patrol Leaders are capable of running their own weekend camps.

However, if planning is carefully done, the load can be shared by all the Scouters (and perhaps a few Dads as well).

Summer Camp

The Summer Camp also presents a problem to many Scouters. A man may feel obligated to devote his summer holiday to his family – especially if he only has two weeks. Or he may not be able to get his holiday at a time suitable to take the boys to camp. These are problems which can only be touched on here since so much depends upon individual circumstances.

The annual camp is the highlight of the year, and **every possible effort must be made to see that each Troop gets this experience.** If difficulties arise they must be discussed with the Group Committee and possibly the District Commissioner and the parents. **Every effort must be made in trying to find a solution.**

If a Summer Camp proves quite impossible, it is most important to see that the fifteen days minimum camping experience which each Troop should get each year is made up by weekend and long weekend camps throughout the year. Some Districts conduct district or composite camps for Scouts who are unable to attend Summer Camp with their own Scouters. This system fills a very useful place in the camping programme but it must be looked upon as a last resort and not as an alternative to a Troop camping with its own Leader.

Number of Scouters

For inexperienced Scouts there should not be less than two adults in camp for a Short Term Camp, or three for a Long-Term Camp.

In the case of experienced Scouts, Patrol Leaders may take their Patrols to camp by themselves, providing the Scoutmaster has approved their plans and destination. In such cases, it is desirable to have an adult nearby, e.g., a farmer capable of rendering some assistance if called on in an emergency.

For a Long-Term Troop Camp, three Scouters are desirable, but if Patrol Leaders are reliable and there is a responsible Troop Leader or older boy, then it might be reasonable to have only two adults. A lot would depend on the accessibility of the camp, the proximity to a telephone, the distance from home, and conveyance available.

Ideally, the Scouter and all his regular assistants should attend Summer Camp but if this cannot be achieved, adult helpers may be obtained through the Group Committee – either from members of the Committee, fathers of boys in the Troop or perhaps someone outside the Group.

THE SCOUTER'S EXAMPLE

The proper running of a Scout Camp is a full time job for the Scouters in camp, and it is important that they are free to give their attention to their allotted duties and that their time is not taken up by routine jobs which should be done by the boys; e.g., cooking meals for themselves. In addition to allotted duties such as Quartermaster, First Aid, program, the Scouters must be free to help individual boys with problems or activities. If the Scouters are always so busy that they cannot do this, boys will very quickly stop turning to them for advice, and one of the most valuable opportunities for helping each boy in his development will be lost.

Scouters must realize they are setting the example to the Scouts, especially in camp. This applies to personal grooming, habits, attitudes of mind and effort. They must not expect the Scouts to do anything which they themselves are not prepared to do.

Scouters must always appear smart – even in camp clothes there is no need to look unkempt. It is important that Scouters shave each morning – nothing is more conducive to slack morale than stubbly-bearded leaders. Hands and finger nails must also be watched – they get rough usage in camp and need more than usual attention.

Smoking by the leaders should be confined to their own area of camp and done only in 'off parade' periods. Great care must be taken to see that cigarette butts and matches are thrown into the fire, and not littered on the ground.

Under no circumstances may alcoholic beverages be taken to camp.

The Scouters' tents and equipment must always be neat and laid out (according to weather) well before inspection. They must be kept tidy during the day, and the central Stores and Medical tent must be a perfect example of how these places ought to be kept. If the Scouters are to set the example they must maintain a higher standard than that which they expect of the Troop.

The attitude of the Scouters will be reflected in the boys. If the Scouters are cheerful and smile and whistle under all difficulties, then the whole camp will be cheerful. Similarly if the boys see that the Scouters are busy and energetic when necessary, they too will get down to work with a will.

Scouters will probably find that the best time for them to get together by themselves for discussion is around the Camp Fire, after the Troop has gone to bed – it is a good time to relax and have a *good* cup of coffee too!

CAMP PREPARATIONS

CHOOSING A CAMP SITE

Wherever possible the Patrol Leaders should visit sites with the Scouters so the Court of Honour may do its full share in making the choice. Where this is not possible, the Scoutmaster must discuss the situation with them, and give as much detail as possible: photos, sketches, maps, and other relevant information. The ability to choose a good camp site is an important part of a Scout's training.

The type of site will depend very largely on the purpose of the camp but always remember the three W's of camping: Wind (i.e. shelter), Wood and Water. The following are points which should be carefully considered:

Owner's Permission

Obviously, before any site can be used, permission must be obtained from the owner. A careful approach to this is necessary because if the owner says "Yes", he is more likely to be doing you a favour than himself. In the case of larger estates, get the best person available to approach the owner – this calls for close co-operation with the Group Committee.

The owner may be worried of damage to his property and of having no redress. Be sure to leave him your name and address and that of the District Commissioner or District Council Office. Reassure him in this way that you are not the sort of people who will cause damage and then disappear.

Explain how you intend to camp and ask about firewood and water. Check about out of bounds areas.

Will other people be allowed to camp at the same time, or, in the case of a fairly confined site, immediately prior to you?

Will cattle be grazed in the same area as the camp?

Location

Imagine the site under the worst possible weather conditions.

Preferably, the site should be located on a gentle slope, certainly not in a hollow likely to flood. Soil which will drain well is desirable to avert flooding in rain and to allow pits to function properly.

Protection from the prevailing wind and sun is usually best supplied by trees. Wind is one of the camper's worst enemies, and the sudden change to living all day in the unrelenting glare and heat of the sun can cause both physical and mental discomfort to people who live most of their lives in buildings. Some shade for relaxation is important.

Ideally there should be suitable areas or clearings for Patrol sites. The site should not be overlooked by roads or houses, nor should it be close to a busy railway line. Check for natural nuisances, such as mosquitoes, cattle, poison ivy.

Water

Good drinking water close at hand is vital. If it does not come from a public supply it must be tested. Samples should be taken for test when the site is first visited. A final check should be made 14 days prior to start of camp.

Carrying water any distance can be a tedious chore and completely ruin a camp. If water is available close at hand for washing and cooking, carrying water for drinking purposes is not so bad – but it will have to be stored somewhere where it will keep cool.

Boys need to drink a lot of water in camp and if it is not readily available, discomfort and discontent may result. Lake or stream water is ideal for personal washing and also for washing up and cooking. These are the items which use up large quantities of water.

Wood

A supply of firewood, i.e., natural dead-wood, close at hand for cooking is necessary, if boys are not to spend a lot of time searching for it. If firewood is not immediately available, perhaps some can be brought in, but for the best training boys should be encouraged to go out and get their own. In some areas, firewood is impossible, and in that case charcoal stoves are recommended. However, from a training point of view they should be the exception rather than the rule.

Wood is also useful for gadgets, seats, tables, and pioneering purposes.

Swimming

In most places, a camp site without swimming facilities is not worth considering, even for a weekend camp.

The swimming area should be a shelving beach free from hazards; then control of boys in the water will be reasonably easy. Check to see that the water is safe for swimming.

Food Supplies

The proximity of stores is not so important providing they will deliver, or that you have a means of transportation for collecting supplies. The regular supply of pasteurized milk is vital. Visit stores before placing orders to be sure their merchandise is up to the desired standard, to check prices (they may be quite a bit higher than in the city), and to ascertain if deliveries can be made and relied upon. Quite a lot can be discovered about stores by chatting with the local inhabitants. Ice may be needed for keeping food cool.

Doctor

Locate and visit the nearest Doctor. Make sure that he will be prepared to visit the camp in an emergency and obtain his 'phone number.

Church

Make quite sure that there are churches of the required religious denominations nearby or clergy who are willing to come to camp to conduct Sunday services. Should this prove impossible, consult with the Group Committee. A Scout's Own may be conducted for Protestant Scouts by the Scouters with assistance from the boys.

Accessibility

The degree of accessibility depends on the type of camp, its duration and the experience of the boys. Everything – food and equipment – will have to be carried from the nearest approach road. What will this road be like in bad weather? It is a mistake to have to carry weekend equipment too far as it is not worth the effort for the time in camp. Alternatively, it is also a mistake for the site to be so easy of access that every man and his dog can stroll in to see you.

General

The site must have an appeal to a boy's sense of beauty and his instinct to create an air of adventure around the camp.

If a site is too far away to be visited prior to camp, arrangements for its use should be made through your District or Provincial office, with Scout people in the area of the intended camp. Be quite specific about your requirements when asking for suitable places.

PRESENT PLANS TO GROUP COMMITTEE

While individual members of the Group Committee will have participated in the preliminary preparations for camping, the Scouter must put his proposed plans for camping before the Committee for their approval. He may either do this personally or through the Camping Committee man.

Plans for camping should be presented annually in the fall or early winter. This allows adequate time to do proper planning, training and fund raising to meet the proposed budget. These plans should cover:

- Winter Camping
- Short Term Camping
- Summer or Long Term Camping
- Trips, First Class Journeys (potential) and Camporees

The Committee will want to know at this time:

- Location of sites – especially for Long Term camp
- Proposed dates – again especially for the Long Term camp
- Leadership available
- Leader training required
- Equipment budget (repairs and additions)
- Approximate budget for long term camp
- Any other relative information

Naturally, these plans and proposals are outlines only and the various details are completed as the year progresses.

NOTIFY PARENTS

After the Group Committee has given its approval, parents should receive notification well in advance of all short term camps planned – preferably in a regular Troop bulletin or Scouter's letter. Every effort should be made to keep to the dates planned.

Notification of Long Term or Summer Camp should be given to parents in writing at *least* three months before camp to enable them to take it into consideration when making family plans. If necessary, the first notice can be followed up with another nearer the date of the camp, giving final details. The notice, preferably in an informal letter, should give the following information and assure parents on any points which might conceivably cause them concern.

- Dates of Camp
- Location of Camp
- The cost
- Method of transport
- Other relative information
- Meeting and returning place and times (if these are known at this date)

Enclosed with the letter should be a list of the equipment each boy will need and a medical form to be signed by the boy's Doctor.

Letters of this nature should be duplicated. If the Scoutmaster cannot conveniently arrange this himself, it should be undertaken by the Group Committee.

TELL THE BOYS

Naturally, the Court of Honour will be the first to know of the confirmed plans for camps. It is then up to each Patrol Leader not only to tell the members of his Patrol, but to arouse their enthusiasm by building plans and having many activities based on camping preparations.

SAMPLE LETTER

Dear Parents,

The Troop Summer Camp will be held this year from July 3rd to July 12th., at the east end of Knob Lake, 4½ miles north of Ichibuctou,

We have secured a wonderful wooded site on the edge of a large sandy bay which will provide excellent swimming in a safe area. Because of the water facilities offered by this site, we intend to make canoeing one of our main activities. These activities will be carried out in strict conformity with the rules of water safety laid down by the Boy Scouts Association, and younger members of the Troop will receive training in canoe handling during the coming months.

As a highlight to this camp we expect to visit and go down the Gold Mine at Foundital. If your son suffers from claustrophobia will you please let me know.

We shall be travelling to and from camp by Provincial Coach, and Mr. Peel will take his ear. Times of departure and return will be announced nearer the date. The cost of the camp including travel to and from camp and the trip to Foundital will be \$20.00.

Enclosed is a list of equipment which your son will require. Will you please arrange to have him medically examined within seven days before going to camp, and complete and return the attached forms?

If you have any questions concerning this camp, please do not hesitate to call me.

Yours sincerely,

JOHN BAIRNI,

Scoutmaster.

The postal address will be:

Scout.....

1st Doumibest Scout Camp,

c/o P.O. Ichibuctou.

The Scouters will talk about camping in such a way as to stir each boy's imagination and, again, Troop programmes will be directed to camp training. Make full use of the bulletin board for keeping the Troop well-informed.

Although boys want camping and adventure, each camp has to be 'sold' – if camp gets poor publicity, the chances are that there will be a poor attendance. The enthusiasm (or lack of it) of Scouters and Patrol Leaders will be infectious.

PERMISSION TO CAMP

Short Term camps of three days or less do not need to be reported unless there is a local District or Municipal ruling to the contrary. Ask your District Commissioner for information.

Long Term camps of more than three days duration have to be approved by your District Commissioner and the Provincial Council. An "Application for Permission To Camp" form, obtainable from your District Commissioner or Provincial Headquarters, must be completed, signed by Scoutmaster and Group Committee Chairman and submitted at least three weeks prior to the proposed camp. You must also ascertain if there are any regulations of the Provincial or Municipal Public Health authorities who control the area of your camp to which you must conform.



Camps to be held outside Canada must be approved by National Headquarters after being endorsed by Provincial Headquarters. National Headquarters will also notify the national office of the country you intend to visit.

EQUIPMENT

The equipment needed for camp will have to be assessed and shortages made up by purchasing or hiring. All equipment should be overhauled during the winter months, but after use during weekend camps should always be checked before Summer Camp. Wherever possible Scouts should be trained to repair their own equipment – this is Thrift in practice.

The boys should be familiar with the equipment they use. If new tents are bought, pitch them at Headquarters before going to camp so that any problem in pitching may be solved and any faults or shortages remedied before camp.

The care and packing of equipment is the joint responsibility of the boys and the Scouters. Patrols will be responsible for their Patrol equipment, the Court of Honour for Troop equipment and the Scouters will keep an eye on everything. It is the responsibility of the Scouters to see that all camp equipment used is in good condition. **It is particularly important that tents are sound and waterproof and that boys' groundsheets are waterproof.**

After training, Patrols should make their own arrangements for getting their own equipment to Short Term camps.

For Long Term camps, if equipment does not go to the campsite with the Troop, be sure that it leaves well in advance by a dependable service – nothing is more embarrassing than to arrive at camp and find you have no equipment. What a wonderful challenge that would present to the imagination and resourcefulness of the Troop. Might be worth staging one day!

For detailed lists of Patrol, Troop, Games, Medical and First Aid equipment; "Appendix C & D."

TRANSPORT

Encourage boys to cycle or hike to camps not too far from home. It is not a good practice for cars to drive right onto the site of every camp. Even if this can be done, it is good training and exercise for the fellows to walk the last leg of the journey sometimes.

Patrol Leaders should be responsible in the first place for arranging with the fathers of their Scouts, for the transport by car of their Patrol. If arrangements cannot be made within a Patrol, a Scouter should approach the Group Committee.

Insist on orderly behaviour when travelling, especially in Public Vehicles. There are the common rules of courtesy to be observed and the safety of the boys to be considered.

If public transport is to be used, have a pre-arranged plan for loading and unloading boys and equipment and, if necessary, for sitting, and make sure that every boy knows how it operates.

COST

Charges for weekend camps should be left to Patrol Leaders to arrange with their Patrols. It is recommended that a top limit of \$2.50 per head (1960) per full week-end be set on food (See below). To this should be added any charges for the use of the site, and depreciation or hire of equipment. The Patrol Leader will collect an agreed amount from each boy and a Scouter eating with his Patrol. When the accounts have been worked out and balanced, a refund, if any, can be made to each boy, or it can be put into the Patrol Fund, sent to the Scout Brotherhood Fund, or any other worthy cause. Incidentally, it is much better to be able to offer a refund than to estimate too low, and have to ask for more after camp.

The cost of a long term camp is determined as follows: –

Estimated cost of food, etc.

Charge for use of camp site.

Hire of equipment.

Cost of transport.

Cost of any special activities.

Cost of sundries, prizes, etc.

Plus 5%-10% contingency fund.

This total will be the over-all estimated cost of the camp.

Any donations or grants from the Group Committee or other sources should be deducted, and the balance divided by the expected attendance to get the per capita cost. Some Troops add a small percentage charge to each Summer Camp to help cover depreciation of equipment. If this charge is added it should be handed to the Group Committee immediately it is collected and be credited to the Troop Equipment Account, no matter what the financial outcome of the camp operations.

No boy should be prevented from attending camp because his parents cannot afford to send him, and the Group Committee should set aside money to form a fund to meet such contingencies. Nevertheless, every opportunity should be given boys in these circumstances to earn something towards their share of the cost. It is necessary to consider a boy's natural pride but in any case he must make an effort to deserve the support of the Group as in most cases it would be bad training just to provide the cash as a gift. Any assistance of this nature must be confidential to the Group Committee and the Troop Scouters.

FEEDING

Food is a very important part of camping. Boys tend to measure the success of a camp by the meals they had; certainly, if they were poor the camp will hold unpleasant memories. Good food and regular meals are important factors in good health and developing a fit body.

Menus for camp should be prepared in advance, and it is an essential part of their training that Scouts should learn how to maintain a balance between nutrition, bulk, and appeal when they are planning meals.

Preparing the menu and buying the food for weekend camps is arranged by the Patrol Leader in consultation with his Patrol. Maybe this will become the responsibility of the Patrol Quartermaster, with assistance from the Cook. (Those members of the Patrol who do not notify the Patrol Leader that they are unable to attend, before the food is purchased, should still pay their share of the food bill). Points for the Patrol Competition should be awarded for menus as well as for cooking and serving ability. This will encourage the Patrol to use its imagination and find adventure in catering, and at the same time, guard against the repetition of the inevitable hamburger and pancakes. The Court of Honour should set a maximum charge per head. The Patrol must stay within this limit. Generally, it is far more satisfactory for the Patrol in camp to have a planned menu, rather than that each boy provide his own food.

Menus for Summer Camp are planned by the Court of Honour in consultation with the Scoutmaster or Troop Quartermaster (Scouter). Ideas for different meals and new recipes can be tried out at weekend camps. It is generally better to plan breakfasts, lunches and dinners separately rather than to plan day menus. Combine these to make tentative day menus just prior to ordering

the food for the days in question. The unit method is more flexible and allows for last minute adaptation to suit any special circumstances. Work out a list of quantities for each meal.

PLANNING MEALS

Active boys in camp should get 3,000 to 4,000 calories per day, A day's meals will be balanced if they provide a 10% protein, 25% fat and 65% carbohydrate content. Minerals and vitamins will be adequate if a variety of foods is used. Fresh milk loses some of its food value if it is exposed to light. Fresh fruits and vegetables should be kept as cool as possible to retain their vitamins. Vegetables should not be cut up until required and cooked in only sufficient water to provide steam, then water remaining after cooking should be used in making gravy.

The general rules for planning meals are as follows:

Breakfast.

A good breakfast is essential to provide a share of the day's nutritional requirements. It also provides energy. Otherwise boys will show signs of listlessness and irritability. One third of the day's food should be supplied at breakfast. It should contain: –

- Citrus fruit or juice, tomatoes or tomato juice or vitaminized apple juice
- Cereal with milk
- A protein food
- Bread
- Milk.

Citrus fruits or the suggested alternatives will provide the day's requirement of Vitamin C. A quick energy food such as sugar, honey or conserve, should be combined with one of the above.

Boiled eggs are usually difficult things to eat comfortably in camp and it is better to poach, fry or scramble them.

Pancakes provide a good breakfast course but take a long time to cook and may delay the whole day's programme so they are better reserved for the evening meal.

Lunch.

This will normally be a light, cold meal which takes little preparation. A large midday meal precludes an energetic afternoon – the boys will not feel like being active and anything vigorous might cause stomach upsets. Also a big meal will take a long time to prepare and will cut heavily into the morning's activities. The lunch should contain fresh vegetables or fruit or both, bread, protein food and fresh milk. In cold or wet weather, at least part of this meal should be hot, and foods of high calorie value included.

Dinner.

This is the main meal of the day – it comes after the energetic activities of the day when there is plenty of time to prepare the meal. Any lassitude which the meal induces is in keeping with the time of day and type of activity which is likely to follow. The leisurely pace of the evening will allow good digestion, and a meal eaten in this atmosphere can be savoured and enjoyed.

The meal should consist of an appetizer – fruit cocktail, juice or soup – followed by the main course of meat, fish or fowl with vegetables, and rounded off with a dessert. The drink can be milk, tea or coffee.

General.

Bread and butter with jam, honey, syrup, peanut butter, can be used to supplement any meal to make up bulk. It also supplies energy and is therefore valuable in cold weather.

Bread is a difficult food for which to estimate quantities. If the weather is brisk the loaves will disappear, if it is hot they will probably not be eaten. It is usually better to have too much bread than not enough – it can always be used for toast or to make bread pudding.

Boys should drink two pints of milk per day as it is one of the best all-round foods.

A snack of cocoa and cookies or something similar, can be supplied before bed, and in cold weather a hot drink halfway through the morning or afternoon may also be added.

If constipation is evident in camp the diet should be changed to include more roughage by including such foods as All-bran, porridge and raw vegetables and more fruit, especially plums, prunes and rhubarb. Make sure the boys drink plenty of water.

In hot weather, especially, it is very important to see that sufficient salt is used in seasoning food. A deficiency of salt in the body due to excessive sweating can cause dizziness and listlessness.

The best time to supply “tuck” is probably after the midday meal. Generally the issue of “tuck” should be rationed to one ‘bar’ and one soft drink each per issue – two issues a day is plenty – the second, if it is required, coming at least 1½ hours after dinner.



After working out menus, work out the quantities for each meal and list them alongside the menu. Staple rations, such as sugar, salt, pepper, bread, butter, shortening, jams, etc., flour, tea, coffee, cereals, sauces, etc., should be calculated per day rather than per meal, and bought (with the exception of bread) in quantities sufficient for a week’s supply or for the entire camp period if it is less than one week’s duration. Canned foods may also be treated in this fashion.

SOME SUGGESTED MENUS

Breakfasts

EXAMPLES:

Juice
Porridge
Bacon
Bread, butter, marmalade
Drink

Juice
Cold cereal
Egg & Bacon
Bread, butter, marmalade
Drink

Oranges
Breakfast sausage
Bread, butter, marmalade
Drink

Grapefruit
Prunes & cereal
Eggs
Bread, butter, marmalade
Drink

Juice
Cereal
Fishcakes
Bread, butter, marmalade
Drink

Juice
Baked beans on toast
Bread, butter, marmalade
Drink

Oranges
Porridge

Juice
Bacon & fresh pineapple

Fried sausages
Bread, butter, marmalade
Drink

rings
Bread, butter, marmalade
Drink

Lunches

EXAMPLES:

Soup
Fruit & Veg. Salad & cheese
Cake
Milk

Juice
Cold meat & green salad
Bread, butter, jam
Milk

Baked beans
Tomatoes
Cake and apple sauce
Milk

Juice
Sardines on toast
Plums and cream
Milk

Soup
Spaghetti & meatballs
Fresh fruit
Milk

Fruit cocktail
Cheese & tomatoes
Bread & butter
Instant pudding
Milk

Corned beef
Salad
Bread, butter, jam
Milk

Juice
Wieners & buns
Fresh fruit
Milk

Dinners

EXAMPLES:

Roast beef
Roast potatoes
Pears & Ice Cream
Drink

Soup
Hamburger
French fries
Buttered carrots
Instant pudding
Drink

Lamb chops
Boiled potatoes
Lima beans
Jam tart
Drink

Liver & bacon
Mashed potatoes
Tomatoes
Plums and cake
Drink

Tomato Juice
Corned beef hash
Fruit cocktail
Drink

Fried fish
Chipped potatoes
Green peas
Apple pie & cheese
Drink

Soup
Minute steak
Onions
Mashed potatoes
Instant pudding

Barbecued chicken
Sauce
Baked potatoes in jackets
Cole Slaw
Fresh fruit

Drink	Drink
Hunter stew & dumplings	Juice
Pancakes & syrup	Salmon souffle (cold)
Drink	Green salad
	Summer pudding
	Drink
Poached eggs on spinach	Soup
Boiled potatoes	Macaroni cheese
Steamed pudding	Green beans, Tomatoes
Jam sauce	Peaches & cream
Drink	Drink

QUANTITIES

The quantities suggested here are offered as a guide only. Since they will vary according to types of meals, taste and weather conditions. Everyone eats more than average in cold or cool weather and eats less but drinks more in hot weather.

When food is issued to a Patrol at a Long Term camp it is important that the Patrol Quartermaster is informed the minimum period that staple foods are expected to last.

Fruit juices	— 4 ozs. per serving
Porridge	— ½ pt. mug quick quaker + 3 of liquid makes enough for four servings
Bread (1½ lb. loaf)	— ½ loaf per head per day
Butter	— 6 to 8 ozs. per loaf
Meat/fish	— 4-6 ozs. per head per meal
Cold sliced meat	— 2 ozs. per head per meal
Bacon	— 2 ozs. per head per meal
Potatoes	— 6-8 ozs. per head per meal
Jam or marmalade	— 2 ozs. per head per meal
Sugar	— 2 ozs. per head per day
Tea	— 1 oz. makes 6 cups
Cocoa	— 1 oz. makes 6 cups
Coffee	— 1 oz. makes 2 cups
Green vegetables	— ½ lb. per head per meal fresh veg. with waste, e.g., stalks etc. — ¼ lb. per head per meal, frozen or no waste vegetables
Milk	— 1 qt. per head per day

Salt, pepper and other spices in small quantities. Other foods are bought in quantities calculated on amounts required to fill specific recipes.

PURCHASING SUPPLIES

For Short Term camps, supplies will be purchased on a Patrol basis by the Patrol Leader or any members of the Patrol he appoints. They may be purchased at home and carried to camp or purchased at a store local to the site according to convenience. It should be borne in mind that trade with dealers in the locality of camp is one way of fostering good relationships with the community.

Supplies for Long Term camps are usually purchased in bulk on a Troop basis by the Troop Quartermaster and then drawn by Patrols as required. However, in experienced Troops, there is no reason why Patrols should not do their own ordering and purchasing providing they keep within a budget established by the Court of Honour. If the grocer has to deliver orders, they must be co-ordinated at the Troop level so they may all be delivered at one time.

CAMP PROGRAMMES

Programmes for camp will be arranged by Scouters on the suggestions of the Court of Honour in the same way as all other Troop activities. Programmes should be prepared before going to camp, but they must be adaptable to permit changes due to conditions at the time of application.

SHORT TERM CAMPS

Weekend or Short Term camps for Patrols are primarily training in camping, so a large part of the time will be taken up just living in camp. Any activities in addition to this should be planned by the Patrol with the Scouters helping when asked. Certainly some of the time should be devoted to providing opportunities for Scouts to fulfil requirements for grade badges – especially the outdoor sections. This, plus swimming, wide games, and some free time, fill a weekend program very well.

If more than one Patrol is in camp at the same time, the Patrol Leaders may get together to plan some joint activities if they so desire, but basically, the program should remain within the Patrol with guidance and encouragement being given to the Patrol Leader by the Scouters.

If Patrols camp without a Scouter, each Patrol Leader must submit a copy of his program to his Scouter for approval, and after the camp must report on its results.

It is better that inexperienced campers set up camp in the morning or early afternoon. However, once a Patrol has had some camping experience, a weekend camp can begin on Friday evening – thus providing two full days in camp. A suggested schedule for such a camp is as follows:

FRI. —	2030 hrs.	Arrive on site. Set up camp. Cocoa. Sandwiches brought from home.
	2230 hrs.	Turn in.
SAT. —	0730 hrs.	Rise.
	0830 hrs.	Breakfast.
	1000 hrs.	Inspection. Flag and prayers.
	1030 hrs.	Continue to set up camp.
	1130 hrs.	Swim or general game activity.
	1200 hrs.	Prepare and eat lunch. Rest period.
	1400 hrs.	Patrol Activity.
	1630 hrs.	Swim.
	1700 hrs.	Prepare and eat evening meal. Free time in Patrol.
	2000 hrs.	General game.
	2100 hrs.	Camp Fire. Appropriate Devotions. Prayers.
	2215 hrs.	Lights out.
SUN.—	0700 hrs.	Rise. •Breakfast. •Inspection. •Flagbreak and Appropriate Devotions •Attend Church Service. •Nature Activity. Swim.
	1200 hrs.	Prepare and eat lunch.
	1300 hrs.	Patrol Activity.
	1430 hrs.	Strike camp.
	1600 hrs.	Swim and wash up.
	1630 hrs.	Final Inspection of Scouts and Site. Flag Down.

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Appropriate Devotions.

•Times have been omitted here because of variety of times for various Church Services. If possible always notify clergy in advance of your intention to attend services. Advantage should be taken of the walk to and from Church to observe nature or to play Observation Games.

For choice of Activities see Outdoor Activities, Chapter IV.

LONG-TERM CAMPS

Programs for Long-Term or Summer Camp should be worked out well in advance by the Scouters and the Court of Honour. It is a good idea to build these around a central theme or themes according to what the Troop aims to achieve during the camp. The advancement of individual Scouts with their Second and First Class requirements must always have a major place in any camp program. City Troops, especially, should take advantage of the rural setting of camp to participate in activities which are difficult to organize at home.

Alternative wet weather programs should be prepared and held in readiness, but in general, try to carry out arranged programs despite weather.

General Points

The first day or day and a half will be very largely taken up with settling into camp. It is a good idea to arrange time for exploration around the site at the end of the first day. Have an activity towards the end of the second day which will get everybody out of camp for a change of scenery.

The third and fourth days should contain fairly vigorous activities, hikes, pioneering; etc.

The fifth day is a good time to relax the pace a little and have a day in camp. The sort of day when the boys can potter around the site doing the activity of their choice, a "Cook's Day" or "Individual Projects Day".

If the camp is only of one week's duration, the sixth day should be the most important day of the week – the day of special adventure or excitement. The end of this day will then be confined to preparatory packing, and the seventh to striking camp.

If the camp is of longer duration than one week, maintain a similar variation of activity combining vigorous activity with leisurely activity, in-camp activities with those away from camp. If the camp includes two weekends the second Saturday or Sunday can be free days, i.e. from Flag Break to approximately 1700 hrs. during which time the boys can, within reason, do as they please.

	1ST DAY	2ND DAY	3RD DAY	4TH DAY	5TH DAY	6TH DAY	7TH DAY
Morning	Travelling	Duty to God Work on Site Swim	Pioneering Swim	Wide Game involving Tracking Compass Signalling Finding lunch	Camp Sports Meet or Axemanship or Estimation etc. Swim	Excursion to St. Monique by boat. Visit Monastery	Strike Camp
Lunch & Rest Period	Sandwiches from home			Attacking a distant hill		Packed lunch	Return Home
Afternoon	Arrive Set up camp	Treasure Hunt out of camp Swim	Pioneering Aquatic Sport Meets	Bathe in river under Waterfall Observation Activity for Return Hike Swim	Special Cooking and Experi- ments with recipes Swim	Explore Caves Dinner at La Paloma Return by boat Swim	
Dinner Time & Free Time	Work on Site	Work on Site	Free for in- dividual work	Free for Individual Work	Special Meals prepared above	Prepare to strike camp	
Evening	Swim Short Explor- ation Hike	General Game Camp Fire	Signalling Activity Camp Fire		Inter-Patrol Fishing Competition Camp Fire	Start striking site Last Camp Fire	

Specimen Program

The Specimen Program set out here for a camp of one week, from Saturday to Saturday, gives you an idea of how to plan your own outline. At the same time as this is done, allocate responsibilities to Scouters for arranging and presenting the activities.

Wet Weather Program

Try to carry out the previously arranged program as far as possible, even if the content has to be modified. Nevertheless, discretion must be exercised and the boys must continue to enjoy the activity. For instance it would be better to substitute something else for the afternoon program of the 5th day, as cooking in the rain has little appeal to anyone.

Some ideas for wet weather activities.

- 1) Introduce vigorous games which keep everybody on the move, like Hot Rice, Chain Tag, Stone Age Football. Make a list of these before going to camp.
- 2) Prepare some short hikes, each with an objective.
- 3) Prepare a number of quizzes and puzzles.
- 4) Prepare some observation games which can be played inside a tent.
- 5) Take enough bell wire, etc., so that a buzzer system can be rigged up between tents, and prepare one or two stunts in which it can be used.
- 6) Work out some ideas for water activities.
- 7) Plan an invention competition—The Patrol which can collect the most rainwater; put its power to a novel use; design a wet wood firelighter; etc.
- 8) Prepare a 'junk box' and have a few tools, pliers, tinsnips, punch etc. List some simple things on cards such as, articles which make a crystal set, morse buzzer, field telephone from tin cans, tin can crafts, leather crafts, etc. that can be made from the contents and let the Patrols draw or choose cards.

Whatever happens, do not let wet weather drive you under cover all the time and DON'T be tempted to take a marquee or similar cover in case of inclement weather.

SUMMARY OF PREPARATIONS

Here is a check list of things to be done.

- Choose site
- Test drinking water
- Firewood
- Food Stores
- Local Doctor
- Churches
- Group Committee Approval
- Inform Parents
- Permission to Camp
- Pre-camp Medical
- Complete Application for Permission to Camp
- Prepare Equipment
- Travel Arrangements
- Menus and Initial Order
- Regular Programme
- Wet Weather Alternatives
- Final Arrangements

AUG. JULY	Meet with Court of Honour and assistant* to assess results of this year's camp. Make change* in programme, feeding, etc., when necessary. Profit by your experiences.
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SEPT. OCT.	Choose tentative sites for next season's camp. Visit the sites. Obtain water tests of those you are seriously considering. Check on facilities, services and other pertinent details.
NOV.	Present tentative plans to the Group Committee. Suggest how they may help. Prepare budget with Group Committee's help. Commence training
DEC. JAN. FEB. MAR.	Training programme (winter hike and overnight). Check, repair, buy and make equipment. Start camp promotion, inform parents by letter or at Parent's night. Show films, slides, log books of previous camps. Start a camp fee bank.
APRIL	Training programme (Troop and Patrol hikes). Make draft of programme in consultation with Court of Honour. Check equipment and list repairs necessary, replacements, etc. Finalize on staff and their responsibilities at camp.
MAY	Training programme (Troop and Patrol hikes, overnights). Apply for permission to camp. Complete menus, food lists and daily orders. Confirm travel arrangements. Visit the site with Court of Honour.
JUNE	Complete programme in detail, finalize all other arrangements. Arrange for medicals, final water test. Prepare and pack equipment, order provisions. Final details to parents and boys. Fees collected.

"CAMP"

CAMP TRAINING

TRAINING PATROL LEADERS

In a new Troop the Patrol Leaders (and perhaps the Seconds) must be trained first. They will attend one or two weekend camps as a Patrol with the Scouter as Patrol Leader.

Their training must aim to familiarize them with camping – get them over the initial excitement and used to the idea of being in camp, and to teach them: –

- 1) How to lay out a Patrol site and pitch tents.
- 2) How to use wet and dry pits and camp latrines.
- 3) How to organize and lead their Patrols.
- 4) The routine of camp living – airing bedding, cleaning house, cooking, collecting and preparing firewood, washing up, etc.
- 5) How to develop Patrol Spirit by stressing the importance of everyone pulling his weight and doing his job, and of all working together for the fun of it and the good name of the Patrol.

Preliminary training for camp should begin at Patrol and Troop meetings and be continued on hikes, with explanations and demonstrations of:

- How to pack and carry a rucksack.
- How to make a camp bed and make oneself comfortable
- How to pitch and strike a tent
- How to set up a fireplace and gadgets
- How to construct pits
- Choice of firewood and firelighting
- Elementary cooking
- How to use latrines

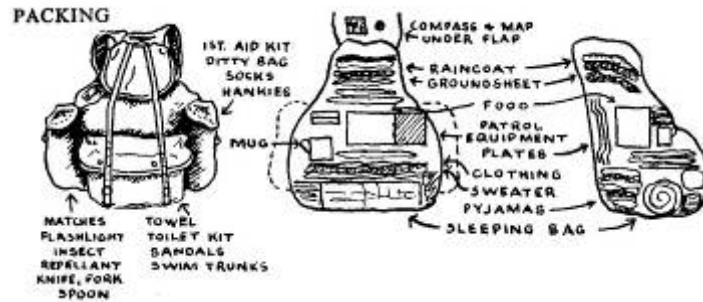
In this way the boys will become familiar with the functions of camping in easy stages and will not have to learn everything at once.

Once the Patrol Leaders have been trained in these items, they can begin training their Patrols at Patrol Meetings and on Patrol hikes. They repeat the lessons learned from their Scoutmaster and follow his instruction technique.

The technical aspects with which they should become familiar are dealt with in the following pages.

Once Patrol Leaders have received initial training their experience will grow as they camp with and train their Patrols. The Scouter will continue to train his Patrol Leaders in more advanced camping skills and will encourage the practice of those in which they have received instruction.

The Patrol Leaders should have at least one camping experience together each year. It will build up their prestige and experience, and give them an opportunity to try out experiments. Such camps should be carefully planned by Patrol Leaders and Scouters so as to provide a really worthwhile training experience.



Packing a rucksack needs careful thought and some skill. Always pack the pockets first – you will get more into them. Fill in all cracks and small holes as you pack. Have things you may need on the journey or on arrival easily accessible. Things which will not be required at once will be placed at the bottom of the main sack where they can remain until needed. A tightly packed sack carries more comfortably than one in which things are loose and can move around. These general principles apply no matter what kind of sack you are packing.

MAKING A BED

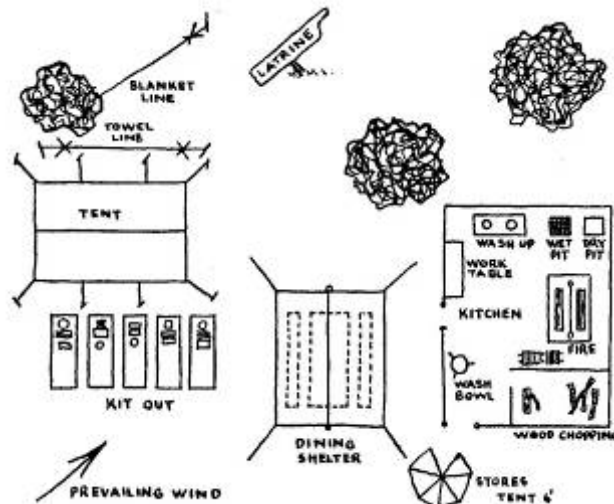
This is a Tenderfoot requirement so it should be no problem to any Scout.

Whether a blanket bed or sleeping bag is used the principles of warmth and comfort are the same.

The most penetrating cold comes from the ground so it is important to have more UNDER than over you. A waterproof groundsheet is essential. In cold weather it is a good idea to spread your dry coat or spare towel on top of the groundsheet under the bedding for added warmth. If you are not concerned with extra weight a camp fire blanket may be taken and used as a ground blanket at nights.

Always try to have a small hollow where your hips will come, especially if you sleep on your side. Some people also like a hollow for their shoulders. It all depends on whether you are built like a bus or a bottle.

LAYOUT OF PATROL SITE



The sketch shows, in principle, a typical Patrol layout. Naturally, undulations of the ground and availability of shelter will cause variations in the neat pattern but the groupings are important.

Sleeping tent, blanket line and towel line should be together. Dining and food shelters need to be near the kitchen.

The prevailing wind must blow the smoke away from the tent and dining and food shelters.

Similarly the latrine must be down wind of the rest of the site and preferably behind a natural screen of rocks, bushes or trees. It should be about 30 yards from the tents.

PITCHING CAMP

On arrival at the site, train your boys to stow their kits neatly together and collect their Patrol equipment in one place to one side of their Patrol site. They must then plan the site carefully before starting to set-up. Every boy must know exactly how the site is to be laid out when the Patrol starts work. The natural instinct is for every keen boy to rush in and start putting up the tent in any location, and for the less keen to drift off exploring, with resulting chaos.

The general order of procedure is:

- | | | |
|--|--|------------|
| (a) Pitch tent and stow kit – 2-3 boys | | 1st. Stage |
| (b) Make latrine – 1-2 boys | | |
| (c) Erect Stores Tent; put away Stores 1 -2 boys | | |
| (d) Dig fireplace – 1 boy | | 2nd. Stage |
| (e) Dig wet and dry pits – 1 boy | | |
| (f) Mark off kitchen area – 2 boys | | |
| (g) Collect wood and water – 2-3 boys | | |
| (h) Erect Dining Shelter – 2-3 boys | | 3rd. Stage |
| (i) Make table and seats – 2-3 boys | | |
| (j) Prepare meal – 2 boys | | |
| (k) Make wash-up place | | |
| (l) Make other gadgets | | |

Boys should change into camp clothes as soon as possible. Any clothes removed must be neatly stowed away since there is a tendency for clothing to become scattered over the site.

THE TENT

As the ridge tent is the most popular type, it will be used to illustrate this section, but the general principles mentioned also apply to most other types of tent.

Location

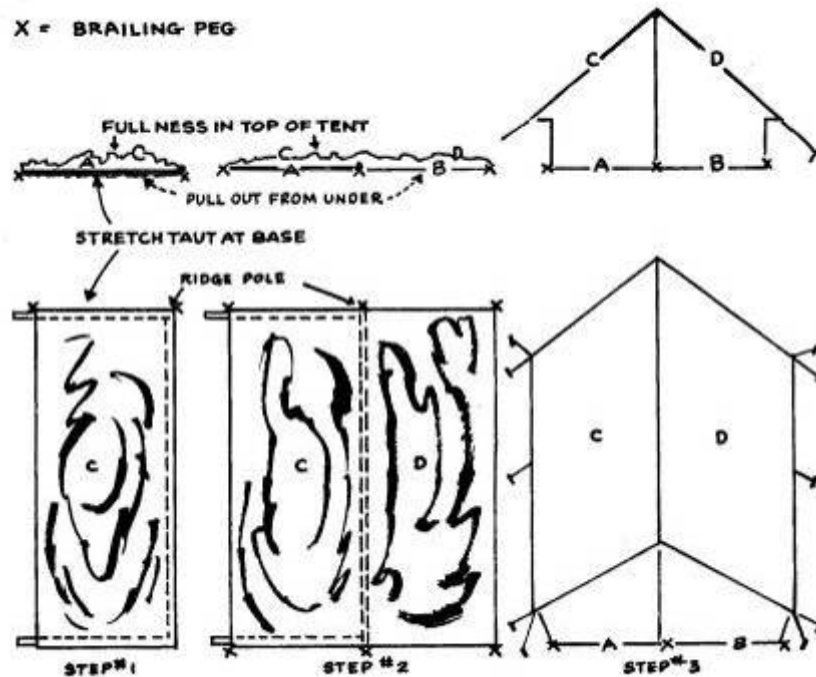
You are going to sleep on the ground where you pitch the tent, so choose the spot carefully. If a tent has to be pitched on a slope, it must be so that the bodies in it will lie with heads uphill and feet downhill. If a tent is pitched along a slope, the fellows will tend to roll downhill during the night. If there are lumps, rocks or ruts in the space chosen, it is usually easier to level them out before pitching the tent.

The tent should be up wind of the kitchen and the latrine and not in a hollow where water will accumulate if it should rain.

Pitching

The most important thing about erecting a tent is to pitch it the right width – neither too wide nor too narrow.

There is more than one way to do this, but the following is recommended as possibly the easiest and most efficient method.



- 1) Lay out the tent and insert the poles.
- 2) Put butts of poles in position desired and peg down centre of end panels or door flaps.
- 3) Pull out the four corners of the walls, and, keeping sides straight, square and tight, peg down.
- 4) Raise tent and peg out four corner guys. Make sure they continue the angle of slope of the roof and are in line with the seams. Pitch tents with 2 guys at corners with these 2 guys at right angles. Tents with 1 guy are pitched so that the guy is 45° to the side and front of tent so the strain is equal along vertical and horizontal seams.
- 5) Peg out main or storm guys. Tents with ridge poles should be storm set.
- 6) Peg out remainder of guys and wall.
- 7) Open doors – peg out or brail up – lay ground sheet or ground sheets at head side of the tent being sure to tuck sod cloth under groundsheet. The sod cloth, usually burlap, keeps out draughts coming under the wall, and conducts any water which tends to flow under the wall, under the groundsheet.

An alternative method after inserting the poles is to: –

- 1) Hammer in four pegs where you think the corner guys will go and then raise the tent on these four guys.
- 2) Peg doors together by poles.
- 3) Peg out main guys.
- 4) Move corner guys to correct location (if necessary) and peg out other guys.
- 5) Peg down walls.

This second method is not as efficient as that previously described and in windy weather is certainly more difficult. Nevertheless, because it is the more obvious method it is the one most commonly used.

The holding power of the peg lies in the guy pulling it against the ground since if the pull becomes upward the peg will be lifted out of the ground.

In soft soil, double pegging or some other device will have to be used.

Under normal circumstances the guy line should be just clear of the ground. If it gets buried it will quickly rot.

Two spare pegs and a mallet should be kept near the pole at one doorway. In the event of change of weather during the night, the Patrol Leader can easily change the pegging of doors without going out of his tent.

LATRINE

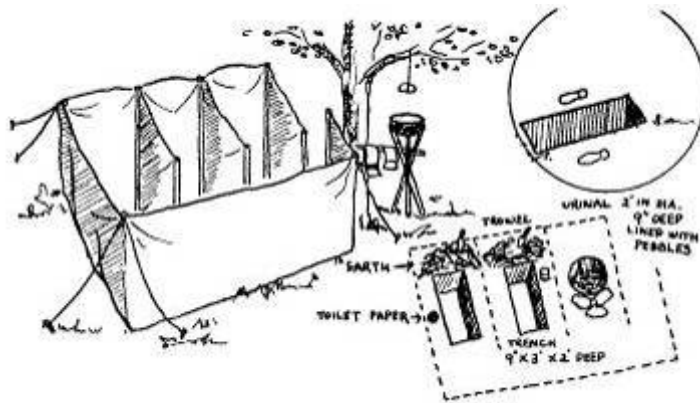
There are various rules on camp latrines laid down by the different Provincial and Municipal Health Departments.

You must find out from these authorities what rules apply to your proposed camp. In the case of camps of three days' duration or less, there is usually no special regulation.

The type of latrine described here is most generally acceptable. It is especially recommended for Short Term camps and for Summer Camps which do not have to comply to any specific type laid down by a Health Authority exercising control over the camp area.

Location

Down wind of tent and kitchen – not too far away, about 30 yards is a good distance. Make use of natural cover wherever possible – even the tidiest latrine is not a beautiful addition to nature.



Preparing

The latrine consists of two parts:

- a) a urinal. Dig a hole approximately 2 ft. in diameter and 9" deep, and fill it with stones.
- b) dry trench. Dig a trench one spade width, i.e., about 9", 2 to 3 ft long and 2 ft. deep, piling the earth at one side or end.

Surround these two pits with a screen – burlap, canvas or natural materials to give privacy. The screen should leave a gap of about 2" at the bottom to permit a free circulation of air through the latrine.

Toilet paper should be kept in a watertight tin and a paddle or trowel left in the pile of earth. Place a wash bowl with a supply of water and a piece of soap outside the door.

Sometimes, with young boys in camp, it is a good idea to keep a storm lantern burning all night at the entrance. Some boys might be afraid to go to the latrine in the dark and would either contain themselves or soil open ground – neither being desirable.

Latrines for Troop camp can be on a Patrol basis as described or may be centrally located. If central latrines are used they should be enlarged by the addition of one trench for every eight boys.

How to use

Boys should be trained to use the urinal before using the dry trench. This is very important as water going into a dry trench will uncover excreta and make a sloppy mess.

The dry trench is used by straddling the trench (not by tottering on the brink) and squatting on the haunches. After finishing, earth from the pile is sprinkled over excreta and paper – it is vital that every particle be well covered. If this is done the latrine will be perfectly hygienic and there will be

no offensive odours or trouble with flies. However, avoid excessive covering or you will be digging new pits every day.

Boys must be impressed with the importance of “covering up”. Explain that any flies nearby will come to the pit if it is not properly kept and will also come to the dinner table. Usually this brings home the point.

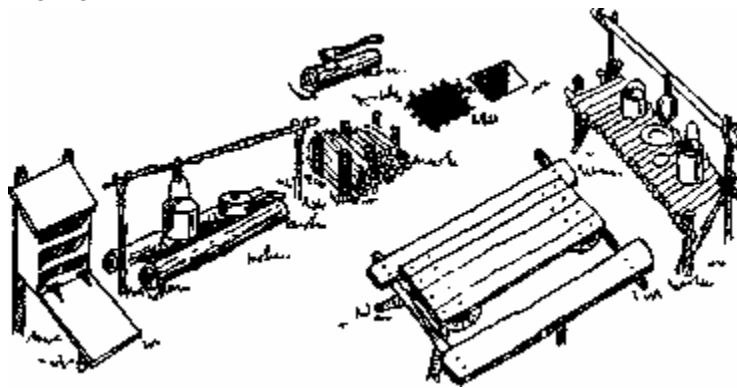
Some Scouters find it difficult to instruct boys in the use of camp latrines. But it must be done, and done properly without leaving any room for doubt in the boy’s mind of the importance of the function. A light touch of humour (not coarseness) will work wonders in getting a point over and avoid any embarrassment which boys or leader may feel.

Washing facilities at the latrine are essential to the practice of the rules of health. It is too much to expect a boy to walk from the latrine to his tent, down to the wash area and back again, each time he visits the latrine. The Service Patrol should have the responsibility of ensuring that a supply of water is available, and the boys encouraged to use a minimum of water when washing their hands. After washing, a boy may go to the towel line to dry his hands, or paper towels may be used, but *do not* have a communal towel.

PATROL KITCHEN

Only those responsible for the preparation of meals or for washing and tidying up should be in the kitchen. It is no place for horseplay – serious accidents can result from burns, scalds or cuts, and in any case the cooks will be delayed and the meal may be spoiled. For this reason the kitchen area should be well defined. A Patrol kitchen will contain:

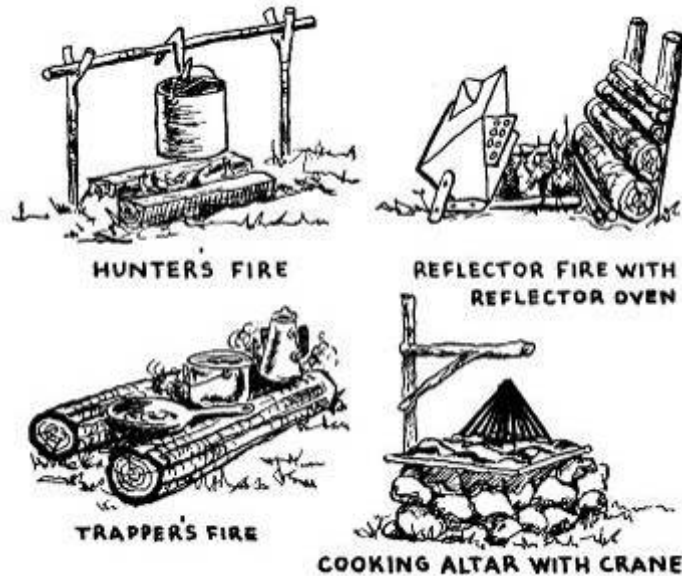
- a fireplace with wood supply and adjacent chopping area,
- wet and dry pits
- wash up place and gadgets



Fireplace

This should be a cleared area approximately 4 ft. square. If it has to be made on grass, the turf should be carefully removed first. Remove and roll turfs the width of the spade, and about 3” to 4” thick; place them in a shady spot and keep damp during the camp. The edge of the cleared area should be lined with large stones or stout logs, green if available. Most Patrols have a habit of making fireplaces far too small, with the result the surrounding ground becomes scorched and burned. In addition to the fireplace, remove all inflammable material such as dried grass and leaves, for an area of at least ten feet around the fire – do not light fires under trees. Sparks flying can quickly cause serious grass or forest fires. Always have water or earth-filled fire buckets on hand in the kitchen. Beware of fire travelling underground in rooty or peaty soil.

Type of Fire. There are many types of cooking fires serving different purposes, but probably the most universally popular and practical for a Patrol is the Hunter’s Fire.



It can be used with a cross bar from which to hang pots, with a fire grid on which they may be stood, or with the side logs or stones close enough to stand the pots directly on them. A refinement is to splay out one end of the sides – this causes a forced draught and also allows for different size pots to straddle the fire.

Firewood. Firewood should be cut and graded and neatly stacked near the fire on the windward side. It should be close enough to make stoking convenient but not so close that it gets in the cook's way or is likely to catch fire. Conifer twigs make the best kindling and split hardwood – birch, oak, beech, maple – makes the best embers for cooking. Conifer woods burn very quickly and spit and sputter, sending out showers of sparks.

Cooking is best done on embers – not on a fire which is burning up giving off smoke and flame. A good bed of embers takes about two hours to form but it will then provide a good steady heat for a long time and not blacken the pots. There should be a marked off area adjacent to the kitchen for cutting up firewood – this is usually known as the chopping area. All cutting must be confined to this area and only one boy should be chopping at one time. There must be a chopping block on which to cut. Axes and saws must be kept masked when not in use.

PITS

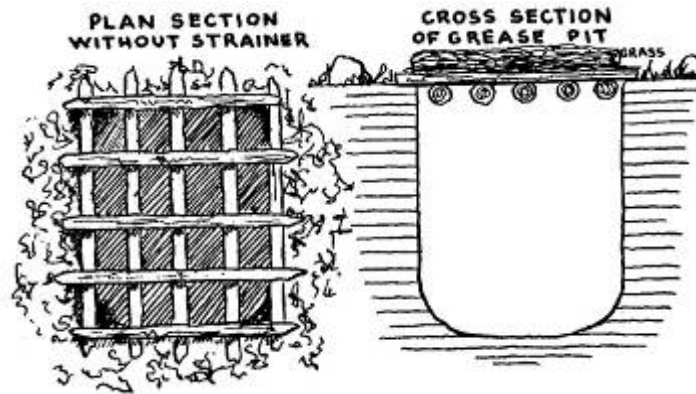
Wet Pit

A wet pit is dug approximately 12"-18" square and about 18"-24" deep – according to the draining properties of the soil. It has a cover to filter out the grease and solids from any liquid strained through it. This cover must be about 1" thick and stable enough not to part under pressure of water. It can be made of grass, rushes, leafy twigs or any similar material. The best covers are those made on a small camp loom and it takes two boys only five minutes to run off a day's supply. A few strong sticks are placed across the opening of the pit to support the cover.

A wet or grease pit is used for the disposal of dirty water – which, if poured directly on to the ground, not only makes a mess but attracts flies and their kin. *Nothing else but liquids should be put into the grease pit.* Covers should be burned after each meal has been cleared away and the washing up done.

Dry Pit

This pit is dug to about the same size as a wet pit but it can be as deep as you like to make it. It is left open at the top and is used for the disposal of *unburnable* rubbish. No food stuffs, or tin cans or glass jars containing particles or smells of foodstuff, may be put into the dry pit – it is *NOT* a garbage pit.



Cans are first burned out in the fire – this disposes of any traces of food and removes the tinning, so that the can will quickly rot. The can is then bashed flat so that it takes up little room. These are the three 'B's of camping – BURN, BASH & BURY. Jars and bottles should be washed out, dropped into the pit, and then smashed by pounding with a spar. Under no circumstances should a dry pit be filled to closer than 9" from the surface. Be careful not to have pits in farm fields which are likely to be ploughed, or if you must, never put glass into them – ask the farmer about some other means of disposal.

Garbage

All other garbage is *burned* in this fashion.



DRY GARBAGE THEN BURN

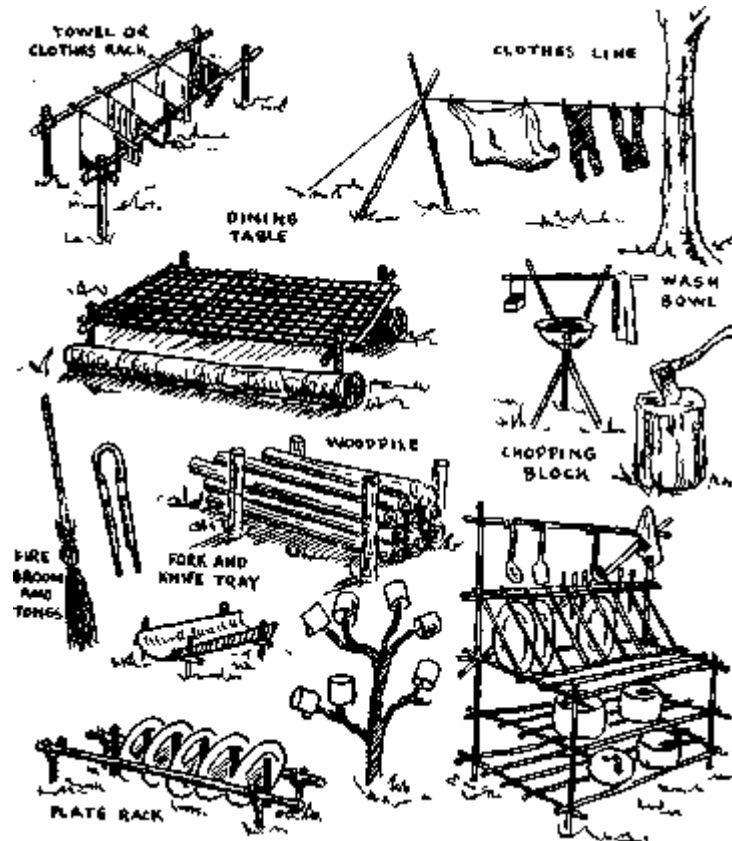
Garbage – peelings, bags, leaves and scraps – accumulate mainly during the preparation of a meal. This should be stacked on the sheltered end of the cooking fire so that the heat of the fire is blown through it but the draught is not affected. After the meal has been cooked, the fire is made up to heat the washing-up water; when this is removed the dried garbage is dragged onto the fire and any scraps and leftovers added to it. This method not only disposes of garbage easily, but also helps to keep a fire in between meals and thus saves wood and effort. There is no need to build a separate incinerator.

WASH-UP PLACE

This should be some sort of low table or rack to hold the wash bowl and rinse bowl for washing up and it is best situated near the wet pit.

GADGETS

Here are some of the gadgets which can be used to make life in the kitchen more comfortable. A gadget is something useful made from anything at hand. If it doesn't serve a useful purpose it is a waste of time. What you make depends on your needs and the duration of your camp. Gadgets provide plenty of scope for ingenuity and resourcefulness.



FOOD STORAGE

Obviously great care is necessary to keep food in good condition so that it not only remains palatable but also maintains its nutritional value.

It has to be protected from the elements – wind, rain, sun and heat – and from animals and insects which might devour it or render it inedible.

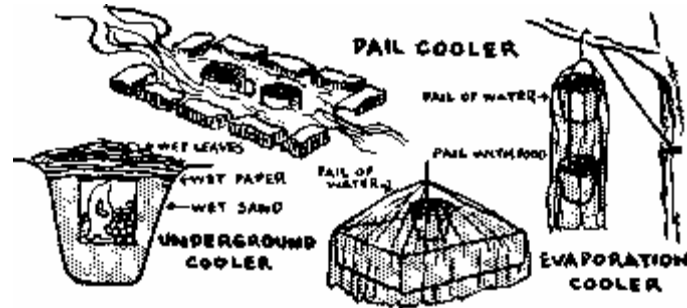
Shelter



A hike tent usually makes a good shelter for Patrol stores or a shelter can be rigged easily from a ground sheet or similar piece of waterproof material. Pitch the shelter where it will get shade from the midday sun and keep it well-ventilated. Some sort of box is required in which to store perishables. It must be ventilated to permit air circulation but the ventilation hole must be covered with gauze in order to keep out flies.

Refrigeration

Fresh meats, milk and fats must be kept cool – 40° or less. In hot weather this can be done by digging a deep hole in the ground and storing these items at the bottom, or by digging a shallower hole and covering the food with ice. If ice is not available, refrigeration can be gained by covering the hole with a cloth which has been soaked in water and is kept damp by hanging its ends in bowls of water. The hotter the day, the higher the rate of evaporation and therefore the cooler it will be below the cloth.



SPRING COOLER.

How to Store

Meats, fish, fowl and similar foodstuffs especially must be protected from flies and other insects which carry dangerous germs and will lay eggs on any exposed surfaces.

Vegetables keep better when cool especially if their moisture is prevented from evaporating; e.g., in a pot with a lid or in plastic bags.

Sugar and conserves have to be protected from ants, bees and wasps. This means keeping lids on tightly and jars spotlessly clean outside. If ants are troublesome, the supports of boxes may have to be stood in dishes of water, or a ring of insecticide or repellent made around each support.

Do not store anything directly on the ground – soft packages will be damaged by damp and in time the ground goes sour and will smell unpleasantly. Boxes can be raised off the ground on sticks, pegs or rocks. A simple platform can be quickly built to take other foods.

Be careful not to mix vegetables with soft packet foods. Onions, oranges, apples, tea, coffee, soap, soap powders quickly impart their flavour or odour to other foods close by.

Make use of plastic and polythene bags and containers. Fats, sugar, flour and similar foodstuffs are much better stored in these easily cleaned, unbreakable containers.

Cleanliness

Great care must be exercised not to drop food pieces on the ground in the Stores shelter. They will immediately attract unwelcome visitors. If material like sugar is spilled, pick up as much as possible and then bury what is left under some soil and stamp down hard.

The Patrol Quartermaster is responsible for the maintenance of Stores. He alone should be responsible for the issue of stores or return of food to the Stores.

DINING AREA

Location

This should be conveniently close to the kitchen and the Stores tent. In the summer time, it is best situated in a shady spot.

Shelter

A fly sheet or light tarpaulin makes a satisfactory shelter, either fitted on poles or slung over a spar or rope. It should be pitched to provide maximum protection from the sun, wind and rain, and should be easily adjustable to suit varying conditions.

Comforts

To encourage good eating habits there must be a table. For a short weekend camp, this may be just a groundsheet spread on the ground with everyone sitting around, although even for this short period a raised table is preferable. For longer camps a raised table is essential. Some Troops have roll-up table tops of slats for standing camps and these are just unrolled on a framework to form a table. Others take 3 foot lengths of planking while others have false plywood bottoms fitted into their Patrol Boxes. Many Troops are prepared to improvise and rely on what may be found on the site. It is certainly not worth carrying extra equipment of this nature to weekend camps.

A low table and low seats are more satisfactory than high ones and, the lower they are the more stable they become. Usually logs provide adequate seats and a table should be just high enough, about 18", to get your legs under.

PERSONAL

Dress in Camp

Scouts and Scouters must wear Scout uniform when going to and from camp and on any other occasion when they leave camp and go into public places. However, dress in camp, so long as it is reasonably neat and decent, should remain the choice of the individual.

Most boys will wear a T-shirt and an old pair of shorts and sandals or sneakers. On hot days, they may strip down to just shorts or even swim trunks and footwear. On cooler days, sweaters or windbreakers will be worn.

The following points are important:

1) One of the first things to do on arrival on the site, is to remove shoes and stockings. No one should wear socks or stockings in camp and sandals are the best footwear, although canvas running shoes or sneakers will do. Socks and stockings quickly become damp from dew or wet grass and may then cause colds and sore feet. Feet and legs exposed to the air will be far more healthy. Boys who suffer from 'hot feet' are especially recommended to have sandals.

2) Boys should be expected to wear as a minimum at meal times a T-shirt and shorts. This is training in good manners.

3) Scout uniform above the knees (that is, without shoes or stockings) should be worn at least once a day, preferably for Inspection and Flagbreak.

This enables a boy to keep a check on his uniform and helps to keep him 'civilized'.

4) Boys should not normally work in uniform as it will quickly become soiled and create a poor impression when worn in public.

5) Care must be exercised when boys strip off in camp to prevent their becoming sunburned. Normally unexposed parts of the body should not be exposed for periods of more than half an hour for the first day, one hour for the second day and so on. Otherwise, tanned boys can get a painful bum on buttocks and thighs if they wear only swim trunks (see Chapter VIII for care and treatment of sunburn).

6) Scout neckerchiefs soon get dirty. They should be washed and ironed while still slightly damp. An effective iron can be made by partly filling an enamel mug with embers and holding it with a thick cloth. Camp clothes should also be washed as necessary.

Hygiene

Personal cleanliness in camp is vital to good health as well as good training.

A daily 'soap all over' wash is very important. If this cannot be combined with a 'dip', construct a camp shower or use buckets of water to ensure that all suds are rinsed off. Do not let the early morning 'dip' develop into a swim period.

Hands and finger nails especially get extremely dirty – they should be washed regularly in hot water and the nails scrubbed. Keep nails short and cuticle down. Cooks must wash their hands before preparing food.

Insist on clean hands and faces at meal times.

Teeth should be cleaned if possible after every meal.

Inner cleanliness is equally important – keep a check on each boy’s bowel movements – this can be a routine enquiry at Inspection. Constipation is often caused by change of surroundings or water or food. If it cannot be corrected by special diet, use mild laxatives.

CAMP ROUTINE

Life in camp, like life anywhere, revolves around eating and sleeping, only you usually need more of both in camp.

Routine

The routine of a day in camp will follow this sort of outline.

- | | | |
|-----------|------|---|
| 0700 hrs. | (1) | Get up. Fireman lights fire while rest of Patrol wash. |
| | (2) | Cooks start cooking breakfast.
Fireman washes.
Q.M. prepares table.
Others hang out blankets, pyjamas, tidy tents. |
| 0800 hrs. | (3) | Eat breakfast |
| | (4) | Washing up water on fire
Wash up
Tidy camp
Replenish water supply
Get into uniform above knees for inspection |
| 0930 hrs. | (5) | Inspection on Patrol Site |
| | (6) | Flagbreak
Appropriate Devotions
Notices |
| 1000 hrs. | (7) | Morning Activities |
| 1200 hrs. | (8) | Prepare and eat lunch |
| | (9) | Wash up
Rest period |
| 1400 hrs. | (10) | Afternoon Activities |
| 1630 hrs. | (11) | Prepare evening meal
Collect wood
Prepare site for night
Personal projects |
| 1830 hrs. | (12) | Eat evening meal |
| | (13) | Washing up water on fire
Wash up
Clean up site
Make sure wood and water are in |
| 2030 hrs. | (14) | Evening Activities which may include a Camp Fire |
| | (15) | Drink and cookies
Scouter’s Yarn
Appropriate Devotions |
| 2200 hrs. | (16) | Go to bed |
| 2215 hrs. | (17) | Silence |

The times given in this schedule are suggested only but represent what may be called an average time-table. There are many factors which may cause changes.

The first morning in camp will usually find everyone awake and “raring to go” at the crack of dawn. The Scouter must insist on Patrol discipline here but, at the same time, it is wise not to put too much strain on the Patrol Leader or on the boys, so make an early start that day.

A really wet morning or a late activity the previous night is a good reason to lie-in for a while, providing discipline is good. The extra rest will do the boys good. Similarly, a wet evening can be the reason for an early night – boys can read, tell stories, or sing in bed, until Lights Out is called.

However, regularity in meal and sleep periods is necessary to good health, and any breaks in ‘normal’ timing must serve a useful purpose and not be on account of laziness or inefficient operation.

A roster should be drawn up by the Patrol Leader prior to camp to ensure that every boy knows his particular job each day and to ensure that a few boys are not constantly doing some of the less exciting jobs. As soon as a boy completes his own job, he should look around to see if help is needed anywhere else and, if necessary, lend a hand. A specimen roster is shown on the next page. There is no reason why it should not be decided meal by meal and, in fact, this would be preferable for Short Term camps.

While every boy should look after his own things and cooperate in every way to facilitate the work of the Patrol, the method whereby jobs are done by each boy ‘doing his own’ e.g. each boy washing up his own dishes, or laying out his own kit, should generally be discouraged. It is usually less efficient and learning to work for the Patrol and his pals is an important function in character building.

Rouse

Scouters should rise and wash and then rouse the Troop. While the Troop is washing, Scouters will shave.

Don’t blow bugles or go around making a lot of noise and fuss. Some Troops use a Kudu or cow horn to call ‘rouse’, but probably one of the best and certainly one of the more personal methods, is for a Scouter to go around the tents and call the Patrols – commenting on the weather and exchanging banter with the fellows.

Boys wash immediately on rising no matter what the weather. Washing should be supervised to make sure everybody does wash, that the job is done quickly and as a safety precaution if it is done in lake or river,

Morning Preparations

While this is going on the firelighter lights the Patrol fire and puts on a pot of water. He then goes to wash and the cooks take over and get on with preparing breakfast.

As soon as washing is over, there is work for everyone. There is a tendency for boys to be “dreamy” before breakfast and much valuable time can be wasted. Good organization during this period will put the Patrol on its feet for the whole day.

The Quartermaster has the job of issuing food and preparing the breakfast table. The rest of the fellows who are free should see to the tent. If the weather is fine this means: –

(1) Hanging out bedding and pyjamas to air. They can be hung on bushes, trees or a line specially strung for the purpose. Under normal conditions they will hang there until mid-afternoon absorbing the warmth and light of the sun.

2) Groundsheets removed from tent and put outside – this permits the ground in the tent to be aired. The balance of each boy’s kit will be neatly packed on the groundsheet as indicated.

3) The tent will be loop or roll-brailed. The former method is considered more suitable as it can be done while the walls are still wet and, in fact, assists in their drying.

4) Tent wall pockets and clothes line cleared.

5) Ground inspected for paper litter.

6) Tent tightened up – poles and pegs checked.

Each boy should attend to his own equipment and afterwards to the equipment of those who are cooking and doing other jobs. Here is a wonderful opportunity to teach boys respect for other people’s things and to do things for each other.

CHIPMUNK PATROL ROSTER

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Patrol Leader Jim	Dishwasher	Wood & Firelighter	Asst. Dishwasher	Asst. Cook & water	Cook	Tent & kit
Second Tom First Aider	Tent & kit	Dishwasher	Wood & Firelighter	Asst. Dishwasher	Asst. Cook & water	Cook
Q. M. Brent	Cook	Tent & kit	Dishwasher	Wood & Firelighter	Asst. Dishwasher	Asst. Cook & water
Signaller Barry	Asst. Cook & water	Cook	Tent & kit	Dishwasher	Wood & Firelighter	Asst. Dishwasher
Engineer Wayne	Asst. Dishwasher	Asst. Cook & water	Cook	Tent & kit	Dishwasher	Wood & Firelighter
Time keeper Chuck	Wood & Firelighter	Asst. Dishwasher	Asst. Cook & water	Cook	Tent & kit	Dishwasher

Articles such as shoes, cameras, and stiff covered books can be damaged if left in strong sunlight for long. There should be an agreed arrangement in the Troop for storing these articles in camp. Shoe racks can be built in the shade, under the eaves of a tent for instance, and maybe cameras could be left in tent pockets. Whatever is decided must not be an irksome restriction to the boys nor defeat the purpose of inspection.

If the day is not suitable for hanging out bedding it should be shaken, folded and placed on the groundsheet with the rest of the boy's kit. For what to do in wet weather, see page 124.

Meal Time

As soon as the meal is cooked, the fire should be made up and a large pot of water put on for washing up – **THIS IS MOST IMPORTANT.**

Times for meals must be decided and punctuality emphasized. The Scouters will eat with Patrols as their guests and should be called when the meal is ready.

The Patrol will seat itself at the breakfast table and Grace will be said as soon as the Scouter arrives. The meal will be served – either by one person serving the plates or the platter being passed round and each man helping himself. It will be necessary to be firm about boys jumping up from the table to get things during meals. Courses should be brought to the table only by cooks or those responsible for serving. It may be an advantage to have different boys serve different courses and so provide the servers time to eat.

Meal times are good for discussion, Patrol plans and organization. They also provide the Scouters with good opportunities to gain a better understanding of the boys and to pass on ideas to them.

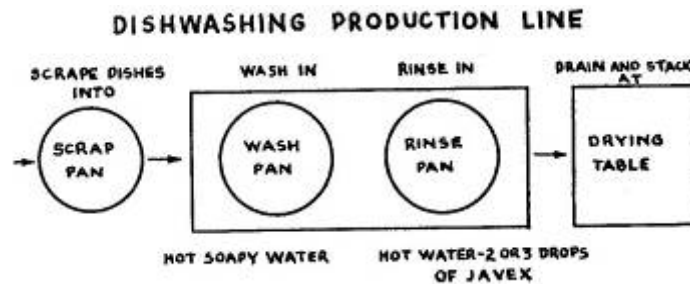
As soon as the meal is over and the Patrol rested, the Scouter will thank the Patrol and make any suggestions he thinks might help them. He might help to stack the dishes – on a special occasion he might even offer to help wash up – just as any guest might in a friend's home.

Washing Up

Washing up is a job for two. The following procedure is recommended:

1. Scrape all food from the dishes.
2. Stack dishes, mugs, cutlery.
3. Wash in hot sudsy water in this order
 - Cutlery
 - Mugs
 - Plates
 - Pots

4. Pass from washing water to rinse water to which 2 or 3 drops of Javex has been added.
5. Put out to drain and dry.
6. Stack away in rack or on table ready for next meal. Be sure that plates, mugs, etc., are in such a position that dirt will not collect in them.



Wash mops will be found excellent and will enable boys to wash up in hotter water than with an ordinary dishcloth. Scouring pads or steel wool will be necessary for pots. Coating the outside of pots with a covering of liquid detergent before placing them on the fire will cause all the carbon to wash off easily when they are placed in hot water.

Washing up water is finally poured into the wet pit and the bowl rinsed around. Another pot of water should be placed close to the fire where it will gradually warm and prove useful later.

The wet pit cover is removed and burned and a new one put in its place. Tins are raked from the fire, bashed and put into the dry pit.

The entire site is gone over closely for untidiness and pieces of refuse. In particular, wood chips in the chopping area have to be picked up and put into the fire. They will burn slowly and keep the fire going. If this is done regularly it is not a big chore, but if left until the end of camp it can prove a miserable job.

Inspection and Flag Break

Inspection must be at the time stipulated, even if a Patrol is not ready. If there is more than one Patrol in camp, there is no need for Patrols not being inspected to stand waiting their turn. Visit Patrols in turn always going last to the Service Patrol for the day.

Patrol should be in line, each boy standing behind his own equipment.

The Patrol Leader should accompany the Scouter around the Site and the Quartermaster accompany him or other inspecting Scouter, to the Stores tent.

Scouts in camp will normally be in full uniform above the knees for inspection.

Inspections should cover the items listed below:

1. Asking the Patrol Leader about the behaviour and health of his Patrol. Make this cheerful and informal, and if there is an opportunity to say something amusing, do so.

2. Inspection of boys and uniforms. This should cover cleanliness of body, especially hands and fingernails, ears and feet; teeth and bowel movements – but not necessarily all of these every day. Uniform clean and pressed should be properly worn from the knees up.

3. Inspection of tent, equipment and ground. The tent should be suitably brailed for airing. Weather permitting, it should be brailed up, all kit removed, and tent pockets and clothes line should be empty. The ground should be spotlessly clean; tent poles vertical and in line, guys taut, pegs well in and in line. Two spare pegs and a mallet should be by the pole. Bedding neatly hanging out to air.

The rest of each boy's equipment will be packed on his groundsheet uniformly arranged for the Patrol, but it is not necessary that everything a boy possesses be displayed. Spare clothing can be neatly packed in rucksack, only camp clothes in use, toilet equipment, parka and other similar jackets and shoes should be out.

It may be a good idea to have a complete kit inspection once a week – certainly inspect inside one rucksack in a Patrol at each inspection.

Look under a groundsheet to see if anything has been hidden. Look in the bushes and long grass too, it's surprising what you'll find.

4. Inspection of Stores Shelter and stores. Cleanliness of ground and larder box. Food properly covered, correctly grouped and spotlessly clean.

5. Inspection of kitchen and washing up. Fireplace tidy (garbage may be burning). Hot water pot on. Pits properly used – clean cover on wet pit. Firewood in, chips kept to a minimum, axes sharp, clean and masked. Pots and utensils, washed and really clean. If it is decided not to wash carbon off pots during camp, the outside of pots must be cleaned at least one inch down from the rim, and around handle hinges. Pots must be free from grease, scouring grit or steel wool dust as these can cause upset stomachs.

6. Inspection of Dining Shelter. Table cloth scrubbed clean, no food left about or pieces on the ground under the table. Shelter properly pitched.

Inspection must be thorough but quickly and efficiently carried out by the Scouter and at least one but preferably two Assistants, each taking a phase of the inspection.

Comments will be made to the Patrol Leader. Be sure to praise as well as criticize and suggest improvements. The Patrol Leader will then call the Patrol in Council to discuss the Scouter's comments and to act accordingly.

When all inspections are completed, Patrols, if more than one will be called together for :

- (1) Flagbreak and Appropriate Devotions.
- (2) Inter-Patrol competition score and awarding of standard pennant(s).
- (3) Plans for the day and notices

The Rest of the Day

After the notices, Patrols will change into clothing suitable for the activities to follow.

Before lunch is an excellent time for a half-hour swim period.

It is strongly recommended that the midday meal be light with a minimum of cooking – e.g. ham and salad, etc. This will be followed by a rest period of half an hour to an hour's duration, when boys must sit or lie down. This period can be used for letter writing, reading, working on passive badge requirements, whittling, planning, sleeping.

Bedding should be put in during the afternoon – before the dew starts to form.

A swim period at the end of the afternoon activities enables the Scouts to clean up for the evening. If necessary Patrol Cooks can leave the water earlier than the others so that they can start preparing the evening meal.

Patrols should be free under Patrol Leaders during the evening. This means that once the camp is prepared for the night, on getting permission from his Patrol Leader the Scout is free to do what he likes – to go fishing, write letters, work on badge requirements, play games and so on. Routine jobs to be done at this time are:

- 1) Cook evening meal
- 2) Prepare table
- 3) Prepare tent for the night
- 4) Collect firewood and chop for morning
- 5) Collect water
- 6) Tidy up around site

The evening, after the meal has been cleared up, is a good time for challenge games such as volley ball, soccer, stone age football, etc.

About an hour before bedtime is a good time to start Camp Fire.

This can be concluded with hot cocoa and cookies, notices for next day, appropriate Devotions.

Fifteen minutes after Dismiss should normally be long enough for the fellows to get into bed and be quiet. Scouters must be firm about Lights Out and behaviour must be a Patrol responsibility, the whole Patrol being penalized for misdemeanours. One way of doing this is by deducting points in the Inter-Patrol Competition or, the threat of losing a swim period always seems to bring quick results.

At night, Scouters can inspect Patrol Sites and, especially in the case of new Troops, inspect tents to make sure they are secure.

BREAKING CAMP

Breaking camp needs as careful planning and handling as pitching camp and there is a logical order in which to set about it.

Scouts need special training in how to break camp as well as in how to live in it. They must know what has to be done, how to do it, and in what order to work. It is also very necessary to do everything tidily or the resulting chaos may be indescribable.

Short-Term Camp

As a Short Term camp usually involves a minimum of equipment no particular problem is involved in striking. As such a camp is usually struck after lunch, a beginning can be made while preparing lunch.

1) Dismantle kitchen railings and gadgets no longer required, and use this wood to stoke the fire. Stack any unused wood neatly in a suitable place.

2) Boys pack the bulk of their personal kits.

3) Pick up wood chips and generally clean up after lunch.

4) Wash up and pack pots and utensils

5) Dismantle Food Stores, pack any leftover food and give any not worth keeping to a farmer for animals or burn it.

6) Dismantle Dining Shelter, table and seats.

7) If the weather is fine strike tent if it is dry (actually if weather is unquestionably fine, this could be done earlier). The tent should previously be loop brailed to dry walls and sod cloth. Make sure guy ropes are dry before packing, especially the part that was around the peg. Scrape pegs and leave out to dry.

How to strike a tent.

a) Unbrail the walls and doors, check that all tent pockets are empty and lines, etc., removed from inside.

b) Note any damage that will need repair.

c) Remove all brailing pegs, scrape and set out to dry.

d) Remove all middle and storm guys, coil up; remove pegs, scrape and set out to dry. To coil a guy, slide runner up to tent, loop the doubled guy in half and tie it into a thumb knot. Tent is now held by up four corner guys. With one boy at each, remove the two corner guys on the windward side of the tent and lower it gently and evenly – remove four corner pegs and coil guys. Do not let ridge tents twist by uneven lowering – it will certainly bend the spike and may even break a pole. If necessary, have a boy hold each pole when lowering the tent.

e) Remove poles and pack tent.

f) Check ground for litter and pegs.

In order not to leave pegs hidden in ground remove each peg as you remove the guy line. A straight upward pull with the guy will usually do this, if not, use two other pegs as a lever.

8) Remove latrine screening, and dry.

9) All rubbish burned – rake tins from fire, bash and bury.

- 10) Put out fire and really soak the ground and any un-burned wood. Put excess ash and cinders in the bottom of the wet pit. Return cleaned out fire place and water the turf.
- 11) Fill in wet and dry pits.
- 12) Wash and swim
- 13) Fill in latrine.
- 14) Dress in uniform and complete personal packing.
- 15) Check over entire site for cleanliness and lost property.
- 16) Flag down, final notices and appropriate devotions. Always remind boys to unpack and put away their own kit when they return home.
- 17) Move off – Leave NOTHING except YOUR THANKS. Allow two hours after lunch to strike camp with a new or inexperienced Patrol. After that make your own schedule, but always allow longer in wet weather.

Breaking a Long Term Camp

Breaking a Long Term camp follows the same general procedure as for a Short Term except that there is usually more to do and more to pack. Allow a full four hours for breaking Troop camp. The exact procedure will depend upon the time of day you have to leave camp, but here is a general guide.

On the day before leaving, dismantle special or elaborate fixtures which are not absolutely necessary. These will include any pioneering projects built, bulletin boards, hammocks and special ovens. Ropes must be hung out to dry and equipment cleaned ready to pack.

Packing can begin in spare moments on games equipment, pioneering equipment and sundry articles.

The Stores should be cleared of opened packets and jars and the contents issued for meals or extras. Any complete packets of foodstuff which will not be required should be packed for returning to supplier for credit or to take home.

Burn all rubbish created by this preliminary packing, do not leave it all to the end.

On the final day proceed as for a Short Term camp, each Patrol striking and clearing its own site. It may be necessary for each Patrol to lend one man to Headquarters to help with central dismantling and packing. This will depend on the number of Scouters and Troop Leaders available. Close all except one latrine trench, leaving this until the last moment.

The Camp Fire place, if close enough to camp, can be left open until last and be used for the *final* burn up of garbage. This will enable the Patrol Sites to be cleared more quickly. If this is not practical, hold one Patrol fire-place for this purpose.

As each Patrol is ready it should have its pots and other equipment inspected before packing them away. Everything should be spotlessly clean and dry.

As Patrols complete their striking, their sites should be inspected and passed. The ground should be spotless and the only evidence of a camp should be the trampled grass and the raised turfs of the pits and fireplace.

Before leaving the area the whole Troop should spread out and comb the camp site for litter and lost property.

If possible, invite the landowner to come and inspect the site before you move off. This is in your own interest as much as the landowner's – it has been known for vandals or picnickers to go onto a site after the Scouts have vacated but before the owner has visited it, with the result that the Scouts carry the blame for the damage or litter.

If it is necessary to make an early departure from the site consider the following suggestions.

- 1) Complete striking of Patrol Sites on previous day and cook a simple one pot breakfast for everyone on the Camp Fire place. Poached eggs, bread and butter, marmalade and milk, for example. There is then only one fireplace to fill in and one pot to clean. Alternatively, a packed breakfast can be prepared the night before.

2) If the weather is fine, tents may be struck the day before and the boys can sleep out under the stars. This is a wonderful thrill in itself, and if the beds do get dampened during the night it is not serious as they will not be slept in the next night.

LONG TERM OR SUMMER CAMP

A Troop camp is simply the Patrols of a Troop camping together and combining for some activities organized by the Scouters and the Court of Honour.

LAYOUT

Patrol sites will be laid out and used exactly as for a Patrol Camp. Each site will be self-contained and separate from other Patrols which preferably should be out of sight, or at least 50 yards away. The Scouters and Camp Headquarters should be centrally located if possible. In Troops of inexperienced Scouts the Scouters may prefer to be able to see each Patrol Site from Headquarters so that they can keep an eye on what is going on.

If possible, the Patrol Leaders with the Scouters should visit a Troop Camp Site before camp is held, so that they can choose their Patrol Sites and familiarize themselves with the layout of the land. In any case, a large scale map or sketch of the site should be available to them before camp.

If it is not possible to visit the site prior to camp, time should be allowed for Patrol Leaders to choose sites by mutual agreement and with the Scouter's consent immediately upon arrival. While this is going on the rest of the Troop can be assembling the equipment.

The Patrol Leaders will then take the Patrols to their various sites and discuss the layout. Jobs are then allocated and the Patrol gets to work.



Troop Stores

At a Troop camp, it is usual to have a central Stores Tent and to issue rations daily to Patrol Quartermasters. This permits bulk purchasing and better facilities can be made for keeping meat and milk than is practical on a Patrol basis.

Menus will previously have been worked out by the Court of Honour and the Troop Quartermaster.

At the beginning of Camp each Patrol is issued a basic supply of staples: sugar, conserves, fat, salt, bread, flour, catsup, mustard, matches, detergent, steel wool, etc. These supplies can be replenished on request to the Troop Quartermaster at the proper time.

The daily issue would include fresh meats, fish and milk and possibly vegetables and fruit. If it is desirable, more than one issue can be made each day, depending on weather, supplies and the experience of the Troop.

A Quartermaster reporting for issue will collect what has been prepared and will ask for replenishment of staples. Patrols desiring 'extras' must supply Troop Quartermaster with a written request so that they may be purchased at the next shopping.

When a special meal is planned a Scouter will meet with the cooks for the day and they will discuss its preparation together.

Troop First Aid

At a standing camp, it is necessary to have a hospital or medical tent. This tent serves as a central First Aid Post and a place where an unwell boy may rest undisturbed.

It should contain: –

- 1) A full First Aid kit (see Appendix D)
- 2) A camp bed and groundsheet or an air mattress.
- 3) A supply of at least three blankets
- 4) An air pillow
- 5) 2 camp stools
- 6) A garbage container with lid
- 7) A stove and a small pot in which to boil water
- 8) Paper cups for administering drinks
- 9) A covered container for fresh drinking water
- 10) A supply of sterile water in a thermos bottle.

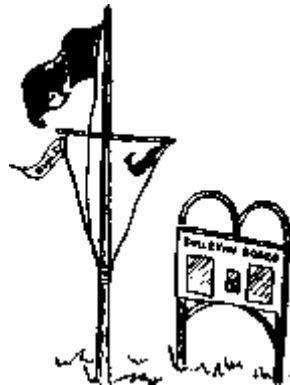
This tent should be located near the Scouters and, if possible, shaded from the midday sun. It should be away from other tents to ensure freedom from disturbing noises.

Each Patrol will have a small First Aid kit for dealing with minor accidents, but anything of a serious nature should be reported and seen by a Scouter who may treat it or recommend proper medical attention. Apart from accidents, there is general health to be considered – bowel movements, sunburn, headache, fevers, stomach aches and serious illness too may have to be dealt with. This subject is fully discussed in Chapter VIII

OTHER FURNISHINGS

Flag Mast

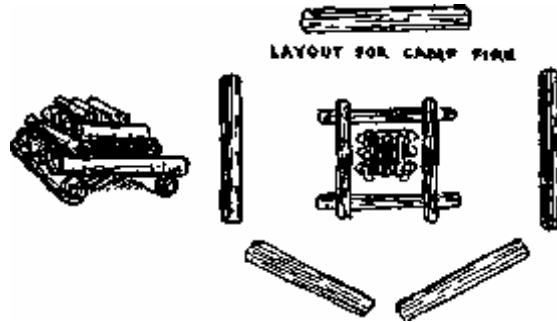
A flag mast should be erected in a central location to serve as the focal point of the camp. This will be the rallying point for the Troop. The flag mast should fly the National Flag at the mast head and the Scout Burgee from the yard arm. The other yard arm can be used for running up signal flags. For example, a white burgee to be flown during 'Rest Period', a red burgee – 'Collect Stores' and so on.



Bulletin Board

The Troop bulletin board should be located near the flag mast.

Camp Fire Circle



While at a Patrol Camp the Patrol will usually sit around its cooking fire to sing in the evening, for a Troop Camp it is necessary to have a separate Camp Fire place in a special location. Try to choose a sheltered spot with a view so that the romance of the night may play its part in establishing the atmosphere and try to avoid completely shut in camp fire circles. An area six feet square should be cleared for the fire and some seating arrangements made around this for the Troop, (see illustration).

Except in emergencies or at the end of camp, the Camp Fire place should only be used for the purpose intended.

SOME GENERAL POINTS

Calls

It is necessary to work out a system of calls or signals to attract the attention of the Troop. Try to avoid using shrill whistles; instead, use 'bird calls', a cow horn, or even a bell or gong. For example,

One call – Troop assemble at Flag Two calls – Patrol Leaders Three calls – Patrol Quartermasters Series of calls – Emergency – Come at once. Calls may be used in conjunction with signal burgees or Morse or Semaphore. Use call to attract attention, then carry on.

Lighting Tents

Whenever possible, use flashlights. Do not permit coal-oil lanterns in tents. Candle lanterns are reasonably safe if carefully used.

Should a tent catch fire – GET EVERYONE OUT and then DROP TENT by puffing out poles and beating out the flames. Make no attempt to save the contents.

Court of Honour

The Court of Honour should meet daily in camp to discuss programs and any problems. This is a good time for Patrol Leaders to discuss Patrol progress with the Scoutmaster and keep him informed about each boy.

After Camp

See that equipment is checked and properly stored on return. See that repairs are listed for attention.

Make a note of all the lessons you learned for reference when next you go to camp.

Make a report to the Group Committee and submit a financial statement. See that parents are informed of the year's camping activities in your next regular bulletin.

INTER-PATROL COMPETITION

Inter-Patrol competition, if not overdone, can add incentive to good camping and cause a lot of fun. It is suggested that points be given for routine camping and that participation in other activities be just for fun except on such occasions as the Court of Honour decide otherwise.

At camp, it is especially necessary to work against a standard in order to maintain or raise the camping standard of the Troop. It is suggested that score be given as follows: –

Regular Daily Scores

<i>Meals for the Day...</i>	Punctuality	5
	Service	5
	Cooking	10
	– Total	20
<i>Inspection...</i>	Personal	10
	Tent & Kit	10
	Stores Tent	10
	Kitchen & Pots	10
Dining Shelter plates etc.		10
	– Total	50
<i>Patrol Spirit.....</i>	Total	10
	<i>Daily Total of 80</i>	
	<i>Standard for the day 60</i>	

Irregular Scores used as and when desired

First Fire (wet mornings)		10
Night Inspection.....		20
Service Patrol (per cycle of duty)..		20
Behaviour after lights out and before rouse		10
Activities.....		20

These irregular scores are not included in the standard unless some phase of camping needs special emphasis, in which case the score should become a regular daily allowance.

Pitching and Striking Scores

Special scores should be given for pitching and striking camp – a standard can be set for this too.

Ideas for scoring: –

Pitching

Choice of site or best use of site		10
Efficiency of Patrol operation.....		10
Tent and Dining Shelter.....		10
Kitchen.....		10
Imagination and ingenuity		10

Striking

Fireplace and Pits.....		10
Ground.....		10
Pots		10
Packing		10
Efficiency and operation		10
Patrol packed ready to leave.....		10

You will find it a great help to make up before camp some cards on which to keep score. A card will fit easily into the shirt pocket and can be pinned onto the notice board after the scores have been announced. A running total can be kept in a notebook. It is suggested that scores be announced at flagbreak each day and the final-score announced at the final flagdown at the end of camp.

It is a good idea to increase the standard gradually during camp, but never to make it unattainable.

The Patrol or Patrols which come up to standard each day should be presented with a suitable symbol of recognition. Here are some ideas:

- 1) Have Standard Pennants flown on site of Patrols gaining a pre-arranged standard.
- 2) Each Patrol starts camp with an 18” tent peg. Each day that they attain the standard they paint a silver band round the peg – each time they are top a gold band.
- 3) Patrol up to standard may fly its Patrol flag at the yard arm of the main flag mast.

Help your Court of Honour draw up its own idea.

The Troop Scouters Handbook

Score for weekend camps may be added to the weekly scores for Troop and Patrol meetings, or kept separate.

It is considered better that the competition at Summer Camp be kept independent of any other inter-patrol competition and that a crest or something significant to the camp be given to the Patrol or Patrols which come up to standard a certain number of times to the winning Patrol or to both of these.

A SUGGESTED SCORE CARD

Patrol	Personal	Kitchen & Pots	Stores	Tent & Kit	Dining Shelter	Meals	Spirit	Extras	Total
Beaver									
Fox									
Otter									
Owl									
Today's Standard..... Max.....									
Date..... Tomorrow's Standard.....									

WET WEATHER CAMPING

Spirit

Our Founder said at one of the largest and wettest Scout Camps ever, the Arrowe Park Jamboree: "Any ass can be a good Scout on a fine day, but the thing is to make the best of conditions on a bad day". Yes, bad weather in camp soon sorts out the chaff from the grain – it is a challenge to everyone's ability and a test of his Scout spirit. Because this is so, it is the bad days in camp which, in retrospect, become alive in the memories of the boys as highlights of fun and adventure. "Do you remember that camp at MacGregor Lake when a gale blew for nearly two days and the rain came down in buckets . . . and the Cougar's pots blew out into the lake . . . and Walt was hit on the head by a falling branch and thought he'd been struck by lightning . . . and the Otter's hike tent took off like a parachute and little Donny was so proud because he slept in the Medical Tent on the BED . . . and that enormous stew and the land yacht which nearly became a water yacht and . . .?" That is the spirit which, especially in bad weather, must pervade every Scout Camp.



The example of the Scouters and the Patrol Leaders is most important in creating a sense of security. Calm attention to detail and improvising comforts and expedients to offset calamities; keeping cheerful and active, and therefore keeping spirits high; looking after the younger and less experienced boys so that they quickly learn how to adapt themselves to the changing circumstances and learn how to behave so as not to become a nuisance to themselves or their Patrols.

Everybody has to be much more “alert” in bad weather – you have to camp as nearly perfectly as possible, for mistakes, forgetfulness or carelessness can become a real calamity instead of just a nuisance.

Remember, bad weather is a challenge to you and to the boys, let it find you prepared. Train your Scouts in the principles of bad weather camping before they experience it – the experience will then complete the lesson and they will emerge more thoughtful for others, more self-reliant and resilient, and with a bigger grin than ever on their faces.

Personal Care

It does not hurt to wear wet clothes providing the wearer is active and warm. As soon as he goes in and sits about he should rub down hard to stimulate the circulation and should put on dry, warm clothing. If it is necessary to go out and stay out in the rain he should change back into the wet clothes, otherwise if he goes out in dry clothing it won't be long before all his clothing will be wet.

The Scout hat is ideal for wear in the rain as it prevents water running down the neck.

If the weather is warm enough or the activity vigorous enough only bathing trunks need be worn. If it is too chilly for this it is better to wear old warm clothing plus a waterproof cape or coat. Shorts, rolled up if necessary, are infinitely better than longs and no socks or stocking should be worn. Sandals or sneakers are the best footwear. Rubber boots are not recommended as rain gets inside and eventually they become not only uncomfortable but unhealthy. If the air can get freely to legs and feet no ill effects will result from the damp.

As soon as boys go under shelter to sit about they must rub down wet parts vigorously with a rough towel and wear sufficient clothing to keep warm.

Wet clothing should be hung on a line in the eating shelter and dried as quickly as possible. If the bad weather continues it will be necessary to rig a shelter over the fire and to make a drying cradle – someone must watch clothes drying all the time to prevent them from scorching.

Care of Equipment

The tent is your only shelter in bad weather, and it is for just this reason that it is taken, as it is really unnecessary in fine weather.

Tent and guy lines shrink when wet, so it is necessary to keep a careful watch and slacken off guys to prevent canvas being torn or pegs pulled from the ground.

Tents, especially lightweight models, which do not have fly sheets are likely to leak at any place where they are rubbed on the inside, as rubbing draws the water through the surface of the material. It is important that the boys know this and exercise great care when in a tent. If a leak does develop in an inconvenient place there is one remedy – and that doesn't always work – place the forefinger on the drip and trace it down the roof to the wall. If you are in luck, the water will follow this path and drip on the ground by the wall. Such leaks do not usually reappear in subsequent rain if the tent has dried between times.

Bedding and clothing not in use must be kept dry by folding them in the centre of the groundsheet which should then be folded over and around them, and the bundle placed together with pack towards the head of the tent. This will leave a clear access passage at the foot of the tent. Boys must remove wet coats at the doorway before entering the tent, and lay them and their wet footwear at the foot of the tent. Dry towels should be on the tent line and the boys should now dry themselves thoroughly. Only now should they attempt to undo their gear for dry clothes, and it should be covered up again immediately. The boy who sleeps nearest to the door, or doors if both ends are open, should have his kit stowed towards the centre of the tent. Only at bed time or rest period should beds be rolled out.

Tent doors should be adjusted to permit air to circulate and to keep out driving rain.

If the tent site has been chosen carefully there should be no need to trench round the tent. However, if you are unlucky, it is of no use to dig a trench all round the tent as this will just fill up and you will be no better off. Trenching is an engineering job and the trench must be dug to drain

water away from the side from which it is entering – or if you are in a hollow, to drain the hollow. The trench must slope downhill.

Eating shelters may have to be adjusted to meet changed wind directions.

Ice boxes, which are holes in the ground, must be watched to ensure that they do not fill with water,

It may be necessary to rig a shelter over or to windward of the cooking fire so as to give the cook shelter. If it is too low, there is a danger of its catching fire (despite the rain) and in any case smoke will be trapped and become a nuisance.

In continual wet weather ‘walks’ soon become mud slides, especially at the entrance to the kitchen, tent, or latrine. If precautions are taken early enough, this can be delayed for quite a while, but it may be necessary to place some sort of duck boarding at the tent entrance, or even in extreme cases, to move the tent.

Salt and sugar will tend to dampen even with the best of care – a few grains of rice put into the salt shaker will help, providing of course the salt does not get too wet.

A watch will have to be kept on latrines as heavy rain may ‘uncover’ or pit sides may get slippery and become treacherous to those using them.

Activities

Carry on. So far as possible all activities should be carried on as usual, despite rain. Let “Business as Usual”, or “Press on Regardless” be your slogan. Make the rain serve you. Don’t sit down and wait for it to stop – that is fatal! Active boys are happy boys; here is a chance to show true Scout Spirit and to “smile and whistle under all difficulties.”

Naturally, the routine camp life will be slowed down a little, according to the experience of the campers. The Patrol which forgets to stack some wood under cover will find it difficult to get a fire alight and so on, but that is all part of the price of experience.

Meals. Except in real emergencies, do not permit eating in the sleeping tent. If it has to be done let the boys sit on the covered bedding keeping their food over the grass area of the tent. Bedding and food is not a good mixture.

Meals should be adjusted to suit the change in the weather hot meals being substituted for cold whenever possible. Hot cocoa or soup can be served during midmorning and mid-afternoon and, if it is made by the Scouters, probably will provoke loud cheers and repartee which is all very good for morale. Meals like stew or porridge, which do not need too much attention during cooking, are better than pancakes and similar foods which need constant supervision at the fire. It may be a good idea in really bad weather to cook the main meal for the day centrally, with the Scouters lending a hand if necessary. This will mean fewer people out cooking and an economy of dry wood. However, this step should not be taken without the agreement of the Patrol Leaders and only if it is thought necessary to ensure a good meal. Don’t break down the Patrol Leaders’ responsibility as soon as the weather deteriorates.

Fires. Fires can be difficult to light in pouring rain. In this case light the fire in a frypan in the Dining Shelter. When it is going well, carry it to the fireplace and slide it carefully out of the pan on to a previously prepared base of dry wood and twig base in the fireplace. Keep the fireplace covered with an inverted bowl during the night or between fires. This will keep the ashes dry and warm.

As firewood is used up, dry more by stacking it at the end of the fire so that the hot air is blown through it. Dry the kindling in the oven or in a pot.

Program. Wet weather program should be carefully prepared before camp. If the water is warm, have longer swim periods, or have a water festival, or make rafts. Activities like pioneering, hiking and wide games are preferable to signalling and stalking which are fairly passive. In continuous wet weather, a good hike away from camp – perhaps to some sheltered spot to cook lunch – is an excellent morale builder and the change does boys, leaders and the site good.

Inter-Patrol competitions of the quiz type can be run, each Patrol being given a set of puzzles or questions and the Scouters moving them around at quarter or half-hour intervals, so that each Patrol has a ‘go’ at each puzzle; or, by exchanging boys between Patrols, games like storytelling bees, spelling

bees, submarines and similar competitive games can be run in tents. In the evening, Scouters can visit and lead sing-songs or tell yarns in tents. However, “tented” activities should be kept to a minimum.

Health.

Accidents with axes may be plentiful if they are used with wet hands or on slippery ground. Make sure the boys wear heavy footwear when chopping – it ensures a better grip on the ground and affords a little more protection should a miss occur!

Continuously wet feet, especially in enclosed shoes, may develop splits between or under the toes. This is one very good reason for thoroughly drying feet especially between the toes, when out of the wet. Splits should be cleaned with green soap and water and treated night and morning.

There are various compounds for use to prevent colds or to help control them. Consult your Group physician about their use. Strangely enough, experience shows that more boys catch colds in camp in hot weather than in cold weather.

Pitching Camp in Rain

This follows the same routine as pitching in fine weather but:

- 1) It is wise for boys to remove shoes and socks before starting.
- 2) Kits should be stacked together and covered with one or two ground sheets.
- 3) Be careful of canvas when pitching, if possible avoid getting inside the tent wet, and avoid ‘rubbing’ as soon as the tent is up. Mallets will have a tendency to twist or slide out of hands – so watch your shins.
- 4) It may be a good idea to put more boys to pitching the tent, as its quick erection to provide shelter for gear is important. As soon as the tent is up, put in the gear and let the boys change into camp clothes in relays a few at a time.
- 5) Get a fire going as soon as possible, its crackle and glow will be very heartening.

If it is a new Troop’s first weekend camp and it is obviously going to rain all day it might be wise to postpone the camp before you start. First impressions count for a lot.

Breaking Camp in the Rain

This again follows pretty well the same routine as on a fine day except that:

- 1) Sleeping tents are struck last, after boys are washed and dressed and ready to leave.
- 2) Equipment will be much heavier when wet.
- 3) If boys have a long journey, towels should be left handy in kits so that they can dry off thoroughly once they are aboard.
- 4) Equipment must be unpacked immediately on arrival and all tents, groundsheets, blankets, ropes and similar articles hung out to dry; and tools should be dried and greased. Failure to do this will certainly mean severe damage by mildew and there is also the possibility of fire by spontaneous combustion,

WINTER CAMPING



For the purposes of this section Winter Camping means camping out in snow with temperatures below freezing.

Winter Camping can be a wonderful adventure but it can also be risky and should not be lightly undertaken. While a mistake in summer camping may be an inconvenience, the same mistake in winter camping could mean serious injury. You should not take boys Winter Camping until *you have had some training and experience in it yourself.*

Winter Camping is more advanced adventure for the older and more experienced boys and many of them prefer it to camping in the summer. At least there are no mosquitoes!

TRAINING

Winter Camping calls for considerable physical stamina, mental toughness and Scouting experience. Definite qualifications for Scout participation should, therefore, be laid down by the Court of Honour and the discretion of the Scouter exercised in every case.

Minimum Requirements

Previous training is essential, and it is suggested that the following be used as a guide to minimum requirements:

Second Class Scout especially efficient in knotting, fire-lighting, cooking and first aid.

Two or more hikes each of at least three hours' duration under winter conditions, with special training in:

Wearing suitable clothing and how to keep warm without overheating.

First Aid—Frost bite, how to prevent, recognize and treat. Snow blindness, how to prevent, recognize and treat. Shock, how to recognize and treat. Ice rescue.

Fires and Cooking.

Feeding, types of food and how to eat.

What to do if lost.

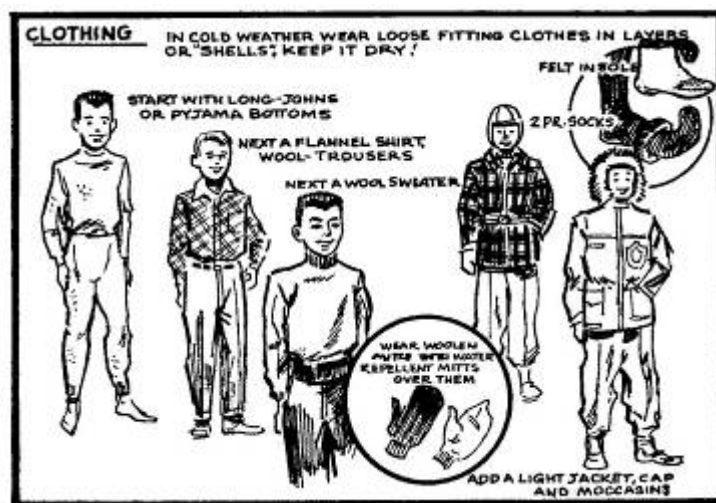
Use of special equipment, e.g., snowshoes, toboggans, skis.

Building lean-tos or tent pitching in snow.

Making drinking water from snow and ice.

What to Wear

Light weight clothing of loose air-space texture, loose fitting is necessary. The outer garment, trousers as well as jacket, must be of wind resistant, water repellent material.



Underwear. Light woollen underwear or polo type pyjamas. If very cold, two light weight pairs are better than one heavy pair.

Shirt. Flannelette or woollen shirt with long sleeves. Light woollen sweater or second shirt.

Parka. Parka or other roomy long jacket which gives some control over regulating of body temperature. Do not use 'waist joint' jackets, such as battle dress blouse or wind-breaker. A hood attachment is necessary.

Mittens. Wind resistant, water repellent with woollen liners. No finger gloves.

Headgear. Ski cap with ear flaps, or woollen toque which will cover the ears.

Footwear. This will be determined to some extent by the terrain and method of travel.

In any case, there should be room for a felt insole and two pairs of loose woollen socks.

Indian moccasins, shoepacks, larrigans are ideal for snow shoeing or hiking on dry snow.

Running shoes with a pair of socks over the outside and all worn inside a light overboot is a good temporary improvisation.

Bedding

Unless arctic type sleeping bags are available the best substitution is two summer weight sleeping bags, one inside the other, or two woollen blankets sewn together to form sleeping bag and put inside an ordinary lightweight sleeping bag. A poor alternative which is very bulky is six woollen blankets. Most seasoned winter campers recommend sleeping naked but in any case *it is absolutely essential* to remove all the clothing that has been worn during the day. It is important that the head be out of the sleeping bag, otherwise breath will condense inside and form a layer of frost. A wool toque can be worn on the head. If there is danger of frostbite, a piece of gauze should be laid across the nose and stuck to either cheek with a piece of adhesive tape.

After a hard day's hiking, it is a good idea to change socks on arrival in camp – the dry socks will keep the feet much warmer when standing or sitting about. Wet socks can be hung near the fire and if pebbles are available they can be warmed and put inside to speed up the process of drying.

Food.

Foods of high energy value are necessary. Select from this list:

Oatmeal; bacon; prepared biscuit and pancake flour; sugar; molasses; corn syrup and honey; milk powder; dehydrated vegetables and soups; dehydrated meats and eggs; frozen meat; frozen fish; frozen eggs; cornmeal; dried meat; salt; butter; tea; cocoa; prunes; dried apricots; raisins; nuts; chocolate.

No fresh fruits such as oranges and apples. Apples in particular are unpalatable after freezing and thawing. The dried fruits mentioned are less bulky and are better sources of energy and they may be eaten dry while on the hike. Incidentally, they help to assure elimination.

A useful practice is the preparation at home beforehand of foods such as baked beans and stews, freezing these outside in pans, then cutting into individual size blocks. These require only heating, so are especially convenient for quick preparation on the trail. (They would be used in southern zones only during a definitely indicated freezing spell.)

Personal Equipment

Personal kit additional to normal camping requirements would include Emergency kit containing:

- 1 fire lighter
- Matches in waterproof container
- 6 sugar cubes
- 1 tea bag
- a few dried raisins
- 1 fish hook and 10 ft. length of fine twine

- Piece of red cloth
- 1 small whistle
- 1 small compass
- Piece of aluminum foil approximately 18" square

These items to be sealed up and used only in a real emergency. The kit should be carried on the person, not in the pack.

- For general use: –
- 2 or 3 fire lighters
- Matches in waterproof container
- Compass

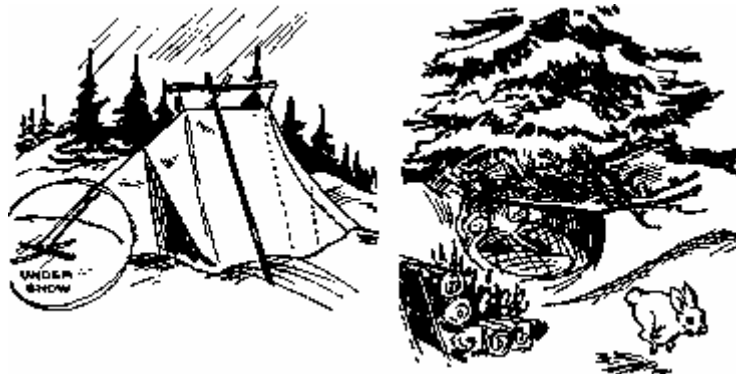
MAKING CAMP

One of the most important factors in choosing a site for a winter camp is shelter from the wind. If possible, choose a site which gets the early morning sun.

Rarely will open water be found for cooking and drinking but ice is an excellent substitute. Snow may also be used but it takes at least ten volumes of snow to make one volume of water. Snow can be polluted by atmospheric conditions and if the water has been polluted so will the ice. Boil water for at least fifteen minutes or use Halazone tablets to purify.

Before setting up camp, thoroughly trample the snow to pack it tight.

Shelter. If you take tents, obviously tent pegs are of no use so dig a hole 12" deep in the snow and lay two crossed sticks at the bottom, loop a piece of cord or rope under these and fill in the hole packing the snow hard. Fix guy or furling loop to the cord.



If a lean-to is to be built, take advantage of natural cover and improve upon it. This will save a lot of time and work.

Fireplaces. Build the fire on a raft of thick (about 6" diameter) green logs if possible or it will sink into the melted snow, and use similar logs to make a reflector. The fire should be close enough to reflect its heat into the tent or shelter. There is nearly as much danger of starting a forest fire in winter as in summer. Take precautions against setting fire to overhead branches or to a lean-to or tent. Sparks are the greatest danger.

Sleeping. Snow becomes extremely cold and hard to sleep on since it melts from the heat of the body and forms ice. A bough bed is the ideal mattress, being both warm and springy. Cut the tips off cedar or other conifer branches and stick the cut end into the snow nearly vertically to form a mattress about 8" or 10" thick. Frame this with logs to keep it in place. Put a ground sheet on the mattress of bough tips. Failing bough tips, straw, hay, newspaper, or leaves all make good insulation if laid thickly enough.

Pits. These are very difficult, if not impossible, to dig in winter time. If really deep snow can be found a wet pit can be dug in this, but naturally any solids buried in snow will be found lying on top of the ground in spring. Burn and bash tins as before and cache them under a thick bush or take them home. Use discretion. All other garbage must be burnt. Do not foul streams and lakes by putting it through the ice.

Latrines. In the winter latrines also pose a real problem. A hole can be dug in the snow for a communal urinal but it is better that each boy dig his own hole for excreta, clearly marking it after covering up. The excreta will cause no damage while frozen and will quickly disintegrate in the spring thaw. Common sense must be used in positioning the latrine area.

Washing Up. Very hot water is required for washing up in zero temperatures. Remove as much grease and water as possible from plates by heating them over the fire before washing, dry off surplus water in the heat of the fire. Foil cooking really comes into its own in winter camping as it keeps washing up to an absolute minimum.

Personal Washing. There is a tendency during winter camping not to wash or shave, but it is probably even more important at this time of the year than in the summer.

PROGRAM

The program for winter camping has to be physically active in order to keep warm. Because of this, the extra clothing and the extra effort required to move around, the body tires more rapidly than under summer camping conditions. You will find the boys are usually ready for bed soon after dusk and certainly by 8.30, but are ready to be up and about at the crack of dawn. The program should include winter sports, snowshoeing, skating and tobogganning and skiing, learning to live off the land by snaring, trapping and ice fishing, lumbering, tracking and stalking, emergency exercises, what to do when lost, using compass, map, wide games and specializing in camping comforts and skills.



CHAPTER VIII

Health and Safety

“...and promoting their physical, mental and spiritual development”.

There is no more valuable possession than good health and the conditioning and habits which lay the foundations for a healthy life are formed during childhood and youth. However, good health as typified by absence from disease alone is not sufficient. Through its programme, Scouting sets out to help each boy develop to **his full capacity**, **his** ability to function physically, socially, emotionally, mentally and morally.

As a Scouter you must actively be concerned with helping each boy to develop to the full the faculties with which God endowed him. A boy who has not so developed and who has not learned how to care for himself will certainly be less likely to become a responsible citizen than one who has,—and may, in fact, even become a liability to his community and country.

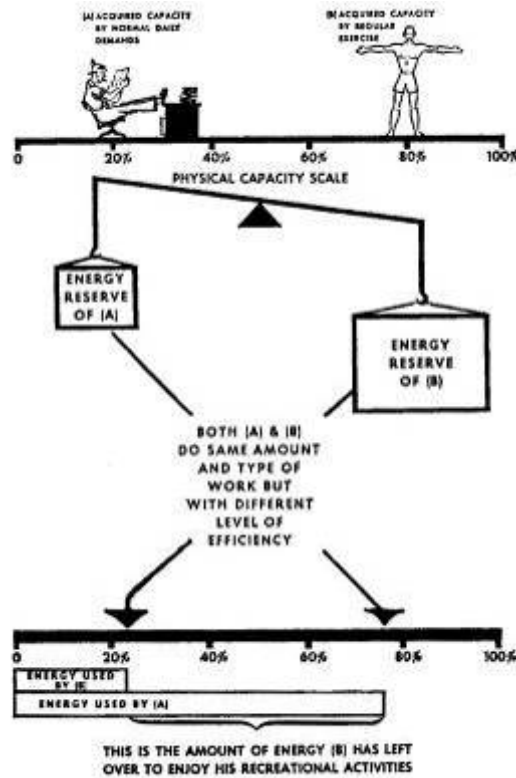
Health and Safety are integral parts of Scout training and should not be considered as special activities any more than fire-lighting or knotting. They, too, must be learned by doing. Participation in challenging and adventurous activities will mean accepting calculated risks. This precludes fool-

hardiness or carelessness, as Scouters and boys consider safety precautions in planning which are adopted in practice.

Moulding the mind of a boy, helping to develop the future generation, is the vital responsibility of us all, whether we accept it or not. As a Scouter you have accepted your share of this responsibility and you will find tremendous help and encouragement in the spirit and programme of Scouting.

PHYSICAL HEALTH

“Recent studies have shown a deplorable lack of physical fitness in our youth, despite the high standard of living and good health it generally enjoys. Actually, it is this high standard of living, inviting us to soft living and self indulgence which is very largely responsible for the low standard of fitness.



The human body is a marvellous piece of mechanism which responds directly to the regular demands made upon it. Just how much it can be built up to meet these demands is well illustrated by the frequency with which the ‘four minute mile’ is now run and the record time shortened. Conversely, the body abhors waste and quickly absorbs unused tissues, retires capillaries in unused muscles and limits stored energy to the demands normally placed upon it. Thus, a body which normally leads a sedentary existence has very little reserve or stamina.

This fact is far more important than may at first be apparent.

- 1) A person with a low physical fitness capacity may use up to two or three times as much energy to do a job as he would if he had a high physical fitness capacity.
- 2) A recent study on safety showed that 88% of all accidents are due to personal awkwardness and slow reaction.
- 3) It has also been stated that physical fitness directly benefits physical and mental health and increases mental and physical capacity for work and study.

Obviously, physical fitness is a matter of great concern to the whole nation. The Boy Scouts of Canada must play a leading part in improving the physical condition of its members.

DEVELOPING THE BODY

A boy learns to care for and develop his body progressively through the health requirements for Second and First Class grades and through the example of his Scouters and brother Scouts. Certain aspects of this training are given particular emphasis in some of the Proficiency Badges, especially the First Aid, Personal Fitness, Healthyman, Master-at-Arms, Public Health Man, Swimming and Venturer Badges.

There are four basic requirements of the body: fresh air, good food, exercise and rest.



Fresh Air

Oxygen is vital to maintain a circulation of pure blood through the body. Oxygen plays an important part in energy production. Each body cell is in fact a combustion engine where food and oxygen explode to generate energy. This production is obviously limited by the amount of oxygen available and the capacity of the lungs to absorb it and circulate it rapidly to the muscle cells. The only known way to increase the body's capacity to absorb and use oxygen is by engaging in sufficient vigorous physical activity each day to develop and maintain respiration and circulation at a high functioning level.

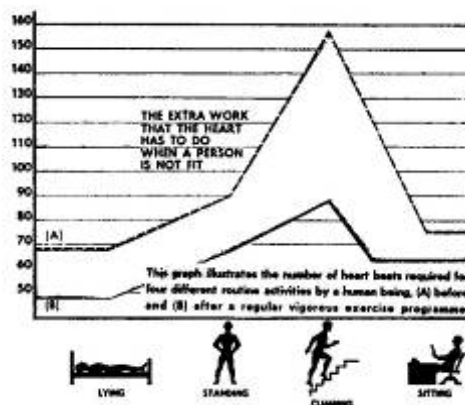
See that the Troop sets the standard here by having as much outdoor activity as possible. When it is necessary to meet indoors make sure the room is well ventilated. Encourage the boys to take up outdoor pursuits throughout the year. In a normal routine day, a boy spends sixteen hours indoors, either at home sleeping and eating, or in school.

Pay particular attention to the adequate ventilation of tents in camp. When sleeping, breathing is very shallow, so the little air breathed in must be pure. The minimum requirement for camping in fine weather is to have two doors wide open.

Food

Good food in a balanced diet is vital to supply the correct mixture of building material and energy.

This subject has been dealt with in Chapter VII and Scouts can be trained in understanding the needs of diet and care of food very largely through their camp training. It is important they understand this training should form the basis of their daily feeding. You must be tactful when explaining the requirements of good food so as not to cause discomfort to boys who may come from homes where it is not possible to live up to the desirable standard.



Overeating is as dangerous as undereating and boys, in particular, must be educated in the dangers of consuming too much candy and soft drink.

Your Provincial Department of Health will be pleased to supply you with material on feeding and nutrition should you desire further information and to cooperate with you in any other way possible.

A body needs exercise in order to develop to full maturity and to remain an efficient working machine. The parts of the body that require special attention are the muscles of the shoulder, arms, abdomen and back, legs, and the heart, lung, and blood vessels. No single sport provides a truly balanced development for all parts of the body.

B.-P. recognized the need for physical development in each boy when he wrote *Scouting for Boys* and introduced the daily exercises. Ten minutes a day spent on these exercises will help to make a boy strong, supple and healthy.

In recent years, the Department of National Health and Welfare has done a considerable amount of research work testing and designing a course of exercises which will help to balance the deteriorating effects of sedentary living. In conjunction with this Department the Royal Canadian Air Force has published the *5BX Plan for Physical Fitness*. This plan uses five basic exercises which must be practised daily during an eleven minute period. The frequency and extent of each exercise depends on the physical capacity of the individual. This is determined from a chart which establishes the physique category of each individual according to his height and weight. This presents a challenge to every Scout. Here is the principle expressed by our Founder over fifty years ago, brought up to date and presented in a scientific manner for all people to practise. It also presents a challenge to you as a Scouter and through you to your Court of Honour. The "5BX Plan" may be obtained through the Queen's Printer. Get a copy, review it with your Court of Honour and start a campaign in the Troop. Use a Troop Meeting to establish each boy's physique category. Most of them will then discover how far short of their potential physical capacity they are falling, and will want to make an effort to improve. The "5BX Plan", just like the B.-P. exercises, is one of personal effort and improvement. As such it will have no place in the normal Troop Meeting program. Nevertheless, a monthly check of each boy's performance, movement through the exercise scales and body growth will prove a great incentive. Boys will be encouraged to take a pride in their development as they begin to show a 3% to 5% increase each week as a result of doing their exercises regularly. It is strongly recommended that each patrol maintain charts which will show not only the progress of each boy through his exercise categories, but also his personal growth by recording personal measurements, such as: – height, reach – fingertip to fingertip, span – thumb to little finger, elbow to fingertip, chest girth normal and expanded, waist, neck, and biceps thigh and calf muscles, and weight. (Note that these measurements provide a relationship to "Estimation")



Rest

A body must have rest and sleep in order to let its 'engine' cool down, to allow the muscles and nerves to relax and to permit the re-stocking of the 'storage batteries' with energy.

The average boy of Scout age needs between eight hours minimum and ten hours maximum sleep per day. He should also have about an hour's rest in the middle of the day and sufficient rest after each meal to permit initial digestion. Lack of sufficient sleep will cause a boy to be irritable, lazy and unresponsive and, if maintained over a long period, it will have a harmful effect on his growth and

future life. A body which does not get sufficient rest becomes an easy target for the germs of disease.

No healthy boy ever looked forward to going to bed and that moment will be put off as long as possible. You have a responsibility to the boys and to parents to see that Scouts leave meetings on time, and that boys, through their training, are made to realize the importance of rest and sleep in their development.

Because of the extra exercise and exposure to nature boys in camp will tend to tire more quickly than at home. It is good that boys should go to bed tired but not exhausted.

In order to get the maximum benefit from sleep, the body must be comfortable, cool and supplied with fresh air. Too many bedclothes, discomfort or lack of air can reduce the value of the sleep period by several hours.

General Health

Cleanliness. In addition to the four basic requirements already mentioned, the body must be kept clean both inside and out. The importance of washing the hands before meals and after using the toilet, washing all over daily, and keeping finger nails, toe nails and hair well-groomed, cannot be over emphasized. In addition, it is necessary to understand fully the importance of inner cleanliness, the need for regular evacuation of the bowels and bladder and the dangers of holding back these important functions. One of the best aids to inner cleanliness is the daily consumption of at least two quarts of pure cold water.

Smoking. Smoking is not a good habit for boys and it should be discouraged among Scouts. The recent medical findings on lung cancer add emphasis to this. It can harm the growing body and certainly impairs the senses of sight, smell and taste. Boys who are keen to develop fit, healthy bodies are far less likely to be tempted than other boys. If there are boys in your Troop who are old enough and who are permitted to smoke at home, little good will be achieved by trying to force them not to smoke. However, they must learn when and when not to smoke, and if the Scouters smoke, should follow their example.

HEALTH IN CAMP

The health and safety of boys in camp is your responsibility so you will want your camps to be as clean, hygienic and safe as possible. Food, its storage and general hygiene have been dealt with already. In addition, with the help of Patrol Leaders and the other Scouters you must keep an eye on each boy's general health.

Worries

There are many things which a boy can experience in camp which may cause him anxiety. Here are some of the things which can upset him:

- Fear of the dark
- Incompatibility with one or more members of his Patrol
- Lack of privacy at bedtime or in latrines
- Fastidiousness at meals
- Homesickness
- Fear of insects.

These fears can be very real to a boy and should not be treated lightly by his leaders. It is the job of the Scouters, his Patrol Leader, and the other members of his Patrol to help him overcome his fear – it should be a Patrol effort.

Usually, these troubles can easily be taken care of and will be corrected by the example of the rest of the boys and the leaders. However, sometimes they cause serious distress to a boy and, if the spirit of his Patrol or Troop is not what it ought to be, he can be made very unhappy. You must be aware of these problems and prepared to deal with them sympathetically. Meal times with the Patrol provide good opportunities to spot any boy who may be in distress, or upset and a word with his Patrol Leader may give you a good idea of what the trouble is before you check with the boy himself.

Homesickness

When a boy reports sick he can be either bodily unwell or homesick, and sometimes it is difficult to discover the truth.

The usual symptoms of homesickness are vague feelings which are hard to identify or locate – he has a pain in his tummy but its position is hard to find, and it is hard to describe. While you are examining the boy, taking his temperature, etc., chat with him about his home, and usually, if it is homesickness, the tears will flow, and your diagnosis will probably have been made. The best treatment is sympathetic attention and plenty of activity. Be sure to inform the boy's Patrol Leader so that he may treat him accordingly. Treated this way, homesickness usually clears up in the first couple of days. If the boy does not improve with this treatment or appears to be taking advantage of it, a good burst of hard physical work under the direct eye of a Scouter usually puts him straight again. Except in extreme cases, it is a mistake to send the boy home. He has to learn to make the break some time, and if it is not now, it will have to be later. A boy who becomes worried and homesick in the middle of camp may need different treatment. It could be a personal problem in his Patrol or, more likely, the result of a letter from home. If it is bad news, you will have to use your discretion, but very often it may be thoughtlessness on the part of parents who write to say how much everyone misses him, then boy feels the family cannot get along without him, and he must go home.

First Aid and Sickness

A Scouter in camp has to be prepared to cope with more than is normally connected with First Aid although the principle is not changed. The Scouter does not replace the doctor but just as there are degrees of cuts, so are there degrees of illness some of which can be remedied by First Aid treatment. For instance, if a boy becomes constipated, a change of diet or a *mild* laxative may remedy the trouble—if it doesn't, he should be taken to a doctor.

A list of contents for a camp first aid kit will be found in Appendix D. Kits made up to this specification are available from the Supply Services and each contains the following directions on how to use the contents.

BODY RUB. For *sterilizing instruments* before use. Dip or rub with absorbent cotton soaked in the solution.

For *sterilizing unbroken skin* e.g. prior to removal of splinter or as a 'cold application' to insect bites or bruises. **DO NOT USE ON OPEN WOUNDS OR SENSITIVE SKIN AREAS.**

A.S.A. TABLETS. For *headaches, colds and fevers*. Follow instructions on bottle.

BAKING SODA. For treatment of *burns and scalds* apply a solution of one tablespoon of baking soda in one pint of warm water to the dressing.

For relief of *indigestion* or *heartburn* drink ½ teaspoon of baking soda dissolved in ½ glass of water.

BORIC ACID OR BORACIC POWDER. For bathing *inflamed eyes* make a solution of one teaspoon boric acid in one pint of warm water. Use eye bath.

CALAMINE. For application to *insect bites* and *poison ivy* to soothe *irritation*.

CASTOR OIL. One drop to be applied under eyelid to *remove grit* or to *soothe eye*. Two or three drops of warm castor oil in ear to relieve *ear ache*. **DO NOT USE** for foreign bodies in ear. **NOT TO BE TAKEN INTERNALLY.**

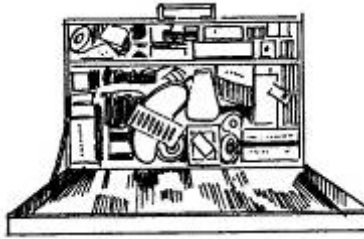
CLOVES, OIL OF. To relieve *tooth ache* put few drops of oil of cloves on absorbent cotton and pack around gum of offending tooth.

GOLDEN EYE OINTMENT. For relief of *styes* or *inflamed eyes*. Apply after warm eye bath (see instructions on packet).

GREEN SOAP, To be used as a *general antiseptic*. For cleansing cuts, abrasions and minor burns, soak piece of absorbent cotton in warm water and add a few drops of green soap.

HALAZONE TABLETS. For *purifying drinking water*. One Halazone tablet is sufficient for one pint of ordinary water. If water is greatly polluted, use two tablets. Allow water to stand for thirty minutes before drinking.

KAOPECTATE. For *Diarrhoea*. Follow directions on bottle.



LISCO PAD. Antiseptic absorbent dressing. May also be used for moist compress.

NOXZEMA. Helps prevent *sun and windburn*; also soothes their effect and that of chafing.

PLASTIC SHEETING. To cover a moist compress to contain moisture.

TELFAPADS. Antiseptic dressing. Apply direct to burns, cuts and abrasions too large for treatment with plastic band aids.

VIVO TUBES. For reviving a person who is feeling faint. **DO NOT USE ON UNCONSCIOUS PERSON OR WHERE HEAD INJURY OR SEVERE BLEEDING IS EVIDENT.**

Normal body temperature at rest is 98°4. If temperature goes over 100° isolate patient in bed and consult Doctor immediately.

NOTE: Keep your First Aid Kit in good order ready for use at all times. Replenishments can be procured at any drug store.

Here are the suggested treatments for some common camp ailments:

Chills and Colds – Prevent as far as possible by having a change of dry clothing on wet days, wearing enough clothing after swimming period and in the evening especially around the camp fire and having an adequate supply of blankets and a proper ground sheet.

If a boy has a cold or chill, put him to bed with extra blankets and give an A.S.A. tablet (five grains) every three hours. A good rub down with a coarse towel may help.

For a head cold use one per cent ephedrine aqueous nose drops. Use two to three drops in each nostril three to four times daily.

Constipation – Constipation in camp is usually acute and is caused by lack of regularity, nervousness, lack of fluid intake and improper diet.

The best treatment is prevention. Adequate time should be allowed between breakfast and inspection in the camp programme so that each Scout has time to do his regular duties and visit the latrine. The natural urge to have a bowel movement should not be put off. The latrine should be well screened to ensure privacy. This should be done in any case but is especially important for the nervous boy. Fluid intake should be close to two quarts a day, especially in hot weather when fluid loss by perspiration is great. Diet should contain fruit juices, fruits such as prunes and apricots, figs, and apple sauce, green vegetables such as spinach, beet greens, lettuce and green beans. Cereals such as oatmeal help in constipation.

For specific treatment two teaspoonfuls of milk of magnesia, 20 to 30 drops of fluid extract of cascara sagrada in a glass of water after one or more meals, or cascara tablets may be used. Castor oil and magnesium sulphate (Epsom Salts) as laxatives have no place in camp.

Cuts and Grazes – Wash with green soap solution and apply sterile pad or cotton gauze and hold in place with bandage or adhesive strip. Small cuts can be covered with Band Aids but these should not be left on longer than is necessary as they tend to be airtight and the wound does not heal. If possible, the Band Aid should be removed before going to bed. In the event of a pad being so strongly attached that it cannot be removed by layers, it must be soaked free with sterilized water – but keep the wound as dry as possible.

Diarrhoea – An acute diarrhoea in camp will usually stop within 12 to 48 hours and will seldom require extensive treatment. Prevention again is most important such as using pasteurized milk, tested water, proper care of food, both fresh and left-overs, and the control of flies.

For the first 12 to 18 hours, give nothing but fluids such as water, gingerale, and tea. Toast, a poached egg, rice and a cereal may be added later. Milk will not be tolerated by all boys, but some will be able to take it. Avoid all fatty foods for from three to four days.

Bismuth and kaolin mixtures have a limited value but may be given for four to five doses.

Headaches – Headaches may be caused by over-exposure to the sun, insufficient rest, fatigue, emotional upsets or it may be the start of an acute illness.

Place the boy in bed and give him an A.S.A. tablet every three hours, if necessary. If other symptoms show up and the boy runs a fever, get a doctor.

Indigestion – In camp is usually caused by eating too much, either of ordinary, or highly spiced foods. Greasy foods and foods poorly prepared will also cause indigestion. Uncontrolled buying of chocolate bars and pop, food boxes in the tents and physical activity immediately after dinner, especially on a very hot day should be avoided.

For treatment have the Scout lie down in a cool place. One half teaspoon of sodium bicarbonate and one half glass of warm water may help to settle the stomach. Give nothing by mouth for a few hours except perhaps sips of ginger ale. Next try a fat-free soup, dry crackers, orange juice or hot chocolate. A breakfast cereal, poached egg, toast, jello and a milk pudding may next be added.

Do not give a laxative on account of the danger of appendicitis. Enforce the noon hour rest period.

Rashes – Rashes may be the beginning of an acute illness such as measles or scarlet fever. Unless the cause is known, such as poison ivy or hives, isolate the boy from other Scouts and see a doctor.

Sore Throat – A sore throat may be a part of an ordinary cold or the beginning of an acute illness. If the sore throat is mild and the boy is not running a fever, give an aspirin tablet every three hours, a hot salt and water gargle four or five times daily, and keep isolated in bed in a hospital tent.

If the Scout should run a fever, isolate from the other Scouts and get a doctor. Aspirin and gargles may be given as above.

Split Toes

Wash out with green soap and water. Hydrogen peroxide may be used to remove stubborn dirt particles. Do not cover splits with Band Aids. Keep as dry as possible.

Stings

Dab body rub liberally on the sting, its cooling effect will help to reduce inflammation. Calamine lotion or a paste of baking soda will also soothe irritations. Large swellings and inflammation caused from bites should be rested and a cold compress applied.

Sunburn

Rub in Noxzema cream lightly, or apply calamine lotion. Shield from direct rays of the sun.

MENTAL HEALTH

It is not suggested that a Scouter should enter the field of psychiatry any more than that he should take up medicine, but just as the body responds to fresh air and good exercise, so will the mind react to the right atmosphere and clear thinking.

DEVELOPING OUTLOOK

The Scouter's job here is to help each boy develop a reasonable and balanced outlook and train him to think for himself.

Developing outlook is very largely building character – learning a sense of values, fairness, cheerfulness and perseverance, from example and environment.

Scout Spirit

First impressions are lasting. What the new recruit sees, feels and does during his first meeting will have a great bearing on his future. The way he was accepted – right then and there you have him or you lose him. His mind and spirit can warm to those around him, or it can shrink and he can go

away a shade more bitter. Thus the Scout Spirit which prevails in the Troop, and which incidentally is a reflection of your own, will have a marked and immediate effect on each boy.



To enable him to settle down right from the beginning and to feel “at home”, a boy needs to be courteously received and to find trust, loyalty and friendship in those around him. If this is accomplished, his character will soon reflect these qualities, for once a boy has received he is able to give, but he cannot give what he does not have. Upon this can be built his understanding of the Scout Law and Promise and his outlook and approach to life shaped.

The Good Turn

The Good Turn is early training in unselfishness and thoughtfulness for others. Boys should be inspired to do Good Turns by example and suggestion so that they perform them from a desire to help rather than from a sense of obligation. In this way, they experience the joy which comes from giving help and will be motivated to seek further opportunities for performing good turns.

Sense of Values

Boys must learn to work for what they want. It is human nature not to value things which one gets for nothing. The idea “give the boys everything they want” may be commendable, but the practice can be definitely harmful. In such cases, the boys acquire a completely false sense of values and are later quite unprepared to face the realities of life.

Scouts should pay dues from their own pocket money and make some contribution to their personal expenses in Scouting, e.g., buying their equipment, paying for camps, and so on. Also, they must play a part in acquiring and maintaining Patrol and Troop equipment, either by making it themselves or working to help raise some of the funds needed to buy it. You can be reasonably sure that, in this case, the equipment will be appreciated and well cared for. This aspect of training calls for close liaison and understanding between the Scoutmaster, the parents and the Group Committee.

There is also a very real difference between ingenious improvisation and ‘scrounging’. Scrounging is a cross between begging and stealing and has no place in Scouting. This is one of the reasons why hitch-hiking is not permitted as a means of travelling. Everything has its “price”. It is good for a boy to learn early to “pay” for what he wants, and that he only gets what he “pays” for.

Sportsmanship

Part of the purpose of the Inter-Patrol Competition and also a certain amount of personal competition in the Troop, is to condition a boy’s mind for the competition he will meet in the world in adult life. Boys must learn –

- to work with their team and to pull their weight;
- to accept defeat graciously and to win with magnanimity;
- that a game is played for the fun of participation;
- that winning is less important than the way they play;
- that games are for all and not just for those who are good at them.

This presents a real challenge and one which must be met, for the influence of this behaviour goes far beyond the sports field and affects our whole way of living.

Today, the accepted thing seems to be to argue with the referee and snarl at adverse decisions, in fact, to do practically anything so long as one wins. Scouters must insist on a high standard of sportsmanship at all times. This would include cheerfully abiding by the referee’s decision, playing cleanly, fairly and without trying to ‘outsmart’ the spirit of the rules. The same spirit must be in

evidence when watching or discussing amateur or professional sports. **To encourage gracious losing, it is a good idea to build a tradition that the losing Patrols cheer (with the Troop Yell) the winner, and the winner acknowledge in like fashion.**

FORMAL EDUCATION

Sound formal education is an essential attribute of a good citizen. Since Scouting is complementary to schooling it is important that you encourage your Scouts in their school work. School work very often is not as exciting or interesting as Scouting and may, therefore, suffer if a boy pays too much attention to Scouting. Nevertheless, many Scouting activities are the practical application of knowledge acquired at school, and the wise Scouter will use this fact to help his Scouts to take more interest in and gain a better understanding of their school work.

Boys are notorious time wasters. Through Scout training they should learn to budget their time to fit in all their important activities. Training in this example of thrift can be especially helpful to boys at examination times. Just prior to and during school examinations, most boys tend to drop everything and try to cram a year's work into two or three weeks. As a result they become jaded and irritable and inevitably their ability declines. A boy who has been encouraged to budget his time and to study regularly throughout the year will lead a normal life at this time. He will be relaxed and confident during examinations, and in consequence will achieve greater success.

SEX EDUCATION

People are either of two sexes, Scouts all belong to one, but if they are to live happily they must learn about both and about their relation to each other. This relationship is complex. On the one hand there are the biological aspects of sexual relationship which lead to reproduction, on the other there are the restrictions which society has placed about any action even remotely connected with the sex relationship. A satisfactory sex education includes not only an understanding of both aspects, but also the all important ability to work out a compromise between natural impulses and social restrictions.

Sex education is primarily the responsibility of the parents and ideally it should be learned by everyday guidance just like the other aspects of living. Unfortunately, it is all too often taboo in the home and becomes something mysterious. Any mystery is exciting bait for a boy and he will seek the solution for himself, and often learn the hard way and not from the best or most well-informed sources.

By the time a boy joins the Scouts he should have received guidance and instruction from his parents on the changes that will shortly take place in his body, on the simple biological aspects of sex relationships leading up to reproduction, and on how best to work out a compromise between his biological urges and the restrictions placed upon him by social customs. While it is not the Scouter's job to take over these responsibilities from the parents, nevertheless sex education in the Troop must not be taboo. When the question arises it should fall as naturally into the programme as would instruction on felling a tree or finding a star constellation. If this attitude is adopted boys who do not get adequate guidance at home will be more likely to turn to their Scouter than to an undesirable source. Sex is so blatantly used or mis-used in advertising today that its simple discussion should no longer cause embarrassment.

It is strongly recommended that under normal circumstances, you consult with parents before talking to their sons on matters of sex. You must be sure to safeguard yourself from any suggestion that you are usurping the parent's rights or any suspicions which your action might arouse. You will appreciate that once suspicions of this nature, no matter how unfounded, are voiced against a man, he will never again have the confidence of parents.

See also the Scout Law.

SAFETY

There is little point in developing a boy's body and mind if, at the same time, he is not shown how to take care of himself. The loss of life and limb due to accidents which could have been avoided through a little common sense is incredible. Open a newspaper any day and you can read of people being killed or injured in road, swimming and boating accidents.

Safety is taught to Scouts as common sense precautions to take when engaged in an activity which has known hazards. It is not meant to imply safety first at the expense of all adventure but rather prudent precautions taken in a calculated risk. Everyday, a calculated risk is taken by anyone travelling the highway, but it is done knowing the danger and taking certain precautions to avoid injury. A very large measure of safety lies in being prepared for what the other fellow may do.

See that the Scouts in your Troop learn their safety precautions as common sense measures to be taken against possible injury and not as “sissy” rules which have to be obeyed.

HIGHWAY SAFETY

Scouters must set a good example on the highway both in observing highway regulations and in exercising sound common sense. Obeying the rules of the road – stopping at ‘stop’ signs, observing speed limits, and so on, is one way of performing duty to our Country and thus the Queen. Remember, a good road user is a courteous road user and one who makes allowance for the mistakes others might make.



For rules on hiking and marching see *P.O. & R.*

It is not sufficient that Scouts know the answers to questions when being examined in their highway safety requirements for Second and First Class. They must show to the satisfaction of their Leaders and the Court of Honour that they practise these requirements in their everyday life. Patrol Leaders are far more likely to see or know of the Troop’s behaviour on the highway than are the Scouters.

WATER SAFETY

It is most important that you read the rules on water safety in *P.O. & R.* and abide by them. The rules of water safety should be made very clear to the Troop and strong action taken against boys who do not conform to them. As with all rules, if the boys think they ‘can get away with it’ the rules will be broken, but if they know that immediate and strong action will be taken against them if any rules are not observed, there will be little trouble.

Swimming

It is interesting to note that in swimming accidents more drownings occur among good swimmers than among non-swimmers. This is invariably because the good swimmers become over-confident and take unwarranted risks. Here are some precautions to be taken with regard to swimming: –



1) No swimming in unfamiliar water until its safety has been ascertained. Consult local people; test for strong currents and undertows; have good swimmers explore the bottom, in particular looking for holes or sudden drops, tin cans, broken glass etc. or any rocks or submerged logs which might prove hazardous to diving. Remember, currents and undertows may vary according to wind direction and tide or both. Make sure the water is not polluted.

2) Have well defined limits to the swim area.

3) Nobody may swim alone.

4) Life guards in the ratio of 1 to every 10 swimmers should be stationed at vantage points around the area.

5) A 60 ft. life-line with suitable float attached should be ready at hand.

6) Swimmers must use the "buddy" system. Each boy has a partner of similar swimming ability to himself and they must remain close together, either in the water or on land. If one boy wishes to leave the water his buddy must do so also. When the signal "buddy up!" is given the buddies must get together and raise their joined hands. Any buddies not able to get together quickly should be sent out of the water. In between 'buddy calls' the partners look after each other. Senior lifeguards should have a whistle with which to attract attention. They must know how many pairs there should be in the water and make a count at "buddy up" times.

7) If the swimming ability of the boys is not known to the Scouters, no boy should be allowed to swim until his swimming strength has been ascertained. If necessary, have separate areas for swimmers and non-swimmers.

8) Boys must be instructed in the dangers of pretending to be in difficulties. Any boy who screams for help or pretends to be in difficulties should be removed from the water at once.

9) Nobody may swim until at least one hour after **finishing** a meal.

10) Under normal summer conditions of warm air and water, half an hour is sufficient for the average swim period. However, do not hesitate to make the period shorter if the water is cold. Shivering and 'goose-pimples' are a sign that a boy has had enough.

11) Watch out for sunstroke during swim periods and see that boys do not stand in the water with their heads exposed to strong sunshine for a long time.

The above suggestions are for Troops or smaller groups of boys swimming privately. When swimming at camp waterfronts or swimming pools follow their regulations; but remember that as leader of the boys you are still responsible for their welfare and safety.

Special precautions should be taken with boys using aquatic devices like fins and snorkels, and those using inflated tubes or boats which can very quickly be blown away from shore.

Boating

Before doing any boating you must read the Boating Rules in *P.O. & R.* and make enquiries about the waters you intend to use. It is not enough to assume that water is safe because others use it. Many rivers and lakes have dangerous areas or are subject to violent storms, the signs of which would not be familiar to strangers.

Everyone boating must be able to swim a minimum of 50 yards in shirt, trousers and socks. Every person in a boat must be provided with a life-jacket with the possible exception of boating on a shallow pond when it would be possible to wade ashore. Remember that water temperature plays a large part in the distance a person can swim.

Life jackets must be carried at all times when sailing.

In interpreting the rules in *P.O. & R.* for boating, your attention is particularly drawn to the first section on water safety which states that "before allowing a Scout to take part in any form of boating, the Scouter or other person in charge must be familiar with all sections of this rule. **In interpreting this rule for each activity he shall consider carefully all the circumstances and carry out every precaution that would be taken by a prudent parent**". You must realize that you are the person responsible for the welfare of your Scouts. Not only must you make the over-all decision as to what is or is not safe, but you must see that the Scouts receive proper training in handling the

craft they are going to use, that they know how to wear life-jackets, and that they know and will observe the water safety rules.

When hiring or borrowing boats, make sure that they are in sound condition and will float when filled with water. See that they are fitted with painter, bailer, etc. If you plan to fit an outboard motor to the boat, make sure that it is the correct size for the construction of the boat. Overpowering a boat can be very dangerous. Do not light Coleman or similar type fuel stoves in open boats.

Sea Scout Troops and Troops which make boating a regular feature of their program must have their boats inspected annually, have local rules governing the use of boats and those using them, and the issuing of and testing for Charge Certificates. For full details concerning these rules consult your District Water Safety Committee. In the case of isolated Groups, your Group Committee must form a Water Safety Committee, draw up by-laws and have them approved by the Provincial Water Safety Committee.

Precautions must be taken when making pioneering rafts or using air floats and similar aquatic devices – there is danger of these drifting or being blown into deep water and then sinking or spilling their passengers.

MEDICAL SAFETY

Once a year every boy should have a complete medical check-up. First, so that he and his parents may do something about any defects that need correcting. Many illnesses caught in their early stages can be easily cured, whereas if left until symptoms develop, cure may be difficult and even impossible. Secondly, to protect himself and his Scouter, to determine whether or not he is suffering from any abnormal condition which might cause trouble when he takes part in exercises such as running or swimming. It is only fair that the Scouters who have the responsibility should know of these conditions, for not only can a boy cause unnecessary injury to himself but his breakdown might well injure others.

In planning for medical examinations the Troop needs the co-operation of parents, for unless they understand what the Troop aims to do they may not see the reason for the examination or be willing to pay the cost. While many parents may prefer to use their family doctor, it is a good idea to have a Group Physician who is prepared to undertake these examinations and who can be available immediately prior to the Troop's leaving for summer camp. When boys are going to live together for a period it is wise to have the examination as close to leaving for camp as possible, in order to prevent the spread of any communicable diseases.

A health history and medical examination form is available from Provincial and District Offices. These forms can be of immense value to the Scouter in helping to develop boys physically and mentally, and in seeing that they do not participate in activities beyond their capabilities.

GENERAL SAFETY

Tools

In the course of Scouting activities Scouts are trained to use knives, axes and other tools which, if not handled properly and according to safety rules, can prove dangerous. Cutting tools must be kept sharp and in good condition and masked when not in use. Accidents are less likely with sharp tools which do their work easily.

Weapons

Read the rules relative to weapons in *P.O.&R.*

Archery and shooting with firearms are good activities for older Scouts provided they have received correct training in their use. Scouts must receive such training with special emphasis on the rules of safety. They must learn when and how to use them and how to behave is in progress.

Toy type bows and arrows can be as dangerous as the more effective ones. Do not permit haphazard shooting or shooting up into the air.

Plate Skimming

Skimming or throwing plates & la discus is very popular with boys in camp, and it is good fun until somebody stops one with his head. Plate skimming must not be tolerated unless it is done under organized, safe conditions, with everybody behind the throwers.

First Aid

First Aid is taught to prevent injuries deteriorating or becoming more extensive through lack of immediate treatment. The Boy Scout's training in First Aid begins with his Tenderfoot requirements and continues through Second Class, First Class, and the First Aid Badge.

Each Patrol should have its own small First Aid kit to cope with minor accidents. This kit should be in evidence whenever the Patrol meets. The Troop must also have a fairly comprehensive First Aid kit to be ready to deal with any accidents which may occur at meetings, on hikes or in camps. It is a good idea to have a separate portable First Aid kit made especially for hikes.

At least one of the Scouters should be familiar with First Aid treatment and preferably have taken a St. John Ambulance or Red Cross course in First Aid. Each Patrol will have its First Aider, but in addition, every Scout should be taught how to deal with simple cuts, burns, stings, and sprains as soon as possible, as these are the most likely accidents to occur on hikes and outdoor adventures.

The Troop is only likely to have one major First Aid kit and that will be the one used for camp. See Appendix 'D'. When the Troop is not at camp this First Aid kit will be available at Headquarters. In conjunction with this kit it is a good idea to keep a small lightweight First Aid kit packed in a haversack for use on Troop hikes.

Lists of suggested contents for Patrol, Troop kits or Troop Camp First Aid kits will be found in Appendices 'C' & 'D'.

Perfect cleanliness is essential in dealing with all accidents and when using a First Aid kit. Do not use materials from this kit for practice purposes.

It is especially necessary to keep calm when dealing with accidents both for your own clear thinking and because a Scouter's attitude will influence the casualty. Chat calmly with the boy as you examine his injury, answer his questions reassuringly but truthfully and don't rush or shout.

Remember that except possibly for suffocation or severe arterial bleeding, a few minutes one way or the other will make little difference. If you think it is necessary to get medical advice, consider first whether the doctor should be brought to the patient or the patient be taken to the doctor. If you have to drive a casualty to hospital or to a doctor, drive carefully so as not to cause more casualties. Drive at a speed dictated by common sense and the law.





CHAPTER IX

Smartness and Good Order

Boys thrill to a display of smart and efficient teamwork, to the pageantry of uniform whether it be football jerseys or military uniforms, and naturally they associate themselves with the best and deride the team that fumbles, or the squad that marches out of step. What could be more natural than that they should want to belong to a smart and efficient Troop if they are members of the Scout Movement. Many boys leave or do not join a Troop because it is a sloppy inactive outfit. Part of the adventure of Scouting is associated with uniform and efficiency. It is not just the physical adventure of camping or canoeing which holds a boy – it is camping well or canoeing with skill which makes the adventure really satisfying. Nobody would enjoy being wet and hungry in camp or canoeing in circles for long, and so it is with Scouting.

When your Troop passes by in the District parade its smartness and rhythm should set every watching boy's heart beating faster. In a wide game it should be noticed for its team work. When a Patrol moves off to camp it should have that snug, compact look which shows they know their business. When one of your Scouts goes up to receive his Queen's Scout Certificate there should be something about his carriage and the way he wears his uniform that makes everybody proud to be associated with him. There must be a happy smile on his face which says "Boy, am I getting a kick out of this!"

DISCIPLINE

The key to success is discipline, not forced discipline commanded by fear of punishment but a unity of action and purpose arising from a spirit of co-operation. The Founder described it as "an expression of loyalty through action". "Imposed discipline", he said, "leads to reaction; discipline from within needs none". If boys are to be trained to be good citizens they must be trained to recognize that some kind of order is essential to progress.

The discipline of Scouting arises from within each Scout. He conforms because he wants to rather than because he has to, and it is that difference which enables him to do everything with a happy smile – because he *is* thoroughly enjoying what he is doing.

Discipline has many unfortunate connotations today, but the word stems from a Latin word meaning "to learn", especially to learn by following or by example, – compare disciple. It is in this sense that discipline is achieved in Scouting. Once again it is YOUR example which will set the pattern. If discipline is to grow from within it must first be inspired and you must adopt an attitude of complete trust in your Scouts – a Scout is loyal to those under him, – and demonstrate a sympathetic understanding of his problems. Place yourself in the boy's position, and try to see things through his eyes – to think with his mind and feel things as he does.

Discipline should be taught in the interests of the boys and not in the interests of the Scouters. The Scouter trains his Patrol Leaders and they will pass on his example to their Patrols. Thus discipline becomes the responsibility of every boy and not just of the Scouters.

Here are some points to guide you in setting the example, which will inspire your Scouts to be very largely self-disciplined.

1. Be straight and fair. You will then gain the respect of the boys; no amount of ability, knowledge, or cunning can possibly make up for not being respected.
2. Comport yourself at all times as you hope the Scouts will. Be courteous, punctual and well-groomed. Show appreciation, enthusiasm, understanding and trust. Be a good listener.
3. Insist on fair play at all times. Do not show favouritism to individuals or Patrols.
4. Make full use of the Patrol System and Court of Honour. In this way, the boys will see the need to make rules to cover various situations, because they are far more likely to observe a rule if they have seen it is necessary and have made it themselves. Nevertheless, the more rules there are, the more there are to be broken and the harder it is to maintain discipline.
5. Make sure that all rules and instructions are perfectly clear. No one can be expected to carry out something he doesn't thoroughly understand.
6. Keep orders to a minimum. If the Patrol System is operating properly and discipline is good, activities can be executed easily because authority has been delegated and each boy knows what has to be done.
7. Do not shout. Make full use of hand signals. If the boys are discourteous and talk when you are talking wait until you have silence; it is their own time they are wasting.
8. Keep your temper. Be cross if it is necessary but avoid losing your temper or you'll lose a lot of other things much harder to regain.
9. Do not say anything which you do not intend to carry out, nor ask others to do what you would not do yourself.
10. If it is necessary to discipline, do so without malice and, like the Lord High Executioner, in "The Mikado", "let the punishment fit the crime." Disciplinary action should in most cases take the form of loss of privilege.

SMARTNESS

UNIFORM

Appearance counts for a lot both to those who see us and to ourselves. The way we dress influences our feelings and our actions. A smartly turned out Troop reacts more smartly and efficiently than the same boys dressed sloppily. In most cases, untidy or improper dress is a reflection of a "don't care" attitude but sometimes it can be deliberate to "get at" someone.

Scouts and Scouters are proud to wear the uniform which is known and respected throughout the world. It is only when discipline gets slack and pride of membership drops that Scouts start appearing in a wild assortment of clothing. There may be times when the uniform cannot be worn in full, or even at all e.g. during a winter camp. When it can be worn, wear it, and wear it properly. If it is not deemed wise to wear full uniform, the Court of Honour should make an announcement and stipulate the alternative wear. However an alternative is not an excuse to be sloppy. When, on an occasion it is decided to wear long trousers, they must be blue longs and everyone should wear them.

When variety or optional articles are permitted, see that a standard is set for the Troop or for each Patrol.

Skirt Sleeves. Either have them cut off or worn rolled up. The decision must hold for each member of the Troop.

Woggles. Here is where each Patrol can use its own design (subject to approval of the Court of Honour).

Lanyards. If these are to be worn what shall be the design and who shall wear them? Everybody? Patrol Leaders? Second Class? Good Campers?

In these small ways the boys can build up their own tradition, make their own rules and express their own personalities.

Here are some general points to check to maintain smartness: –

Hat. Keep brim hard and straight by pressing with a hot iron over a damp cloth. Keep hat in a press or on a flat surface when not in use.

Shirt. Be sure badges are sewn on in exactly the right places. Show boys how to tuck shirt in at the waist and keep it free from bulges and wrinkles.

Shorts. Boys grow into and out of shorts but try to keep them a reasonable length (P.O. & R. says 1½” above the knee).

Stockings. Make sure they are worn with seams running straight up and down the leg.

Shoes. Clean – and polished if they are meant to be. Laces neatly tied.

Pockets. Do not have overcrowded pockets.

Neckerchief. This is worn over the shirt collar. The point at the back should be the length of the span of thumb and forefinger of the wearer. Teach boys to roll rather than fold the neckerchief.

There should be a chart showing the correct way to wear the uniform in every Troop Headquarters. (See Appendix ‘A’).

HAND SIGNALS

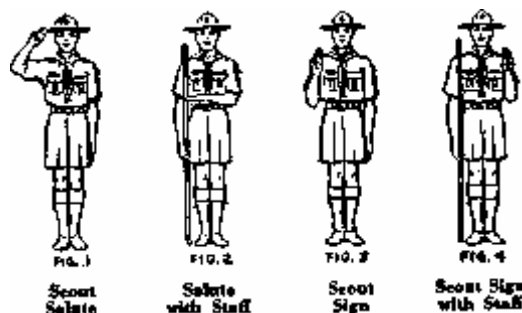
Hand signals are a most effective and unobtrusive method of controlling boys and getting them into formation. There is something about hand signals that draws a response from boys which is not evident to verbal instructions.

As soon as a formation sign is given the Patrol Leader calls his Patrol’s name or gives the Patrol call to attract his Patrol as he moves off to take up his key position. As soon as the Patrol is in position the Patrol Leader will call them to ‘Alert’ and then put them “at ease” to await instructions, e.g., “Otter Patrol A – lert ... Otter Patrol At – Ease”.

Most of these hand signals are in international usage in Scouting. If your Troop learns them they will know what to do immediately in District, Provincial and International functions when hand signals are used. If you wish to incorporate extra signals for your Troop do so, but keep them simple and clear. For obvious reasons do not change any of the signals shown on the following pages.

SALUTING

Scout Salute



The Scout Salute is made with the first three fingers of the right hand (see fig. 1) or when carrying a Staff with left hand (see fig. 2). The fingers are straight and together and the little finger is held down with the thumb. The three fingers represent the three parts of the Scout Promise.

The Scout Salute is made by:

Boy Scouts, Venturers, Rover Squires, Rover Scouts, Scouters and lay-members who have made the Scout Promise.

The general rule for saluting is “the long way up and the short way down”, the arm going out to the right and then bending at the elbow to the head. In concluding the salute the hand is brought straight down. Salutes are given on the following occasions:

- a) As a token of respect;
- b) At the raising or breaking of the National Flag;
- c) At the playing of the National Anthem and ‘O Canada’;
- d) To uncased colours;
- e) To Scout flags other than Patrol flags;
- f) To funerals;
- g) As a greeting between Scouts and between Scouts and Guides when in uniform.

Scouts do not salute when uncovered. On such occasions they stand at the alert.

Scout Sign

The Scout Sign is made by all ranks other than Cubs

(1) (a) During the making or re-affirming of the Scout promise, even if in a place of worship. If Cubs are present they use the Cub salute.

(b) As a greeting. Members of the Brotherhood when not in uniform, meeting for the first time in the day, make the Scout Sign. The first one to see the other should be the first to make the sign irrespective of rank.

(2) (a) The Scout Sign is made as shown (Fig. 3) (Scouters pass stick or thumb stick into the left hand), (b) Scouts carrying staves make the sign as shown. (Fig. 4). The Scout Sign may be made when uncovered.

DRILL

The Boy Scouts of Canada is not a military Movement and drill and marching does not play a major part in its program. Nevertheless, Scouts must be trained to move smartly and in unison when the occasion demands. Nothing looks worse nor can do more harm to prestige than ragged movement on parade and, just like sloppy dress, it has an adverse effect on the morale of members.

Drill should be introduced to the Troop by degrees and practised in small doses. It can be combined with physical exercises or games such as ‘Kelly Says’. If drill becomes a boring chore, you will defeat your object.

Commands

Commands for drill must be clear, follow a regular rhythm and have definite emphasis so that the boys know the exact moment when to move, but there is no need to emulate a sergeant major. If you amble into the Horseshoe and say, “O.K.. Peabody, bust out the flag”, or “Troop alert”, that is just how it will be done, casually and raggedly. But “Troop Aaa—lert!” will get prompt action and unison of movement on the quick and emphasized “ ‘lert’”. When the Troop is at “Alert” or “At Ease”, see that the boys stand straight, look front, do not talk, or fidget, BUT don’t keep them in these positions unnecessarily or for too long. Remember they are boys and not guardsmen. Don’t strain discipline by overtaxing it. If you want to talk to the boys or discuss the results of inspection, first sit them down and then keep the talking to a minimum.

Positions

Use hand signals to attract attention and get boys into formation. They will await the next instruction in “at ease” position (see page 147), feet a comfortable distance apart, right hand clasped in left hand behind back, head up, eyes front.

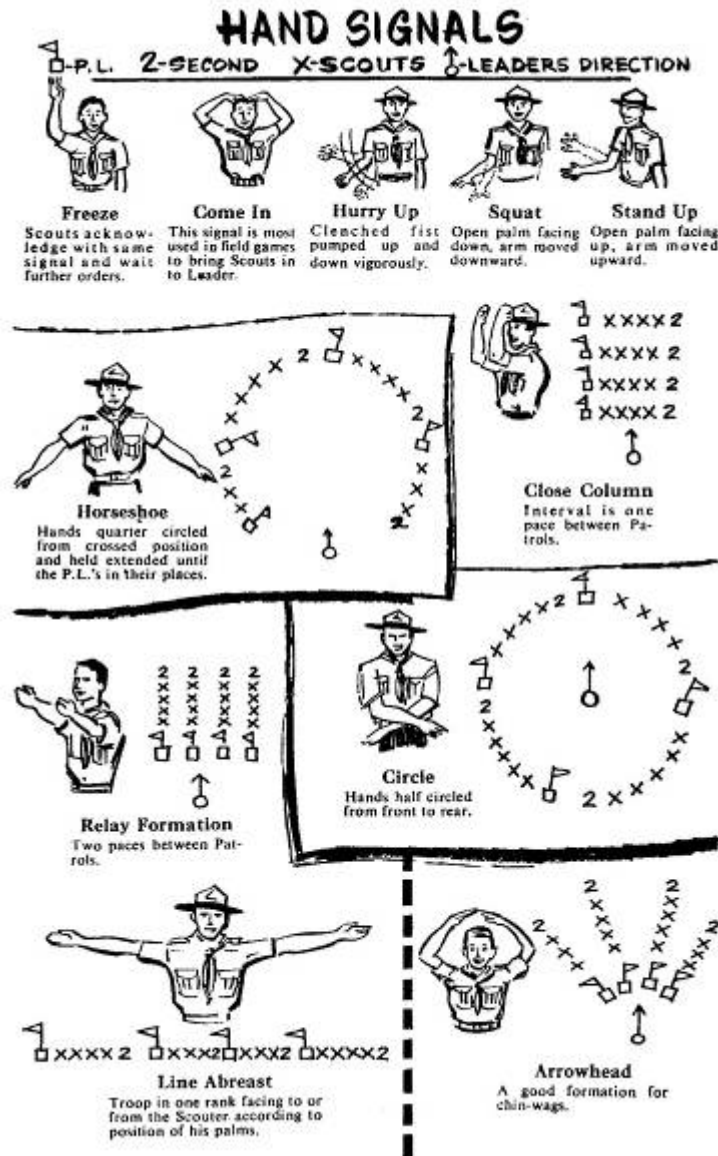
Troop – Alert. Move left foot up smartly to right foot – heels touching, toes apart (feet should be at 30° angle), arms straight at sides, head up, look straight ahead.

Troop – At Ease. Move left foot to left and take up position described above. This command may be followed by “Easy”. Relax, the body, arms and head may now be moved but the feet must remain in the “At Ease” position. The Troop may not go direct from the “Alert” position to the “Easy” position.

Troop – Right Turn. All turns are made from the alert. Turn on right heel and left toe – snap left foot up to right.

Troop – Left Turn. Turn on left heel and right toe – snap right foot up to left.

Troop – About Turn. Turn right about on right heel and left toe – snap left foot up to right.



Movements

Troop – Quick March. Start from the alert. All step off together with the left foot on the word “March”. Scouts should use a step of 120 paces to the minute. Swing the arms freely from the shoulders, – the arm coming forward together with the opposite leg. Body straight, head up, eyes front. Listen for and concentrate on the rhythm to keep in time. Don’t watch the feet of the chap in front as it will cause bad carriage; watch his shoulders, the swing of the arms will keep you in step together. If the column slows down do not change the speed of your legs – only the distance of the pace – even to marking time.

Wheeling. If possible avoid having to shout wheeling instructions – if the Troop has to wheel, the leader will put out the appropriate arm and hold it there until the front rank has made the turn. Or a

pre-arranged marker may be used. When wheeling, the outside rank continues marching at normal speed, the inner rank at slow speed but maintaining the step and covering-off on the outside rank to maintain a straight file.

Troop – Halt. Give the command “Halt”, as the right foot passes the left. Take one more pace with the left foot and bring the right foot up smartly, coming to the “alert”.

Troop – Dismiss. Troop turns to right, pauses (count of 3), salutes, breaks away outwards. This is a formal dismissal as at the end of parade or Troop meeting.

Troop – Break Away. Troop turns to right, pauses and breaks away outwards. Used informally during a meeting, etc. when the Troop goes away to work on some project, e.g. after flag break.

Moving By Patrols. Patrols in single file moving at intervals on the side of the road facing traffic.

At night, front and rear markers should be stationed about 20 paces ahead of and behind the main body. The leading marker must carry a white light and the rear marker a red light.

Marching in Column of Three. Scout Troops walk or march facing the traffic except when under police escort.

“*Fall In in Threes*” As the Troop will use “Column of Threes” only for marching in public, a practice in its nature quite apart from normal Scout activities, a special procedure must be adopted. To secure the most effective appearance of the Troop in threes, it must be sized with the tallest Scouts on both flanks.

“*Sizing a Troop in Threes*”

1) “Tallest on the right, shortest on the left, in single rank – Fall in”. The Troop arrange themselves in descending order of height from the right. Train the Scouts to take their places from the rear.

2) “Number”. The Scouts will number in succession from the right. Train the Scouts to turn their heads to the left when numbering.

3) “Even Numbers – two paces backward – March”. The even numbers take two paces back smartly. See that this is done together.

4) “Right and Left – Turn”. Right hand man of front rank stands fast. Remainder of front rank turn to the right. Rear rank turns to the left.

5) “Into Threes – Quick – March”. No. 1 stands fast. No. 3 moves behind No. 1, halts, and turns left. No. 5 moves behind No. 3 (who is behind No. 1, halts, and turns left).

This will form the right hand file of three and will be the leading three when the Troop moves off to the right. No. 7 moves up to No. 1, halts and turns left. No. 9 moves behind No. 7, halts and turns left. No. 11 moves behind No. 9, halts, and turns left. This will form second file of three, and so on. The rear rank will wheel right and follow the front rank, taking their places in turn. The last three Scouts from the right of the rear rank ALWAYS form a three, to become the left file of three of the Troop, and the leading three when the Troop moves off to the left.

NOTE: The last file but one may, if not complete, be made up of – one Scout – always in the front rank. Two Scouts – always one in the front and one in the rear rank.

PARADING COLOURS

Colour Drill – Order at Alert

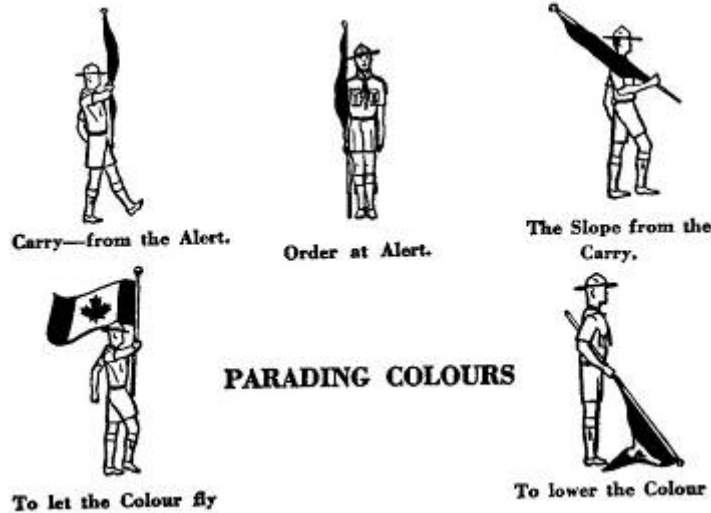
The Colour pike and the Colour will be held with the right hand at that part of the pike reached by the lowest corner of the Colour. The pike will be perpendicular, the bottom of the pike resting on the ground in line with and against the right toe, the elbow close to the body. Do not stretch Colour tightly down pike.

At Ease and Easy

The movements will be normal, except that the left hand will remain at the side and the Colour will be kept perpendicular at the right side,

Carry – from the Alert

Raise the Colour to perpendicular position in front of the body, guiding the base of the pike into the socket of the Colour belt with the left hand and keeping the right forearm on the pike for control. Cut the left hand smartly to the side and at the same time raise the forearm to the horizontal position. The right hand will be opposite the centre of the mouth, back of the hand to the front, wrists and forearm horizontal, i.e. at right angles to the pike, which will be held perpendicular. The corner of the Colour will remain secured by the right hand.



The Slope from the Carry

(i) Raise the Colour just clear of the socket of the Colour belt, controlling the base of the pike with the left hand.

(ii) Lower the Colour smartly on to the right shoulder. The angle of the Colour at the slope should be 45° to the ground, the right elbow close into the side of the right forearm parallel with the ground. The Colour should hang over and cover the right shoulder and arm. The pike should not show between the hand and shoulder, but should be covered with the end of the Colour.

Carry from the Slope

Raise the Colour off the right shoulder with the right hand to the position of the Carry, guiding the base of the pike into the socket of the Colour belt with the left hand.

To let the Colour fly – from the Carry. Release the Colour with the right hand and seize the pike again immediately.

To catch the Colour

Seize the Colour with the right hand and resume the position of the Carry. Note: the left hand may be used to assist in catching the Colour in a high wind.

To lower the Colour at the halt

On the caution “Royal Salute”, the Colour will be let fly. (i) Raise the Colour pike clear of the socket of the belt, (ii) Lower the Colour.

Carry the Colour well to the right and lower it with a sweeping motion to a position in front of and in line with the right toe, the head of the pike just clear of the ground, the Colour being spread on the ground and to the right of the pike.

If a strong wind is blowing from the right, carry the Colour well to the left and lower it with a sweeping motion to a position in front of and in line with the right toe, the Colour being spread to the left of the pike.

The pike should be held under the right armpit, the back of the hand towards the ground, and the right elbow close to the body.

Notes – (i) Care must be taken to look straight to the front when lowering the Colour and not to follow it with the eyes.

(ii) When the Colour is lowered in wet weather or when the ground is muddy the pike will be held horizontally in front of the body and resting underneath the forearm, the Colour hanging straight down but not touching the ground.

Carry – from lowering the Colour

(i) Raise the Colour to the position of the Carry.

(ii) Catch the Colour. Note: The Colour shall be raised with the right hand and pressure of the pike under the armpit. The left hand may be used to guide the pike into the socket. Care must be taken that the body is not moved to assist the raising of the Colour.

Etiquette with Colours

1. Colours are normally carried at the slope.
2. Colours are “At the Carry” only for short periods and for special occasions such as Parading the Colour, passing a saluting base.
3. Colours “Fly Free” only as a salute. Colours are let free and gathered in at the beginning of the command to the Troop.
4. The bearer carrying the senior Colour is in charge of and gives orders to the Colour Party when it is not under parade command.
5. The National Colour is lowered only to the Queen or her representative. (See *P.O. & R.*)
6. Scout Colours will be lowered on all occasions when the National Colour is lowered and in addition to the Chief Scout and Chief Scouts of foreign countries.
7. A single Colour should have an escort of two who march two paces apart and two paces to the rear. This comprises the Colour party.
8. Two Colours. When two Colours are paraded the National Colour must be carried on the right. These Colours require an escort of three: one placed between the Colours; the other two cover the Colours two paces to the rear. This comprises the Colour party.



9. In Scout District Parades it is considered smarter to mass the Scout Colours rather than have a Scout Colour with each Section of each Group. If more than one National Colour is carried these should be massed ahead of Scout Colours. If one National Colour is carried it will be carried in the centre and ahead of other Colours. In this circumstance it is preferable, but not obligatory, that it have an escort of two. Massed Colours do not have an escort.

10. The Colour belt for supporting the Colour is worn over the left shoulder and should be so adjusted that the socket is level with the groin.

JOINT CHURCH PARADES

Joint church parades signifies parades with other Troops, Sections or other Movements. Combined church parades of groups of different denominations are only permitted providing the sanction of the clergy of *all* the denominations concerned has been obtained. At a joint Scout and Guide Church Parade, the Leader in charge will have to make and rehearse special plans for bringing the Colours up to the altar. Much will depend on the shape of the Church, but the following points should be borne in mind.

1. In the case of joint church parades, it is advisable to detach Colour parties at the entrance to the church and put them under the charge of a responsible Leader.

2. A church is a sanctuary, so escorts are not necessary, and it may be advisable for the escorts to leave the bearers on entering the church and sit at the back. Cub and Scout hats are not worn in church, including Colour Parties.

3. All National. Flags in the parade should be taken up to the altar before the Troop Colours, and brought down in the same order. (See below for positions).

4. The correct salute for the National Anthem is to let the Colours fly, but if the custom in any church is to dip the Colours, this may be done. When there are several Colours, they must be carefully spaced so that there is no risk of their clashing.

Wolf Cubs should always be paraded in a separate body from Scouts with a very appreciable distance between the two bodies, but they should not take part in mixed parades designed for older boys and girls, nor should they be expected to march in step.

FLAGS AND COLOURS

Respect

A flag is the symbol of the honour, tradition and sometimes the history of the country, Troop or body it represents. It should, therefore, be treated with great respect. When not in use it should be put away carefully. Never let a flag touch the ground (exception – Dipping Colours).

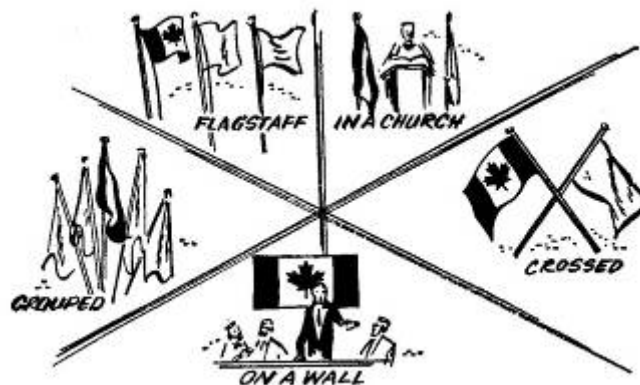
Always stand at the alert when any Colours march past. If in uniform and not under parade orders, salute National and Scout Colours. If in civilian clothes, remove your hat.

A worn out flag should be burned.

Flying

Any citizen may fly the Canadian Flag on land between sunrise and sunset.

Scout flags may be flown at all times by registered Scout Groups, from headquarters and camps. Except under exceptional circumstances flags should not be flown when soiled or tattered. When taking part in gatherings such as Camporees, Youth Parades, Jamborees, conform to the “local” flag regulations.



National flags should always be flown at the masthead, or from a gaff. No flag must ever be flown above the Canadian Flag. When the flags of two or more nations are displayed, they are to be flown from separate masts of the same height with the host National flag on the right facing the parade or audience. International usage forbids the display of the flag of one nation above that of another nation in time of peace.

On parades when Colours are carried, the Canadian Flag is carried in the centre and in front of massed other Colours, or on the marching right in the case of two Colours. When crossed with another flag, the Canadian is on the flag's right with staff over that of the other flag. When in church, the Canadian flag should be displayed on the minister's right. (Congregation's left) and Group flag(s) on his left.

When placed on a wall, the Canadian Flag is hung as though the staff were on the flag's right – (your left, facing the flag). When hung vertically over a street the top of the flag should be to the east on N.-S. streets and to the north on E.-W. streets.

When grouped the Canadian Flag is placed in the centre and at the highest point. When flying a flag at half mast, first raise it to the masthead and then slowly bring it down to at least the flag's width from the masthead. The amount depends on what looks best. To lower a flag at half mast, raise it first to the masthead then lower it.

The Canadian Flag may, for special occasions, be left up after sunset and floodlit.

If the Canadian Flag is played down to the National Anthem halyards should be cleared before the Anthem begins, and lowering should begin on the first beat and continue evenly so that the flag is "down" exactly on the last beat. This should be achieved without the "signalman" looking up to watch the flag and needs a lot of practice. In this case the Salute will be held for the National Anthem. When used at unveilings, the Canadian Flag should be so arranged that it may be raised to fly above the subject it veiled.

INSPECTION

The Purpose

The object of inspection is to create pride in personal appearance and the corporate spirit of belonging to a smart unit, and to develop healthful habits and mental alertness.

Preparation

Time should normally be provided to prepare for inspection. This will allow each boy to smarten up and permit the Patrol Leader to check his Patrol.

Procedure

Inspection should normally be on a Patrol basis and Patrols should normally be in their Corners. There is no reason for all Patrols to stand waiting whilst another Patrol is inspected. Each Patrol should be quietly occupied and called into line by its Patrol Leader as the 'inspector' approaches.

The Patrol is in line. Patrol Leader calls them to "Alert" as the 'inspector' draws near. When he arrives, the Patrol Leader takes a smart step forward, salutes and responds to the 'inspector's' greeting. If the 'inspector' is a stranger, the Patrol Leader could step forward, salute and say "Cougar Patrol, Sir".

While the Patrol is being inspected, the Patrol Leader can accompany the 'inspector', remaining one pace behind; or remain in position at the head of his Patrol. This is a matter for each Troop to decide.

At the end of the inspection, the 'inspector' will report briefly to the Patrol Leader. The Patrol Leader will acknowledge the report, salute, and as the 'inspector' leaves, put the Patrol at ease. Patrol Leader will comment to the Patrol on the inspection, tell them what is to be done next, and then dismiss them.

Here are some of the things to be considered during Patrol Inspection:

- Grooming and cleanliness of body
- Cleanliness and smartness of uniform
- Cleanliness of shoes
- Proper wearing of uniform
- Badges and insignia correct
- Knife, (if any) clean and sharp
- Note-book and pencil
- Posture
- Smartness of Patrol in movement
- Patrol spirit and courtesy
- Contents of pickets
- In possession of handkerchief or tissue.

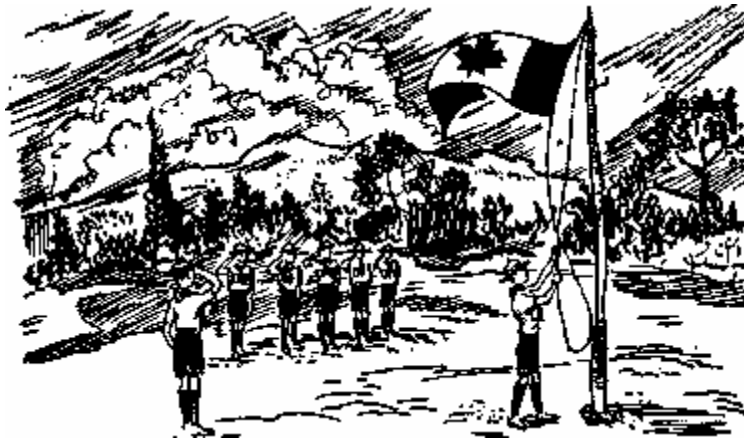
Do not attempt to inspect everything at each inspection – this would take too much time and be dreadfully boring. Your aim should be general smartness of appearance plus a different surprise item to be inspected each week.

Except for special occasions, the inspection of a Patrol should take nearer one minute than two. Remember to praise as well as criticize; and any criticism should be constructive and set the boy a target he can attain. As an example, nail-biting is a very difficult habit to break, if a Patrol loses points each week because of such a boy, it is not likely to help that boy cure himself. But if he is told that in a month's time he is to have nails on both little fingers or else he will lose points, he will be encouraged to cure himself that much – and from then on the target can be progressive.

Inspection should not be confined to the members of the Patrols. In camp, of course, it includes tents, dining area, kitchens, pots and pans. So in Troop Meetings it is a good thing to inspect Patrol Corners, Patrol Boxes and their contents, and the stowing of outdoor clothing. This can be a regular or a surprise item as it does not have to take place at the same time as 'Personnel Inspection'. In fact, it is usually better to pop this inspection in during the evening. Some Patrols are very good at preparing for inspection, but once it is over they get very untidy.

In order to save time and provide variety, a different person can inspect each Patrol; next week they move round to inspect another. Inspection can be carried out by Scouters, visitors, (providing they know what to look for and are suitably briefed) Patrol Leaders, or members of Patrols, but it is the responsibility of the Scoutmaster (with the Court of Honour) to see that the standard of smartness in the Troop is maintained at a high level.

Any places the Troop has occupied should be inspected before leaving. This applies to camp sites, picnic sites, boats, buses – anywhere the boys have had an opportunity to make a mess!



CHAPTER X

Ceremonies and Ceremonial Occasions

Ceremonies play an important part in the life of the Troop. They help a boy to identify himself with his Group and realize the serious aspects of Scouting, and inspire him with high purpose.

To be effective a ceremony should be: –

- a) *Short.* If it is too long it becomes boring and the boy will seek something more interesting (like poking the next fellow in the ribs!). Thus the value of the ceremony is lost and so is discipline.
- b) *Simple.* The boy must understand what is going on. The vital point of the ceremony must not be hidden by unnecessary detail.
- c) *Sincere.* A ceremony must have real meaning to inspire a boy with a high sense of duty and his personal obligations.

No matter how small or routine a ceremony may be, careful preparation is necessary. Any hitch is likely to ruin the occasion for the boy involved.

While ceremonial occasions are serious affairs there is no reason why they should not be happy experiences for those taking part. A confident smile on your face will do a great deal to reassure any boy who may be finding the occasion a bit of a strain.

There is no place in Scouting for initiation ceremonies or ‘ragging’ of that nature.



OPENING AND CLOSING CEREMONIES

OPENING CEREMONY

Purpose

An opening ceremony provides a definite beginning and by its repetition helps the boy to orient his thinking and feel ‘at home’ in the meeting. The small amount of routine thus introduced into meetings provides training in smartness and mental tidyness.

Preparations

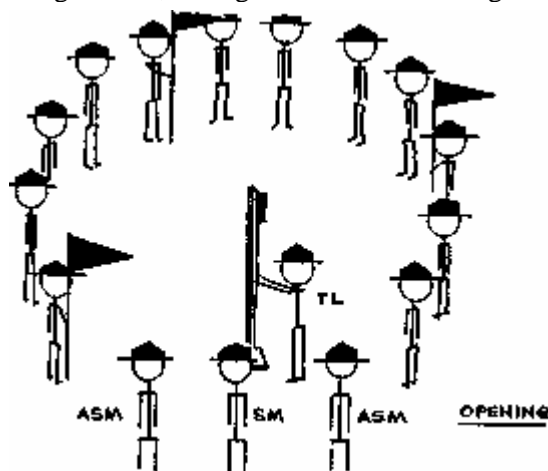
The Service Patrol will make the necessary preparations which will differ in each Troop. The focal point – the flag, – will be ready at the masthead for breaking, the breaking halyard hanging slightly loose so as to be easily identified.

The Scoutmaster will have prepared his remarks previously – this is no time for waffling. The Opening Ceremony must be crisp in execution so that it sets a smart, alert tone for the meeting to follow.

Procedure

The Troop is called Into Horseshoe formation by an Assistant Scouter, Troop Leader or the Service Patrol Leader, called to the “Alert” and then handed over to the person conducting the ceremony. If possible, the Scouters should be in line abreast behind the flagstaff facing the Troop. Failing this, they should be on either end of the Horseshoe facing the flagstaff. It is important that everyone can see the flag when standing at “Alert”.

At the command “Troop – alert”, the Service Patrol Leader who has taken up his position by the halyards, reaches up with his right hand, taking hold of the breaking halyard as high as possible.

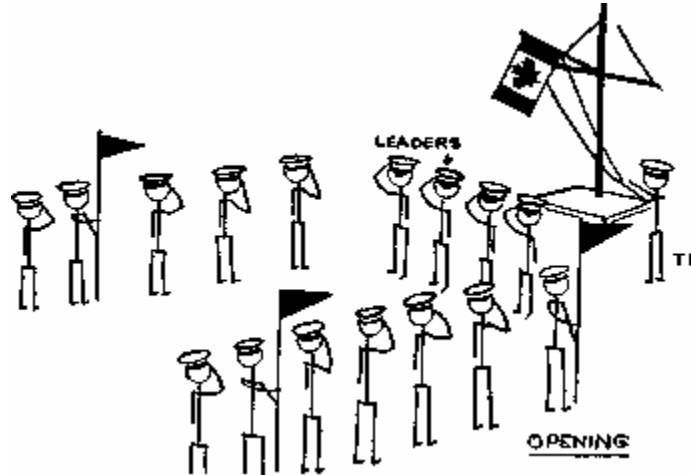


At the command “Troop – Salute” he brings his right hand down smartly to his side, thus breaking out the flag, takes a couple of turns around the cleat with the loose halyard, marches a predetermined number of paces into the Horseshoe, turns about and salutes. As he returns to the

“Alert” the rest of the Troop follows suit. The Scouter in charge now takes over while the Patrol Leader marches back to the flagstaff, secures any loose halyard and makes his way back to his Patrol around the outside of the Horseshoe.

If devotions are desired they should come next, preceded by the order “Troop – uncover”. In the interest of smartness and reverence, it is a good plan to decide how the hat shall be held during prayer.

“Troop – at Ease”. Continue with notices or information about the next activity. Do not keep the Troop standing for long. If there is much to be said talking, give the sign to squat after “at Ease”.



Sea Scouts

Sea Scouts, following nautical custom, may “Make Colours”.

The Ship’s Company is mustered in the Divisions Formation (by Patrols, in two straight lines facing each other) by the Duty Boatswain (Troop Leader). The Division Signal or Fall-in is given by the Duty Boatswain either by recognized Scout hand signal, by the Morse Code letter D on the Boatswain’s Call, or by the regulation “Fall in” piped on the Boatswain’s Call; depending on Troop practice. The Duty Boatswain then brings the Troop to the “Alert” and turns the Troop over to the Duty A.S.S.M.

Duty A.S.S.M. “Duty Patrol Leader, Post Signalmen to the Ensign”.

Duty P.L. “Aye, aye Sir”, – “Signalmen – Post”.

The Signalmen takes one pace back, secures his chin stay, and doubles to his position on the Quarterdeck. Here he clears the gaff halyards and makes ready the colour.

Duty A.S.S.M. “Ship’s Company facing aft, right and left – turn”. Carry on, Signalmen”

The Signalmen secures the halyards, salutes the Colours, doubles to his position one pace behind his Patrol, ships his chin-stay, then takes his place with his Patrol.

CLOSING CEREMONY

Purpose

The Closing Ceremony makes a definite finish to a meeting. It draws the boys together in a quiet peaceful atmosphere in which they are more receptive to serious thought and sends them home relaxed, with their last corporate acts being one of respect to the Queen (flag down) and duty to God (devotions). Closing Ceremonies, properly conducted, can have a great unifying effect on the Troop and help create in each boy a better understanding of the Spirit of Scouting.

Preparations

The Scoutmaster has a special job here – he has to make announcements and unless these are carefully prepared and proper use made of the bulletin board and the Patrol System, they can take up a disproportionate amount of time and thereby completely ruin the atmosphere of the Closing Ceremony. The person to lead devotions which, if mixed faiths or denominations are present must be silent and

personal, must have prepared well beforehand and be ready to add any special item which comes to light during the meeting.

The Scoutmaster must be particularly perceptive of behaviour currents during the meeting in order that his "Five Minutes" shall be most effective. On occasion, it may even be better to cancel it rather than defy the mood of the boys.

Do not forget to make every possible opportunity to congratulate the Troop, a Patrol, or an individual on something which has occurred during the Meeting.

The Troop must if necessary be given time to get back into full uniform before the closing ceremony. The Service Patrol Leader will reduce halyards on cleat to one turn, so that there will be no delay in lowering the flag.

Procedure

The Troop is called into Horseshoe formation by the Service Patrol Leader, called to "Alert" and handed over to the Scoutmaster.

Troop squats for notices and Scouter's "Five Minutes".

The Troop is then called to "Alert" for flag down. At a word from the Scoutmaster the Service Patrol Leader advances **across the Horseshoe** to the flagstaff and lowers the flag, gathering it in his arms to keep it off the ground. There is no salute.

Service Patrol Leader remains at Staff. As soon as the flag is down (but before it is removed from the halyard) the Scoutmaster will say "Troop – uncover" and continue with devotions (see page 6). "Steady". Troop re-covers.

S.M. "Troop – Alert" "Troop – Dismiss"

As soon as the Troop is dismissed the Service Patrol Leader removes the flag and with the help of someone from his Patrol folds it ready for next time.

Sea Scouts

Sea Scouts follow a similar procedure but with nautical additions.

Signalman in position on the Quarterdeck reports "Halyards clear, Sir". Duty A.S.S.M. "Lower away".

The Duty Patrol Leader then pipes "Colours" on his Bos'uns Call, while the Signalman slowly lowers the Colours all hands stand at the alert.

Informal Occasions

On informal occasions, e.g., in camp, it is not necessary to parade for flag down. However, some signal should be made so that those present may face the flag and stand to alert. Lower flag slowly and evenly keeping it close to the staff, catch the flag and gather in. Give "Carry On" signal. Remove halyards from flag and put it away. The person lowering should not look up to watch the flag down. An assistant will sound calls and help "gather in" flag if necessary. No one salutes at flag down. (See note below).

CHANGING THE WATCH

This ceremony is only performed in Sea Scout Troops.

The Service Patrol Leader pipes "Divisions" and the Ship's Company falls in, Patrols in two lines facing each other. The Duty Officer" takes up a position in front of the signal mast. When satisfied with the formation of the parade, the Service Patrol Leader brings it to the "Alert" and hands the parade over to the Duty Officer. He then takes up his regular place in the parade.

Duty Officer – "Stand by to change the watch" – "Change the watch"

The Service Patrol Leader and the Patrol Leader who is to relieve him, take one step back out of their respective lines. They fit their chin stays, turn forward, walk smartly around the ends of the parade, turn facing aft, parade smartly abreast one pace apart to a point two spaces in front of the Duty Officer. They halt and the Service Patrol Leader salutes and says "Are you ready to be relieved sir?"

Duty Officer – “Carry on”

Service Patrol Leader – “Aye, aye sir”

The Service Patrol Leader salutes, the two Patrol Leaders turn to face each other and exchange salutes. The Service Patrol Leader removes the badge of office (usually a bosun’s pipe and lanyard from his own person and taking a pace forward, presents it, (and then the keys to the landship if applicable) to the relieving Patrol Leader. He takes one pace back, they exchange salutes, turn to face the Duty Officer, and the new Service Patrol Leader salutes and enquires “Any special orders sir?”

If there are special orders the Duty Officer gives them clearly and concisely. If not, or when the orders have been given, he cues the next movement by saying. “Carry on please”

The new Service Patrol Leader says “Aye, Aye sir” and salutes, the two Patrol Leaders right about turn together and parade down the deck, around the ends of the watches and back to their respective stations. They halt, turn inward together, ship chin stays, and take one pace forward into line. The Duty Officer then breaks off the parade to their next activity.

NOTE: This is a simple but very effective ceremony. The timing should be practiced and the various pauses observed momentarily as full stops. The relieving Patrol Leader takes his time from the service Patrol Leader in each movement. The watch is usually changed at 2000 hours but can be fitted in at any convenient time in the programme.

PROGRESS CEREMONIES

These are the most important ceremonies connected with the Troop and should be memorable milestones in a boy’s Scouting life.

All these ceremonies should be conducted in full uniform.

GOING UP CEREMONY

Purpose

To advance a Cub from the Pack to the Troop.

This is essentially a Cub Ceremony but one in which the Troop is very much involved because, from the day he joins the Pack the Cub and his Akela have been working towards the day when he will become a Scout.

A Going Up Ceremony provides a grand opportunity for joint Pack and Troop activity and it is a time for rejoicing. Details for Going Up Ceremonies should be worked out between Cub and Scout Leaders.

It is important to reiterate here that neither the Scouters nor the Patrol Leaders should be strangers to the Pack (see Chapter XIV). Prior to Going Up a Cub should have an opportunity to attend the Patrol Meetings of different Patrols, so that he may choose the Patrol he wishes to join. If he is to be invested the same night that he Goes Up, he will be trained in his Tenderfoot Requirements during these meetings. His Scouter will instruct him in his Promise and Law.

It is a good idea to invite the parents of the boys Going Up to attend the ceremony. It fosters their interest and provides an opportunity for them and the Scouter to meet. The Group Committee and other interested people should also be invited.

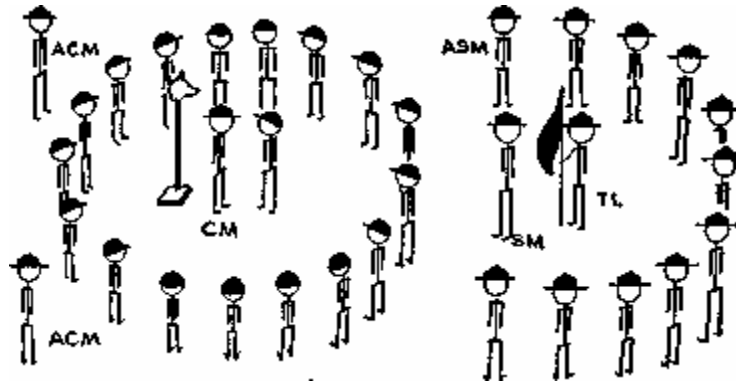
Whenever possible, conduct Going Up Ceremonies out of doors. Theoretically, the Troop should go to the Pack to receive the boys but, in practice, it is found more practicable for the Cubs to turn out for the extra meeting on Troop Night.

Procedure

The Pack is in Parade Circle and the Troop in Horseshoe formation – the open end toward the Pack. The Scouter will stand in his usual position in the Horseshoe but facing the Cub Pack, while Assistant Scouters are best stationed at the ends of the Horseshoe. The Troop Flag, if it is desired, may be held by a bearer behind the Scouter. The Troop is at Ease.

Akela gives a few brief comments on the progress made by the Cubs Going Up and expresses great pleasure that they are going on with their Scouting. This is not the time for sorrowful or

sentimental words that the Pack is losing some of its 'best boys'; rather, it is the time to express gratitude that the Cubs who were always "in training" to become Scouts will now, at last, be able to make that important step.



Going Up

The Pack does the Grand Howl. (The Troop is brought to the Alert). The Cub(s) Going Up comes out in front of Akela who wishes him 'Good Hunting' in the name of the Pack.

The Cub then repeats his Promise after Akela.

He walks back to shake hands with the Cubs in his Six and with the other Old Wolves, and returns to the centre of the circle.

The Pack gives him three cheers. They then squat.

The Cubmaster and the Cub go to the opening of the Troop Horseshoe. Cubmaster and Scouter salute each other, and the boy is formally presented to the Scouter. The Scouter receives the Cub with a left handshake, welcomes him to the Troop and presents him to the Assistant Scoutmasters and his Patrol Leader. (It has already been decided by the Cub concerned and the Court of Honour which Patrol he will join).

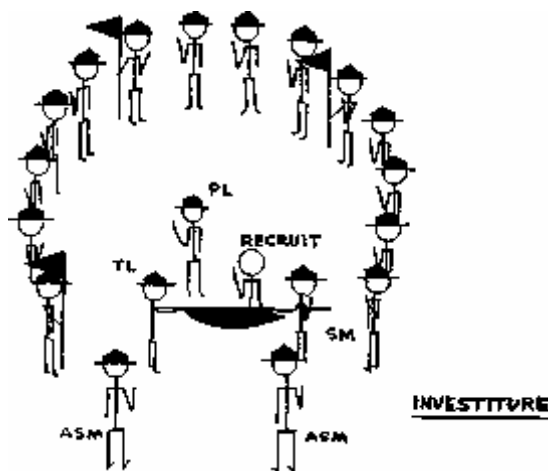
The Patrol Leader takes the Cub to his Patrol and the members welcome him. He then 'falls in' next to the Patrol Leader.

The Ceremony closes with the Troop Yell or three cheers for the new Recruit.

NOTE: – Neither the Pack Flag nor the Canadian Flag is used during the Ceremony. The Troop may carry the Troop Flag.

If the Cub is to be invested the same night that he Goes Up, the Troop will move to the appropriate place (or the Pack will withdraw). The Cub removes his jersey and the Troop carries on with the Investiture Ceremony (see below). The Pack & Troop can re-unite for games and celebrations.

INVESTITURE OF A TENDERFOOT



Purpose

To invest a boy as a Scout in the World Wide Brotherhood of Scouts.

The investiture of a Tenderfoot is the most important ceremony in the boy's Scouting experience for it is in this ceremony he makes the Scout Promise. To YOU, his Scouter, he promises on his HONOUR to do his BEST to do his DUTY to GOD, and QUEEN, to HELP other people at all times and to OBEY the Scout LAW. As you lead him in making this Promise you are pledging yourself to help him to do his best to keep it, and a very personal bond is formed between Scouter and boy. For this reason a boy may only be invested by his Scouter – he must make his Promise to someone he knows and trusts and who will be in a position to help him develop in its understanding.

The success you have in making the principles of Scouting an active and permanent factor in the life of each of your boys will be influenced to a very great degree by the impression made on him at his Investiture. The importance of a properly conducted Investiture Ceremony in helping to achieve the Aim of the Movement cannot be too strongly emphasized.

Preparations

If one wants to construct a good house it is necessary to prepare a good foundation on which to build. This is equally true of a Scout, and the Scouter must make it his personal responsibility to explain the Scout Law and promise to the Recruit. He must teach him how to make the Law and Promise a practical part of his growing and living. The understanding established now will be the foundation which will support him in the future.

Prior to the Investiture, the Scouter should explain the Ceremony to the boy – going through everything that will happen so that the boy understands what he has to do and say, and will be in a position to absorb the Ceremony without undue worry or confusion.

All other participants actively involved must also be familiar with what they have to do, how they are to do it, and when.

The Scoutmaster must make sure he has the cloth Tenderfoot badge and the metal buttonhole badge easily accessible in an *empty* pocket. He must be sure he knows the boy's name.

The Assistant Scouter responsible for giving the boy his neckerchief (if he hasn't been a Cub) and his hat and staff, must have practised beforehand what he has to say.

The Patrol Leader must know his part and have a quick and easy way of attaching the Patrol Shoulder Knot to the new Scout's shirt.

The Colour bearer must know and have practised the procedure.

Finally, the Troop must be in the right mood. It is inadvisable to have an Investiture if the Troop is in a boisterous mood or after a 'rough and tumble' – Quieten them down first. The most suitable times to conduct an Investiture are usually at the beginning or towards the end of a Troop Meeting.

Whenever, possible have Investitures out of doors – but mosquitoes and the like, as well as unwelcome visitors can create havoc with the atmosphere, so choose your spot carefully. Some Troops have a little secluded spot which they use exclusively for Investitures.

Procedure

Recruits not being invested remain in their Patrols and simply stand fast during the Ceremony. The Troop is brought to the "Alert" in Horseshoe formation.

The recruit to be invested stands with his Patrol next to his Patrol Leader.

The Scoutmaster stands in the open end of the Horseshoe with his Assistants in line abreast one pace behind.

The Troop Leader, a Patrol Leader or an Assistant Scoutmaster is off to one side with the Troop Colour (Flag) ready to bring it on. (If the flag is dedicated it must have an escort – see pages 152 and 168).

S.M. "Colour party, Present the Colour". At this command the Troop salutes and the Colour bearer marches on with the Colour at "Carry" and takes up a position one pace to the left of the Scouter and facing the Troop. Colour may either be kept at "Carry" or returned to "Order". As

soon as Colour bearer is in position Scouter returns to “Alert” – the Troop following suit immediately.

The Patrol Leader now brings his Recruit into the Horseshoe and stops one pace in front of Scoutmaster.

P.L. “Scouter, I present (Recruit’s Full Name) who wishes to be invested as a Scout”.

S.M. “Thank you, Patrol Leader”.

The P.L. now takes one step backwards.

S.M. “(Recruits given name) do you know what your ‘Honour’ is?” Recruit. “It means I can be trusted”.

S.M. “(Recruits given name) do you know the Scout Promise and Law?”

Recruit “Yes Sir”.

S.M. “Can I trust you on your Honour to do your best to live up to the Scout Promise?”

Recruit “Yes, Sir”.

S.M. “Troop – Scout Sign”, (Other Recruits stand fast).

At this command every invested member of the Troop makes the “Scout Sign”, the Colour Bearer turns right and lowers Colour (keeping the flag gathered) between Recruit and Scouter. (Colour Party does not make the Scout Sign). The Scouter and Recruit grasp the Colours with their left hands while making the Scout Sign with their right hands.

S.M. “(Recruit’s given name), say after me (The Recruit then repeats, line for line after the S.M.); “On my honour, I promise that I will do my best, To do my duty to God, and the Queen,

To help other people at all times, To obey the Scout Law”.

As soon as the Recruit has completed his Promise, he and the Scouter let go the Colour which is raised and the Bearer returns to his former position. At the same time the Troop returns to the “Alert”.

The S.M. now shakes hands with the Recruit using the Scout Left Handshake and says: –

“Scout (Full Name), I trust you on your honour to keep this Promise.

You are now a Scout in the World Wide Brotherhood of Scouts”.

The Scouter pins the Tenderfoot badge on the boy’s left shirt pocket saying something appropriate and brief such as:

“This badge is the sign that you are a Scout and have made your Promise, and (handing him the buttonhole badge) this buttonhole badge is to be worn on your everyday clothes to remind you that you are a Scout at all times and not afraid to try to keep your Promise”.

If the boy was not previously a Cub in the same Group, the Scouter or an Assistant Scouter or the Troop Leader would now present the Group neckerchief. The neckerchief is placed around his neck while the presenter says;

“With this neckerchief I make you a member of the (Number and Name) Group”.

If the boy was a Cub In the Group he will continue to wear, during the Scout ceremony, the neckerchief which was presented to him at his Cub Investiture.

If he was a Cub in another Group his former neckerchief would now be removed and handed to him and the new Group neckerchief placed around his neck as above.

The Tenderfoot is now handed his hat – which he himself puts on – and his staff, and is congratulated by the Assistant Scouter presenting them. Provincial emblem or any other insignia should be given to the boy after the ceremony.

The P.L. now steps forward and attaches the Patrol Shoulder Knot saying something to this effect: “(New Scouts given name), with this Shoulder Knot I welcome you into the (Patrol Name) Patrol”.

They shake hands and the P.L. falls in beside the new Tenderfoot.

If the boy was a Two Star Cub his former Akela now presents him with his Leaping Wolf Badge.

Akela: “(New Scout’s given name), I am proud to present you with this Leaping Wolf Badge to wear on your Scout uniform to show that you were a Two Star Cub. Congratulations”, (or some similar brief comment).

S.M. “Scout (Full Name), about Turn. (The Patrol Leader turns about at the same time). Salute the Troop. Troop – to our new Brother Scout – Salute”.

The Patrol Leader then escorts the new Tenderfoot back to his Patrol.

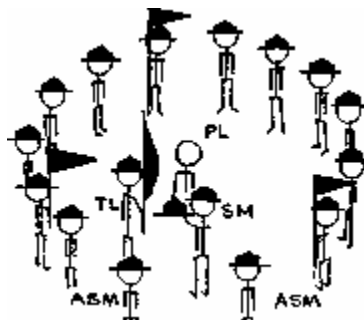
S.M. “Troop – Alert. Colour Party – dismiss” Colour Party turns left and marches off. Troop Salutes.

As soon as the Colour Party has marched off someone appointed then leads the Troop in the Troop Yell or three cheers for the new Scout.

S.M. “Troop – at Ease”, followed by next instructions which preferably should be to break away and carry on with an activity. Do not spoil ceremony by talking afterwards.

The ideal is to invest each boy separately. When this is quite impossible the maximum number invested at any one ceremony should not exceed two and must not exceed four. When more than two are to be invested they are brought out together by their respective Patrol Leaders and stand in line abreast, two paces in front of Scouter. Each boy in turn takes a pace forward, is presented by his Patrol Leader and invested by the Scouter separately. When each boy has made his Promise and received his Tenderfoot badge from his Scouter, the presentation of neckerchief, hat and staff, and shoulder knot and the rest of the ceremony can be performed jointly.

INVESTITURE OF A PATROL LEADER



INVESTITURE OF A P.L.

Purpose

To invest a Scout with the rank of Patrol Leader and to impress upon him his responsibilities.

A Patrol Leader may be invested either as soon as he is elected or after a period of **not more than six** weeks during which his Patrol, the Court of Honour, and the boy himself, have an opportunity to ascertain if he is the right person for the job. During this period he is known as Acting Patrol Leader. There are points in favour of both methods – which you choose is a matter for you and your Court of Honour to decide.

It is recommended that an Investiture of a Patrol Leader take place at the end of a meeting, so that it is followed immediately by flag down and appropriate devotions. The new Patrol Leader can then be taken immediately to a Court of Honour meeting where the duties of the Court of Honour are explained to him and he can be presented with a copy of the Court of Honour Code.

The Court of Honour Code may be introduced into the Investiture Ceremony, if desired, but it is felt that probably it serves a better purpose if its contents are made known only to members of the Court of Honour on their entry to that august body.

Preparation

The Scouter and the Troop Leader, if there is one, should both have a yarn with the Patrol Leader elect to explain his duties to him, to impress upon him the importance of his own

example, and to assure him of how they will help him with his training and his problems. The procedure of the Ceremony must be explained to him so that he knows what to do.

The Scouter must have the Patrol Leader's hat with badge attached and Patrol Leader's stripes readily available – they can be held by an Assistant Scoutmaster.

Procedure

The formation is the same as for the Investiture of a Tenderfoot.

The Patrol Leader elect comes out into the Horseshoe and stands a pace in front of his Scouter.

S.M. "(Scout's full name), you have been elected by the (Patrol's Name) Patrol to be their leader and the Court of Honour approves of you as one worthy of holding this rank and of guarding the honour and traditions of the Troop. Are you prepared to accept these responsibilities?"

P.L. elect. "Yes Sir".

S.M. "Will you re-affirm your Scout Promise here before the Troop, bearing in mind the special duty which is now yours?"

P.L. elect. "Yes Sir".

The Troop Colour is now lowered between Patrol Leader and Scoutmaster and the procedure follows the same pattern as the Investiture of a Tenderfoot.

S.M. (shaking hands) – "I trust you on your honour to do your best to keep this Promise as befits a Patrol Leader. Here are your Patrol Leader's stripes (pins them in place) clean and white as your honour. Here is your hat (hands boy hat to put on) with the silver insignia of a Patrol Leader".

If the previous Patrol Leader can be present, he should now pass on the Patrol Flag on its staff, with suitable words about continuing the tradition of the Patrol, and wish the new Patrol Leader "Good Luck".

S.M. "Patrol Leader – about turn. Troop – to our new Patrol Leader – Salute". The Patrol Leader returns the salute and goes back to his Patrol. When the Colour has been dismissed the Troop will give the new Patrol Leader the Troop yell.

INVESTITURE OF A TROOP LEADER

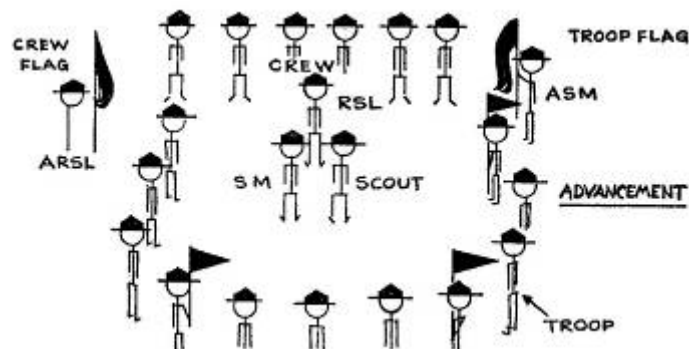
This ceremony will follow a similar form to the Investiture of a Patrol Leader.

ADVANCEMENT CEREMONY

Purpose

To advance a Boy Scout from the Troop to the Rover Crew where his Scout training will be completed.

This is a joint Scout-Rover Ceremony, the details for which should be worked out between the Scoutmaster and the Rover Scout Leader. It is usually most convenient to hold the ceremony on a Troop Meeting night.



Preparations

It is the Scouter's job to encourage his Scouts to advance to the Rover Crew by gradually building up anticipation and a desire to participate in their activities. It is hoped that from time to time Rovers will visit and help with the Troop just as the Patrol Leaders visit the Pack, so that mutual understanding may be developed. Just prior to advancement the Scout could visit Crew Meetings by arrangement and the Rover Scout Leader and his potential Sponsor should explain the Rover programme and what will be expected of him.

The Scouter will prepare the boy for the Advancement Ceremony.

Procedure

The Troop is in Horseshoe formation with the Scouter in the open end. The Rover Crew will be in line abreast, facing the open end. (If there are sufficient Rovers they, too, can be in Horseshoe formation). The Rover Scout Leader stands in front of the Rovers.

The Scouter addresses the Troop, tells them the purpose of the gathering, explaining that it is every Scout's aim to advance to the Rover Crew. He then calls out the Scout or Scouts to be advanced and briefly reviews their Scout record.

The Scout re-affirms his Promise. (If there are several Scouts to be advanced, each one should do so separately). The Troop and Rover Crew make the Scout Sign. The Colour is not used.

The Scouter now formally presents the Scout to the Rover Scout Leader and advances him to the Crew. (The Scouter walks with the Scout to where the Rover Scout Leader stands. The Scouter returns to the Troop and the Rover Scout Leader officially welcomes the Scout).

The Acceptance

The Rover Scout Leader says: – "As you know, (gives Scout's name) Rover Scouts are expected to adopt certain principles which will guide them along the Rover trail. These principles are: –

Your promise to do your duty to God, by developing your own spiritual life, and by practising your own religion.

Your promise to do your duty to the Queen by preparing yourself to become a good citizen of your country.

Your promise to do your duty to your neighbour by training yourself for service to others, and by preparing yourself for useful employment.

Your promise to obey the Scout Law, remembering that you must now look upon it from a young man's viewpoint.

Are you willing to adopt these principles?"

The Scout says "Yes Sir, I am".

The Rover Scout Leader will then tell the young man that he is now accepted into the Crew and to Rover Scouting, and will remind him that Rover Scouting is a Brotherhood of the Open Air and Service. The Rover Scout Leader pins on the Rover Squire's Shoulder Knot and says "I now turn you over to your two Sponsors who will supervise your Rover Squire training in preparation for your Investiture as a Rover Scout".

The Sponsors are formally presented and take charge of the new Rover Squire by immediately introducing him to all of the members of the Crew who congratulate him upon his Advancement. The new Squire falls into the Crew formation between his Sponsors.

This Ceremony may close with any Troop and Crew Yells or traditional songs.

The Troop and Crew Colours, if desired, should be in position as illustrated.

PROGRESS PRESENTATIONS

Progress presentations are less important and less formal occasions than Progress Ceremonies. Nevertheless, they mark definite stages in each boy's personal advancement the outward sign and recognition of which can be most important to the boy concerned.

The occasion of a presentation can also be used as a challenge to other members of the Troop – an inspiration for them too, to make progress.

Purpose

The presentation of grade and proficiency badges, Service Stars, Second Stripes and Awards.

The presentation of badges is primarily the prerogative of the Scouter but consideration should be given to asking anyone who helped the boy attain the badge to make the presentation. This would include Assistant Scouters, Instructors and parents. In such a case, the Scouter, with a very few words would give the badge to the person concerned who would present it to the boy with suitable comment. There is little value in asking a visiting dignitary to present badges if he is a stranger to the boy. On the other hand, a boy might get a great thrill if he received a “sports badge” from a famous sportsman.

Boys should get badges as soon as possible after they have earned them. Do not hold up badges for special presentation at, say, banquets, without first asking the boy if he would prefer to wait.

Preparations

There are no special preparations once the procedure has become known in the Troop. The Scouter must make sure that he has the right badges and that they are easily accessible. It is important to have both hands free to be able to shake hands with and salute the recipient. If there are many awards to present, it is a good idea to have an A.S.M. pass the badge to you as he calls out the name of the boy.

Procedure

Troop is in Horseshoe formation at the “Alert”. Scouter is in the open end with Assistant Scouters behind him. The Troop Flag does not play an active part in presentations but it can be hung either in the background or paraded in and present during the ceremony. The Scouter should say a few words.

The boys are then called out by name. Each boy marches directly from his place **into** the Horseshoe to one pace in front of Scouter, comes to “Alert” and salutes. The Scouter presents the badge, shakes hands and congratulates the recipient. They salute each other and the boy about turns and returns to his Patrol, where he is given the Troop Yell. If there are many awards save the Yell for the end of each group of badges or the end of presentations.

Second Class. Mention that Second Class is a stepping stone to First Class which should be the aim of every Scout. Encourage and perhaps set a target date for completion of First Class.

First Class. Special congratulations. Boy is now a **real Scout**. There are the Bushman’s Thong and Queen’s Scout Award to work for now. There are the younger members of the Troop to help along – they will be looking to ‘you’ (the Scout) for example.

Proficiency Badges

Mention anything special that occurred in the gaining of the badge – if a Bushman’s Thong or Queen’s Scout qualifying badge, say so and continue the idea.

Bushman’s Thong

Special congratulations, and tell Troop about the recipient’s Scout history – hikes and camps and other highlights. Tell Troop (for special benefit of younger members) what the Bushman’s Thong means. Perhaps this calls for a special celebration.

Queen’s Scout Award

As for Bushman’s Thong. Emphasize the Service aspect of this Award and show the connection here with Revering. Rovers may continue to wear Queen’s Scout badge.

Provincial Councils usually hold special Queen’s Scout Recognition Ceremonies annually for the presentation of Queen’s Scout Certificates signed in facsimile, by His Excellency, the Governor General, as Chief Scout for Canada.

Service Stars

These represent important milestones in a Scout's life – they are not automatic on the expiration of a twelve months* period of membership but are the award of recognition of twelve months' loyal service.

When awarding Service Stars be sure to emphasize this point and mention any highlights of boy's membership – number of camps attended, services rendered, and so on.

Leaping Wolf

This badge is presented at the end of the recipient's Investiture Ceremony by his former Cubmaster if possible. (See Investiture Ceremony).

Religion and Life Emblem

This is an award of the "Church" and it should be presented by the Group Chaplain or by the Scout's Minister, Priest, Rabbi or their appointee. **The presentation ceremony will be prescribed by the "Church" in arrangement with the Scouter.**

Golden Arrowhead

Here is a chance to give Patrol Leaders a pat on the back. Tell the Troop the amount of work the fellows have put in to training for their job and this award.

Second Stripe

Impress the boy with the responsibilities he has in loyally supporting his Patrol Leader, being loyal to him, working for the good of the Patrol and training himself for the job.

LEAVE TAKING CEREMONY

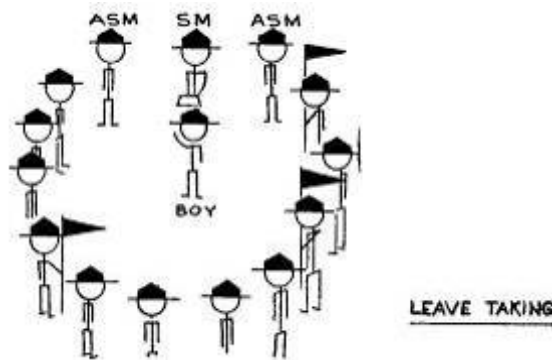
Purpose

Very often a boy wishes to leave the Troop before he advances to the Rover Crew. He may have very good reasons or may not want to continue. Whichever the case, it is better that his leaving be recognized and that he goes with the good wishes of the Troop and the Scouters and the knowledge that he is welcome to come back at any time.

This ceremony is important because of its influence on attitude. A boy who 'fades' or just 'drops out' of Scouting, may develop a feeling of guilt and, in trying to prove himself right, spurn anything he has learned as a Scout and thereby jeopardize his chance of becoming a good citizen. Less vital, but still important, the boy who is permitted to leave unnoticed is less likely to come back later as a Scouter or Committee man than the fellow whose leave-taking was a warm experience.

Preparation

The Scouter must see that the boy knows his part in the ceremony. The Scoutmaster should emphasize, when talking to the boy, that he respects his reasons for leaving now, but that there is no need for it to be goodbye for good. If he wishes to come back at any time he will always be very welcome.



Procedure

The Troop is in Horseshoe formation with Scouters in position as for an Investiture Ceremony. The Troop Colour may be paraded in or be present but it is not used during the ceremony. The boy

leaving may either walk out alone or be brought out by his Patrol Leader to one pace in front of the Scouter.

S.M. “(Boy’s Name) we are all very sorry that you are leaving the Troop, but we want you to know that you go with the best wishes of everyone here. During your time with the Troop you have (list highlights of his career) and we have had some good fun together. Will you (Boy’s given name) repeat your Scout Promise before your brother Scouts to show that, although you will no longer be an active member of this Troop, you still intend to do your best to live by the Promise you first made as a Tenderfoot?”

Scout “Yes Sir”.

S.M. “Troop – Scout Sign”. (The Promise is now repeated either by the boy alone or after the S.M. – this depends on the boy).

S.M. (shaking Scout by hand) “(Boy’s Name) I trust you will continue to do your best to keep this Promise.

S.M. and Scout salute. A.S.M.s and T.L. then come forward and shake hands with the boy.

S.M. “(Boy’s Name) about Turn. Troop, to (Boy’s Name) Salute”.

Boy returns salute and is then given the Troop Yell.

The boy then marches out of the Horseshoe and out of the room. When he has left the Troop carries on.

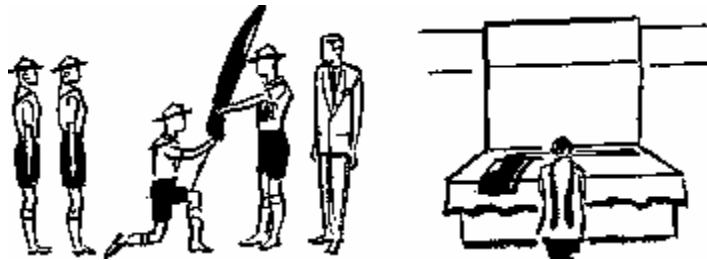
CEREMONIAL OCCASIONS

PRESENTATION OF COLOURS

Group or Section will parade – details to suit local conditions. The participating bodies will consist of:

- 1) Donor with Colour(s). New Colours may be held by Assistant or laid on a table.
- 2) Scouter, T. L. or person receiving Colour(s).
- 3) Colour Party made up of one Colour Bearer for each Colour and escort.

Donor – “It gives me great pleasure to present these Colours to.....to be a symbol of the tradition and honour of.....” (after this each Colour is presented separately). Donor moves forward and hands Colour held horizontal and furled, but not rolled, to the Receiver. Receiver turns about, marches to Colour Party and assists bearer, who is kneeling on right knee to put Colour into socket. Bearer stands up smartly to Alert. Troop salutes and Colour marches off. If more than one Colour is given the bearers remain kneeling until last Colour is presented when all stand together.



DEDICATION OF NEW COLOURS

If the Colours are to be dedicated it is better for the presentation to be made after dedication as below.

Details for a dedication service must be worked out in consultation with the officiating clergy. The following concerns only the mechanics of such a service.

The Colour(s) may be in place (on the Altar) or they may be paraded up to the altar rails and received by the clergy and placed on the altar. The Canadian Colour should be placed first on the

altar on the altar's right (congregation's left) the others follow but in such a way that the Canadian Colour is not covered and may be lifted off first.

After the dedication the Canadian Colour is returned first to the bearer on the congregation's left, the other to the bearer on the congregation's right, (thus at this stage the Colour's position is reversed from what is normal). Bearers receive Colours kneeling on right knee. At the end of the service Colour Party turns about and is then in the correct position.

A church is a sanctuary, so escorts are not necessary.

A Colour may be returned in the following manner: –

- (i) From Clergy – Donor – Scouter – Bearer
- (ii) From Clergy – Scouter – Bearer
- (iii) From Clergy – Bearer
- (iv) or a clerical train as decided by church.

Dedicated Colours must not be paraded without escort. They must not be flown without escort except in a chapel or similar sacred place.

TAKING THE SALUTE

When possible the Saluting Base should be on the right of the parading column. It is necessary to have a marker ten paces before the Saluting Base. As the leader of each Troop or Section passes this marker he gives the command "Eyes Right" e.g. "1st Shale Falls Troop – Eyes Right". There is a similar marker ten paces after the Saluting Base. The leader must estimate when the last file of his Troop is passing this marker before giving the command "Eyes Front".

Scouters must remember to keep the left arm steady at the side while saluting. Scouts must endeavour to keep heads and eyes at the same angle while their heads are turned and continue to swing the arms.

The exception to this rule is the leader of the right hand rank who must continue to look along the line of March to keep the Troop straight.

Colour Bearers let fly at command "1st Shale . . ." and retrieve at the same command preceding "Eyes Front". Colour Party does not "Eyes Right" but the left hand is kept to the side and not swung.

The person taking the salute at the Saluting Base stands one pace in front of the others. Everyone in uniform salutes as the Canadian Colour passes. Others stand at the alert and males in civilian dress remove their hats. The inspecting officer only will acknowledge the salute of each Section as it passes.



INSPECTIONS

When Scouts are formally inspected by a visitor they should be formed up in 'open order' – three paces between ranks or Patrols. They will remain at the alert during inspection. They must keep heads up, *eyes front* and not look along the ranks to watch the approach of the inspecting party. If spoken to the Scout should answer clearly keeping feet, head and hands still – but a smile will not be amiss. In the case of a large parade it is permissible to call each rank to the alert just before the 'Inspector' reaches it and to put it at ease when it has been inspected. This will prevent undue physical strain on the boys.

The Colour Party will be formed up on the right of the parade. Colours should be held at the carry during the inspection.

The inspecting party should consist of the Inspecting Officer followed closely by the Scouter in Charge. If the Inspecting Officer has Aides, at least one will precede the inspecting party by approximately ten paces. (The Scouter in Charge must be prepared for any questions from his guest concerning the Scouts in the parade. He should know of any special awards held by those present so that they may be pointed out and possibly the holder introduced).

Small inspections of a Troop can be conducted with the Troop in horseshoe or the Patrols in columns.

MOURNING

In uniform, mourning will be marked by the wearing of a two-inch black crepe ribbon band around the left sleeve midway between elbow and shoulder.

Mourning may be worn by a Group for personal bereavement within that Group. Normal length for such mourning will be one month. Within a District or Provincial Council, the period of mourning is decided by the respective Commissioners.

National Mourning will only be worn on instructions from National Headquarters on request of the Chief Scout.

FUNERALS

When a Scout is in uniform he comes to the alert and salutes as the cortege passes. If he is in everyday clothes he should uncover.

The general arrangements for a Scout funeral are carried out under the direction of the Scouter, with an A.S.M. in charge of the guard of honour.

The pallbearers, chosen from the Troop, are, if possible, of the same rank as the deceased. They do not carry staves. The rest of the Troop, with staves reversed, acts as a guard of honour.

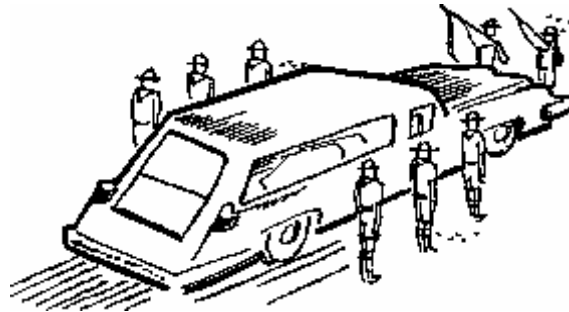
The Canadian Colour and the Troop Colour are carried, the Troop Colour only bearing crepe. Tie a large bow in 6" black crepe to the top of the pole immediately below the badge so that the two ends hang down the length of the flag. They are not gathered in with the flag. They are borne throughout at the "slope", with the exception noted at the grave.

At the home or church only the pallbearers enter. The guard of honour forms up outside, standing easy, in two ranks facing inward, the Colour at the outer end; The Canadian Colour on the right (as facing the street), the Troop Colour on the left.

When the casket appears at the outer door the A.S.M. quietly (or by silent signal) gives the order, "Alert! Rest on staves".

When the casket has been borne through and placed in the hearse, the guard of honour is given "Alert! Right and left turn".

At the same time the staves are brought to the "Secure" (under the right shoulder, pointing downward). The two ranks, the Canadian Colour leading one and the Troop Colour the other, then pass ahead, on either side of the hearse, and take up a position some distance in advance. (This is to make it unnecessary to move again until the cortege moves).



Meantime the pallbearers have taken up positions on either side of the hearse.

When the cortege moves off, the guard of honour waits until the hearse has closed up to it when the low command (or signal) "Forward" is given.

The interval between the members of the guard should be the same as that between the pallbearers.

The order of procession then is: Guard of Honour; hearse and pallbearers; clergyman; mourners' car; Scoutmaster; District and Provincial Leaders, any other Scouts or Troops (without Colours); other cars.

Arriving at the cemetery, the guard of honour continues to move ahead, and then takes up a horseshoe formation with the opening at the foot of the grave (towards the east); the flags at the head of the grave, the Canadian Colour on the right, both flags brought to the "Carry".

Their duty completed, the pallbearers join their Patrols.

As the ceremony is opened the Troop Colour (not the Canadian Colour) is dipped.

The Scouter then calls for the salute, and the repeating of the Scout Promise. At the last word of the Promise both flags are brought to the "Slope". The flags then pass, one on either side of the grave, toward the horseshoe opening. Following, the Troop moves off.



CHAPTER XI

Games and Activities

The Founder said, "Meet the Scouts' wants by games and Scouting practices and instil elementary details bit by bit afterwards as you go along". You will notice that in saying this, he places games before techniques. He discovered that people learned better and more readily if they did so through meaningful practices rather than by interminable drill and routine. In this way learning was fun and not an affliction which had to be endured.

GAMES

Obviously, a Scout does not learn entirely by playing games – he has to put some personal effort into learning if he is to acquire skill, but the games provide the incentive to learning and the activities, which also provide incentive, provide the practice, purpose and satisfaction of achievement. For example, a novice will soon learn some letters in signalling by playing Signalling Dog and Bone. The excitement and the desire to do better in next week's signalling game will spur him on to learning for himself, but there is little point in learning signalling just to pass a grade requirement, so signalling is also incorporated into the next Troop Wide Game. Here the boy sees the reason for learning signaling – he profits by the advantages of his ability and gains satisfaction in the knowledge of something achieved. In this method of learning, the novice and the expert can play and work together to their mutual advantage, the one learns signalling the other how to teach, and both gain in experience.

Thus, games play a very important role in Scouting. Through them, Scouts develop in themselves skills, coordination, mental and physical agility, self control, perseverance and unselfishness. All this they achieve because they enjoy themselves and are spurred on not only by their own advancement but by the encouragement of their Patrol also.

TYPES OF GAME

To achieve their proper purpose in the scheme of Scouting, games played at meetings must fit into the pre-arranged training plan of the Troop. The mere playing of 'any old game' will achieve very little in the way of training, and the boys will soon lose interest in something so purposeless.

Games can be divided into many categories, permutations of which are endless. Here are two of the more common divisions made:

1. Games classed according to their training value –
 - (i) mental agility
 - (ii) physical agility
 - (iii) physical fitness
 - (iv) the senses, sight, sound, smell, etc.
 - (v) skills
 - (vi) knowledge
 - (vii) fun
2. Games classed according to how they are played –
 - (i) general games, e.g., Tag
 - (ii) team games, e.g., Netball
 - (iii) relay games
 - (iv) circle games
 - (v) wide games

These in turn can be qualified as Quiet games, Steam-off games, or by the type of training they impart, e.g., Signalling games, Compass games.

There are many excellent games books available from which you may select games to cover any occasion and it is not the purpose of this Chapter to duplicate this information. You should keep a games record, either in a loose-leaf cover or on a card index system. In this way you can record the games you see in magazines and other places and will never be lost for a game to fit an occasion. In your games record you can classify games to suit yourself and make notations on their success, when last played, improvements, variations, and so on.



There should be a recognized way of starting games in the Troop. Be sure they begin and end in a clear-cut fashion, for instance, either with Patrols standing to alert or sitting cross-legged.

The games listed here are those referred to in the programmes in other parts of this book.

DETAILS OF GAMES IN THIS BOOK

Collect Relay

Patrols in relay formation.

Number 1 runs up and back and collects Number 2 and they run up together, back, pick up Number 3, and so on, until the Patrol runs up and back together. *Variation:* – Number 1 runs along his Patrol and collects a staff from every man. He then runs up and back with the staffs and gives them out again. Number 2 repeats and so on. This can be a very exciting variation.

Dodge Ball

Equipment: 1 Volley or similar ball

Patrols

One Patrol stands together, the rest of the Troop make a circle, hands extended around them. The object of the Scouts in the circle is to hit the Scouts in the middle between the shoulder and knee with the volley ball. Each boy struck leaves the circle immediately. Each Patrol is timed from the word “Go” until the last man is hit. The Patrol which stays in the longest is the winner.

Dog and Bone

Equipment: Object for bone

Two teams

Teams line up facing each other about 10 or 15 feet apart. Each team numbers from one, but from the opposite ends. Between the teams is “the bone”. The Scouter calls a number, the two boys of that number leap forward and each tries to get the object back to his team. If the man who has possession of the bone is touched by his opponent before reaching his team, the point counts to the opponent.

Variation: – *Signalling Dog and Bone*

Equipment: Object for bone

Signalling equipment

Two teams

The Scouter signals letters instead of calling numbers.

Each boy has a letter of the alphabet instead of being numbered, or letters of the alphabet can be written on the ground in front of each team and each boy stands on a letter. As soon as the two boys leave to get “the bone”, those members who can, move up one letter to the right so that the vacated letter is covered. The two contestants return to the left end of the line. In this way each boy’s letter is regularly changing. *Variation:* – *Sheet Bend Dog and Bone*

Equipment: 1—10 ft. length of 2” or 3” rope

2 – 10 ft. lengths of ½’ rope

Two teams

The teams are lined up and numbered as in Dog and Bone. Between the teams is the thick length of rope with a thin rope at each end. When the number is called the two boys run out, take hold of the thick end and one of the thin pieces of rope and tie them together with a sheet bend. As soon as one boy has tied his knot, he shouts “Help”, and the rest of his team form up behind him and start pulling tug o’ war on their thin rope. In the ensuing tug o’ war the team which first pulls the other over a certain mark gets the point.

A Warning – Scouters must watch carefully that knotters do not get fingers or hands caught in knots during the tug o’ war. Have an agreed emergency signal to stop pulling.

Estimation Golf

Best played outdoors.

A course is marked out with numbered cards. Each card has an estimation question on it such as, “What is the distance from here to the oak tree?” or “What is the height of this pole?”

Each boy has another card marked like a golf score card. Boys will work individually or in pairs, each will start at a “hole”. The object is for each boy to estimate the answer to the question and fill it in on his card. He then goes on to the next hole. At the end of the course answers can be

checked and scores awarded. The correct answer will score 1, and scores will increase the further away the estimations are from the correct answers. The pair with the lowest score are the winners. A variation of scoring can be for the estimate of a hole to be told to an umpire. If it is right the team marks 1 on its card, if it is wrong they do it again until they get it right. Every time they go counts a stroke for that hole.

Fireman's Lift Relay

Patrols

Number 1, using the Fireman's Lift, carries Number 2 to the opposite end. They both run back to the Patrol where Number 1 goes to the back and Number 2 picks up Number 3 and so on, until each man has carried and has been carried. It helps to pair off by sizes before beginning this game.

Five Up

Equipment: One volley or similar type ball.

Two teams.

The object of each team is to get five consecutive catches between its members without the other team intercepting. If the ball touches the ground or is passed back to the previous thrower or is intercepted, the count must begin again. A player making an interception immediately starts the catching in his own team. Teams move freely about and shout the number of their catch, one, two, three, etc. as it is made. As soon as a team gets five, the whistle is blown and that team scores one point and the game starts again.

Finnish Hand Ball

Equipment: One volley or similar type ball.

Two teams

Each team links arms and forms up facing each other along lines 15 to 20 feet apart. On these lines at approximately 10 feet beyond the ends of each team are markers of goal posts. The ball is placed in the centre between the teams and the man at the right hand end of each team comes out to play. His object is to hit the ball, using only his hand, through the goal of the opposing side, either by going around the ends of the team or by hitting it between their legs. In the meantime, the teams operate as goal keepers and, keeping linked together, range along their goal line to defend it. A goal may only be scored below shoulder level. The goal keepers may only use their legs and bodies to prevent a goal being scored. Deliberate kicking is not permitted. During the play the Scouter shouts "change" at any time. Immediately the two ball men return to the *left* hand end of their teams, while the men now at the right hands end peel off and continue the game. "Changes" should be made fairly quickly. If a goal is scored, the ball is centred.



Kim's Game

In that wonderful story of India, "Kim", Rudyard Kipling describes how the boy Kimball O'Hara was trained in observation and memory by means of a tray of jewels. He was allowed to look at a tray of precious stones for a few moments and then had to describe them in detail. This is the basis of Kim's Game, as it is now called.

Simple Kim's Game

Place twenty-four small well assorted articles on a tray or table. Let the boys observe them for one minute. Cover the articles and give the boys five minutes in which to write down a list of them. Those who remember and describe sixteen or more pass. As the boys gain experience demand more accurate descriptions.

All-the-same-Kim's Game

To encourage proper descriptions of articles have a Kim's Game made up of variations of the same article, e.g., a glass jar – think of the number of different types of glass jar there are displayed on the shelves of the supermarket.

Throwing Kim's Game

Each article is thrown separately from one Leader to another. Afterwards, each boy will write down a description of each article and the order in which they were seen.

Casual Kim's Game

This time the boys do not know that a Kim's Game is being played until they are asked to report. For example, a number of large articles are displayed around the door to Headquarters. These the boys have to pass before going into the building – but how many do they actually observe?

Store Window Kim's Game

Boys go to a pre-arranged store window and look at it for a stated time. On their return they have to answer questions on its contents.

Other types of Kim's Games are: Smelling Kim's;

Touch Kim's; Long Distance Kim's and so on. Make up some more of your own.

Life Line and Bowline Relay

Equipment: One 15-ft length of light rope for each Patrol.

Mark out a river ten feet wide on the floor. The Patrol Leaders stand on one bank with the rope and the Patrols stand opposite them on the other bank, each with an umpire. The Patrol Leader coils the rope and throws it to Number 2 in his Patrol, who ties a bowline around his middle. If the umpire O.K.'s the knot the Patrol Leader can then pull him over. The line is untied, coiled and thrown to the next man.

Variation: – An excellent game played in water.

Mapping Relay

Equipment: 4 copies of a master map approx. 12" square.

4 sheets of paper approximately 24" square.

4 pencils.

Patrols in relay formation.

In front of each Patrol, at the opposite end of the room, is a copy of a simple master map. The object of the game is for each man in turn to run up, look at the map, memorize a part, come back and draw it double size from memory. In the meantime, Number 2 goes up to memorize his part, and so on. The winning Patrol must be a compromise between the first to finish and the one producing the most accurate map. Patrols should have a moment in council to plan this operation before beginning.

Scavenger Hunt

Best played outdoors.

A Scavenger Hunt is a simple hunt by individuals or Patrols to find things or facts in a given list. E.g. 1) The day and month of the District Commissioner's birthday. 2) An oak leaf. 3) The Christian name of the lady cashier at the Odeon theatre. 4) A ginger cat. 5) An exact pint of rainwater. 6) A 1955 penny. 7) A length of horse hair. 8) The date of the next full moon. 9) The bus fare between . . . and . . ., and so on.

Variation – Signalling Scavenger Hunt

Stand in a vantage position and signal the requirements to the Patrols one at a time. First Patrol producing each item scores a point.

Scout Law Relay

Equipment: Cut up Law cards

Patrols in relay formation.

Each Section of the Scout Law is written on a postcard and cut up into approximately equal size lengths. Thus:

[A Scout is a] [Friend to all] [and a brother to] [every other Scout] These pieces from the ten sections are then jumbled and placed in a pile at the opposite end of the room to each Patrol. The Scouter calls a number from one to ten and shouts “Go”. Number 1 runs up and finds the first piece of the section corresponding to the number called and lays it face up and then runs back to Patrol and sets off Number 2 who finds the second piece and so on. If a boy thinks a wrong piece has been put in place, he may replace it with the correct piece in lieu of adding a new piece. The first team with the correct answer wins.

Snake Relay

Patrols in relay formation.

This is an especially good game on skates.

Each boy puts his hand on the hips of the man in front. At the word “Go” Patrol sets off in line astern to follow a marked course. The first Patrol back, wins. If the Patrol breaks, it must stop and reform.

Staff Clap

One staff per boy. The Troop is in arms extended circle. Each Scout holds a staff vertically in front of him by placing the fingertips of the right hand on the top. One clap of the hand by the Scouter means move “right”, two claps means move “left”. At the clap, each Scout lets go of the staff he is holding and moves in the correct direction to catch his neighbour’s staff before it falls to the ground. Any Scout not catching a staff, falls out with his staff and a gap is left. These gaps should only be closed when it becomes absolutely impossible to cover the distance in the time.

Staff Lacrosse

An outdoor game for two teams.

Equipment: A piece of burlap or rope hawser about 2 ft. long with a big knot tied at each end.

One staff for every Scout.

Two trees or goal posts about 15 feet apart with clear access all around.

The knotted burlap is the “ball”, staffs are sticks. The burlap is moved by catching it with a staff between the knots and throwing it. The object is to score a goal. One team scores by throwing the burlap through the goal, east to west, and the other team scores by throwing it west to east. The initial “centre off” should be a throw up in line with but to one side of the goal line. After this the goals are scored continually until the final whistle blows. For instance, if a goal is scored from east to west, the ball is in the west field and has only to be tossed back quickly from west to east, for west to score a goal.

Stick Handling Relay

Puck for each team. Hockey stick for each team. Patrols on skates. At the word “Go”, Number 1 stick handles the puck over a certain course and back to Number 2, to whom he passes the stick and puck and so on.

Sleeping Pirate

Outdoor variety for a hot day.

Equipment: Bucket of water, Rope

A bucket of water is tied to a branch of a tree in such a way that it can be tipped up by a trip rope left hanging down. The blindfolded sleeping pirate sits on the ground under the bucket with

the trip rope hanging just in front of him. He is armed with the water pistol or failing this, a mug and bucket of water. The rest of the Troop are scattered around and have to stalk in and try to pull the trip rope and drown the pirate. The pirate retaliates by shooting at any noise he hears. Any attacker hit goes back to the start.

Weaving Relay

Patrols in relay formation spaced at double arm's length.

Number 1 runs up and back. When he reaches Number 2 he weaves in and out between the members of his Patrol to the back and in and out again to his place. Number 2 weaves around Number 1, runs up, back, weaves up the Patrol and down back to his place again. Number 3 weaves between 1 and 2, runs up and so on.

This is also an excellent game played on ice.

Chalk Football

Equipment: A piece of chalk.

Two teams.

The teams stripped of shoes, knives, and loose pieces of clothing etc., line up along walls at opposite ends of the room. A piece of chalk is placed on the floor in the middle. As the Scouter blows his whistle both teams rush to gain possession of the chalk with the object of making a mark on the opposing team's wall. This scores a goal. A goal may be scored with any portion of the original chalk which, incidentally, should not be too large. After a goal is scored, the chalk is centred.



WIDE GAMES

Wide Game is a term frequently used in Scouting and indicates various types of games that are played by a number exceeding one Patrol over a sufficiently wide area of ground or water. Wide games can be of a fairly simple nature such as a simple treasure hunt or flag raid, or of a more complicated nature involving a good deal of preparation and large numbers of Scouts from different Troops.

General Organization

Allow time before a wide game for the various parties to work out their strategy and have a clearly defined starting and finishing signal. Also the method of "killing" and what to do when "dead" must be clearly understood. Games may be won by an objective being achieved or by a combination of marks awarded for "lives" taken and achievement.

Always finish a wide game while the players still want more – in that way they will look forward eagerly to the next. In addition to the fun it provides, a wide game is also a training experience. Be sure to sum up the game to emphasize certain techniques and to give praise where due.

Wide games must not be played in built-up areas if they are likely to cause traffic hazards or disturbance to citizens; neither must they involve chasing or "killing" except possibly of the Number 2 variety, next page. If the activities involved are likely to cause honest citizens to become suspicious, or if any boy carried away by your magnificent planning, is likely to call the police or other emergency service, it is wise to notify these services beforehand of the details of your activity. This simple courtesy may save a lot of embarrassment later. As examples from real life there was the case of the Scoutmaster arrested as an atomic spy, who spent an uncomfortable night in the cells, while a set of meaningless hieroglyphics he was carrying was sent to an important government physicist for analysis. In another case, there was the constable who from behind was mistaken for the disguised

Assistant Scouter by three Scouts: “Ha! ha! – they weren’t going to be caught by Mr. Blogg’s disguises!” When the dust subsided and they saw the face of the man they were sitting on !!! These two stories and many others like them, together with all the false alarm call outs that have arisen as the result of a simple wide game which misfired are very amusing to read now, but gave some Scouter’s very red faces at the time.

Stories

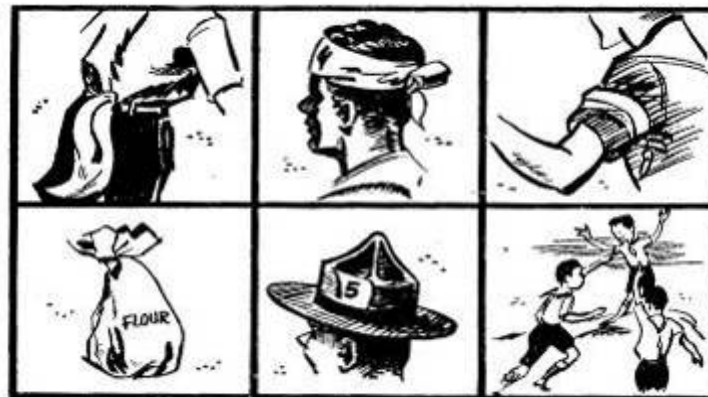
In order to create the most fun and to get the best results, a wide game should be developed on a story or real life possibility. It should be clothed in a cloak of romance – local and national history will provide you with lots of ideas, but do not dwell too much on the past. Today’s boys have drawn away from pioneers and Indians and tend to look to the scientist as their hero. However, with atomic energy plants, radio active materials, I.C.B.M.s, geological surveys, spies, space travel and the like, there is plenty of material from which to build background stories.

Keep the rules of the game as simple and natural as possible. Nobody enjoys playing a wide game with complicated rules which are difficult to observe. If two sides are to meet in opposition make certain that they do meet. For battle not to be joined makes a wide game a flop,

Methods of “Killing”

It is necessary to provide the opportunity for rough and tumble but at the same time, to avoid ‘bad blood’ from real scrapping. Also the smaller and younger members of the Troop must have the opportunity of holding their own with those much bigger. Here are some methods of “killing” which have proved successful: –

1. A strand of wool or crepe paper tied around the upper arm, each side having its own colour. A ‘life’ is taken by breaking the strand.
2. A number worn in front of the hat. When the number is called the person is “killed”.
3. A tail or scalp. A scarf or similar material tucked in the belt at the back or worn as a head bandage. The removal causes ‘death.’
4. Bombs. Tissue paper bombs containing flour or some coloured powder. Rolled up paper balls dipped in whitening, or water bombs. In selecting this type of missile, remember the uniform the Scouts will be wearing – the object of a ‘bomb’ is to leave a mark but not to injure.
5. Two to one. This encourages quite a fair fight of man to man struggle and a good test of fair play. One man can wrestle with another for as long as they like but as soon as another team mate joins in. the one outnumbered is “killed”.



In most cases, it is a mistake to allow “killed” bodies to fall out of the game and become spectators or start another wide game of their own. “Killed” bodies can either become captured and placed in a “prison” until released by being touched by a live member of their side, or they can go to a first aid station where, after treatment, they can be revitalized. Treatment can be effected by passing a test based on a requirement for a grade badge comparable to the boy’s ability. He is then given a new life and re-enters the game.

Night Games

Many boys are afraid of the dark and to move in unfamiliar surroundings in case they fall or bump into something. Training for night work can be done in the daytime using black gauze blindfolds through which it is just possible to see dim outlines. From this you can progress to night games by moonlight and so on.

Night games should be played within a small and well-defined area, something about 150 yards square is plenty to start with. Avoid dangerous countryside, too steep hillsides, broken rocky ground, swamp, and similar hazards, where a wrong step might cause serious injury to boys rushing about in the excitement of the chase. Older boys may graduate into this sort of terrain after training when they know the danger and are mature enough to control their reactions.

Types of Wide Game

Wide games can be loosely divided into four basic types: –

- (i) Cordon Breaking
- (ii) Raid
- (iii) Treasure Hunt
- (iv) Man Hunt

but it is possible for more than one type to be represented at any one game. Here are some examples: –

1. *Cordon Breaking*

“Now that our city has been occupied by enemy troops it will no longer be possible for us to practise our Scouting in the open. The Secret Police have a description of each member of the Troop and will arrest anyone they see attempting to attend a Scout meeting. Nevertheless, we must continue with our Scouting and will meet at the usual place and time. Scouts must attend in disguise and be very careful not to be seen entering the building by the Secret Police who will be patrolling the area. Scouts must arrive at Headquarters between 7 and 7.30 p.m. Do not drive up to Headquarters as this will immediately focus attention on you. The Secret Police may be identified by a white band around the right upper arm”.

Organization – One Patrol – Secret Police Three Patrols – Scouts

Secret Police may not stand within 100 yards of Headquarters but may patrol past the building. Any Scout recognized may be arrested. If he attempts to run he will be shot. Any Scout recognized entering Headquarters from a distance must be named, described, and the time of his entry noted. His description to be given to an umpire at 7.30p.m. *Score* – Scouts in Headquarters by 7.30 p.m. – 10 points each.

Scouts arrested by 7.30 p.m. minus 10 points each.

Scouts ‘shot’ – minus 50 points each.

Scouts still at large – no score.

2. *Raid. Head Hunters of Lost Valley*

This is an advanced type of flag raid.

Preparations for this game are described in the meeting on page 66,

The “Lost Valley” needs to have a natural division from the outside world. This should preferably be a small stream or ditch or it can be a fence, edge of a wood, or a length of light line laid along the ground. Overlooking “Lost Valley” should be a hillock or similar vantage point.

The story is this. The people of “Lost Valley” are superstitious head hunters who will never lead a civilized life (?) until their totem (the flag) is taken away from them. When this is accomplished their legends say that they must do as their conquerors tell them.

There are only two ways into and out of “Lost Valley”. These are by way of the commando bridge and the transporter. The natives will not interfere with these bridges, neither will they go out of the valley because of the evil spirits which guard them. The totem must be out of sight from the bridges.

Two small (in number) Patrols become the head hunters and two large Patrols are the explorers trying to take away the totem and convert the head hunters. The explorers wear ‘scalps’ and are fair game for the head hunters once they are in “Lost Valley”. The head hunters may only be ‘killed* in

self defence by means of flour bombs, two of which are carried by each explorer. Anyone entering or leaving the “Lost Valley” other than by the bridges is ‘killed’.

The leader of the explorers, with his aides, occupies the hillock from which he can see the deployment of both sides. He directs his men by secret signals and his most important job is to get them into the valley. Then he has to create a diversion so that the totem can be removed in safety.

3. *Treasure Hunt*

A Treasure Hunt can be spread out along a route gradually taking the seekers further away from the starting point; it can take them on a circular route, or be confined to a small area which the seekers criss-cross to find clues.

Seekers move from clue to clue until they find the treasure. Clues may be in practically any form; rhymes, codes, cyphers, compass directions, maps or map fragments, passwords to right person, ‘phone calls, tracking signs, knowledge of district or nature and so on.

It is usually better to have a clue, preferably of a different colour, for each Patrol at each location. This eliminates the problem of the first Patrol running off with the clue or forgetting to put it back. It is also a good idea to keep an eye on the hunt to make sure that clues are not destroyed by accident or by mischievous onlookers and to be able to help any Patrol which may become hopelessly lost.

As the Patrols usually return at staggered times after the end of a treasure hunt, be sure to have some activity prepared to keep the early arrivals occupied until everyone completes the course.

If people are used in clues, here is a good opportunity to impress courtesy. Clues should only be passed on if asked for courteously.

Warning. Select a location for clues very carefully, bearing in mind respect for property e.g., a clue hidden in a flower bed could bring disaster to the flowers.

4. *Man Hunt*

Man hunts usually take the form of trailing. Apt stories can be based on escaped convicts or thieves, missing persons, enemy agents, spy with secret documents, crashed airman, kidnapped person, and so on. The quarry can be one man or he can have accomplices or even fifth columnists among his pursuers.

Example: – “A convict escaped from a work party this morning and is known to be heading in this direction. When making his escape he was wounded by one of the guards and is known to be bleeding. His description is . . . he is wearing prison grey with heavy nailed boots and suffers from hay fever. It is thought that he has clothes and money from a recent robbery hidden in this vicinity, so it is important that he be not aware that he is pursued until he has revealed their location. This man is dangerous – he has a warder’s pistol (six flour bombs) and will shoot any person he sees”.

This game involves tracking by means of the nailed boot mark, drips of blood, pieces of grey material snagged on bushes and by the noise of occasional sneezes. The game should be so arranged that eventually the pursuers catch up with the quarry and have to trail and observe his actions until he reveals the location of his cache.

The man hunt type of wide game can be used to form a very exciting background for a camp. A simple incident starts the whole thing off and the atmosphere and tension gradually build up during the days of the camp. It is very important, however, not to overdo this part of the story and to scare the younger members of the Troop. Do not have quarries who are potentially dangerous. The build up for such a game might go something like this: – *Example:* – About the third day in camp a policeman, a forest ranger or a farmer could visit the S.M. in camp or the story could come out as a result of the S.M.’s visit to the store. “Some vital plans of an earth satellite have been stolen from . . . The police suspect a man who has disappeared and whose description is as follows . . . The man’s car has been found smashed and abandoned five miles away from camp. Consequently everyone has been asked to keep a lookout for him and to report any finds to the police. It is

(i) The Court of Honour is told the facts and given a description of the man and told that while it is unlikely that the man will come near the camp, their fellows had better keep their eyes open.

(ii) The next morning the Patrol Leaders are called together by the Scouter. Some food has been stolen from the Stores Tent during the night. Since some of the food taken is tinned stuff it is

obviously not an animal. The Scouter should tackle this question as though he suspects one of the Patrols as having played a joke on him, or had a midnight feed. Leave it to the boys to suggest that it may be the "man" who has taken the food. As a result of this suggestion a search around the camp is made. Some one finds an area beaten flat and strewn with cigarette butts, obviously where the man has laid and watched the Camp. In this area there is a clear footprint of a rather queerly soled shoe. Nothing further is revealed in this search. Scouter agrees not to tell the police as it may be just a hobo. However the Troop rigs up a burglar alarm around camp in case he pays another visit.

(iii) On a ramble next day, some of the queer footprints are observed. They are followed and a burnt out fire with some empty tins corresponding to those stolen are found. Nearby is a place where someone has obviously slept, and a bloodstained rag. Further developments are evident.

Example Night Games

1. *S-Boats.* This game is played over cleared woodland through which a definite path runs. Twenty yards to the north of the path stand four trees at intervals on each of which a lantern is hung. Between the trees stretches a rope on which seven cannon crackers are tied. The lanterns mark the mouth of the "harbour" across which a "boom" (the rope) hangs.

One Patrol become coastal Motor Torpedo Boats whose duty it is to cruise silently up and down the appointed channel (the path). The other two Patrols represent frogmen in collapsible canoes. They work in pairs and each pair has one limpet mine (match).

On a signal for the outbreak of hostilities the frogmen approach from out at sea to the south and make for the harbour as silently as possible. In the meantime, the Coastal Patrol is patrolling the channel. Any canoe (pair of frogmen) touched by an M.T.B. must give up its match and return out to sea. Once the canoes are over the channel the frogmen are able to slip, into the water and make their way unmolested to the boom until they find a mine (cannon cracker) which they explode at the expense of their match. They will then return to base by land (that is a long way round so as not to interfere with sea operations) and, if necessary, pick up another limpet mine and try again. Half an hour should be plenty of time for this game.

2. *Prisoner.* A prisoner is firmly secured by his guardian (or guardians) to a tree in the woodland and made as secure as possible in a limited time, say five minutes. The guardian then moves at least five to ten paces away to a comfortable spot to watch over the captive. The umpire then releases from hiding some convenient distance away, the prisoner's friends, one or more at a time. Their task is to find their friend and release him without detection. The guardian's means of slaying intruders can be left to choice though a flashlight beam hitting the unwary fair and square is probably the best method at night. Restrict the number of times the guardian can use the flashlight. The guardian should not move from his perch and the prisoner should maintain an honest silence. The critical moment in this game comes when the bonds are being loosened. The guardian should not be made aware of the escape if it happens, until after the prisoner and his rescuer have departed.

Scouts 'killed' by the flashlight should return to base and be given a new place in the line seeking release.

Developing wide games provides wonderful scope for a Scouter's imagination. Don't be hide-bound by playing the same games over and over again. Let new country and new stories influence your imagination into developing new and better plots.

ACTIVITIES

Activities in the sense intended here are events which although they may be competitive are more than games and involve real practices.

Activities develop initiative and the power of imagination, at the same time providing opportunities to put learning to useful and interesting use. Through games and instruction a Scout learns some elementary facts and techniques, but it is through activities that he learns to master the skills and gain confidence in his ability to use them.

SOME SUGGESTED ACTIVITIES



Trestle Chariot Race

Each Patrol builds a standard trestle using staff size spars and light line. The emphasis here must be on sound construction and good proportion, not on speed.

When all Patrols are finished, the trestles are inspected and each Patrol appoints two teams of three, a rider and two horses to each. The horses take hold of opposite ends of the transom while the rider stands astride on the ledger holding on to either the legs or the diagonal braces. A course is indicated (about 150 yds) over uneven ground. Halfway around the course the other team waits to take over. The race consists of horses dragging the rider on his chariot around the course. At the end of the race when the cheering is all over, inspect the trestles again!

Obstacle Journey

Essentially, an obstacle journey is exactly what its name suggests – a journey during which certain obstacles have to be overcome. Nevertheless, it is not intended to be a commando endurance course, neither should it spoil the candidate's enthusiasm by being overloaded with obstacles. As with so many other activities it is always better for an obstacle journey to end while the boys still want to go on.

Each obstacle is designed to test the knowledge, ingenuity and skill of Scouts in any phase of their training, and to provide a worthwhile challenge for their adventurous spirits. Each obstacle should be designed to fit in with whatever natural features the circumstances provide on the route. Use the feature to suggest the obstacle rather than trying to fit an obstacle to an unnatural setting. There should be an umpire at each obstacle to observe and report on how each Patrol tackles the problem. He takes no part in the Patrol's decisions (other than to avoid unnecessary risks) and gives them no help.

The length of the 'journey' can vary from merely a sufficient distance to isolate obstacles in a set course, to a full scale adventure hike. For a set course, a full time schedule should be drawn up and given to each umpire. Patrols must move to the next obstacle in order to arrive *on* time and thus prevent a bottleneck occurring. Twenty minutes is usually an adequate time limit for such obstacles. However, on adventure hikes, especially where Patrols may be following different routes, it may be better not to limit the time on any obstacle. Here it is more important that the Patrol has the satisfaction of completely overcoming the obstacle, no matter how long it takes, than be waved off when only half way through.

Obstacles can also be used singularly if desired. Here are some suggested obstacles: –

(i) *Sun-blinded*. "You have been overcome with sun blindness. Blindfold your Patrol and report when ready. You will be placed upon a trail which you must follow wherever it leads."

The trail referred to above is a string trail winding over broken country. This obstacle is a very good test of leadership ability and human nature.

(ii) *The Ravine.* “Here before you is a ravine stretching for miles in each direction. Your Patrol must get across using whatever materials you can find.”

This could be a straightforward bridging project or it may be possible to rig a rope from a tree and swing over.

(iii) *The Flood.* “A flood warning has just been received. This area is likely to be flooded to a depth of four feet within the next five minutes. Get your Patrol well above ground and light fires and prepare tea and toast.”

(iv) *The Lily of Laguna.* “You are a party of naturalists searching for a rare water-lily bloom which you now see floating in the water before you. Unfortunately, the lake contains poisonous reptiles and vicious fish. Use whatever you have with you and what you can find in the immediate vicinity to bring the bloom to shore in perfect condition. Beware of the bushes around the water’s edge – these are poisonous.”

The ‘lily’ can be a balloon anchored out in the water or made from cabbage leaves, etc. It should be between ten and fifteen feet from the shore. One method of reaching it would be to construct a transporter and lower a man out over the ‘lily’.

(v) *The Hornet’s Nest.* “Whilst tree climbing this unfortunate young man fell and as you see, is now lying unconscious at the foot of the tree with his right leg broken below the knee and a severed artery in his left wrist. In falling he has disturbed a nest of hornets which are now hovering in a cloud 5 ft. above the ground. The cloud is descending at the rate of 3” per minute but this rate of descent may be slowed or even arrested if appropriate action is taken. The injured man cannot be moved until First Aid has been rendered. Who is the injured man and what can you discover about him?”

(vi) *A. Fabled Crossing.* “Number 1 in the Patrol is a man, Number 2 is a goat, Number 3 is a cabbage, Number 4 is a wolf, Number 5 is a dog. The raft which you see before you is the only means of crossing to the other shore. It will only hold two at a time. Everyone must cross and land on the other side. Only the man can manage the raft. When man is not present – goat will eat cabbage, wolf will eat goat, dog will protect goat”.

(vii) *Prison Camp.* “You are prisoners in a walled camp and the only possible escape is over the wall in front of you. Unfortunately, the wall is wired with high voltage cables and an elaborate alarm system. All the materials at your disposal conduct electricity so don’t touch the wall. Get your Patrol out.”

Observation and Deduction

(i) Stage some simple scene and let the boys observe and deduce what they can from the clues supplied. Here as an example is a setting which actually helped police to catch some bank thieves. Until they came upon this scene, staged in an old cabin, they had no clue as to the identity of their quarry, but with the information they gained from this setting, they were later able to apprehend the three men.

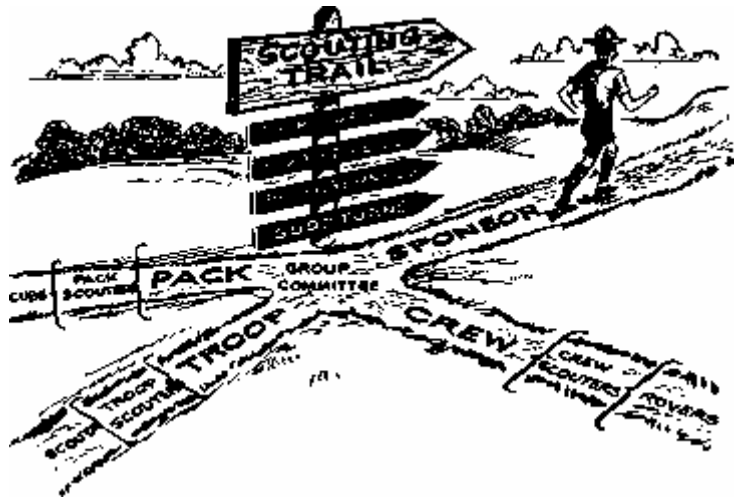
Clues: 1. Heel marks made from drumming on the packing case suggest someone with very short legs – perhaps a dwarf.

2. A left-handed (position of cup) pipe smoker (matches).

3. Mud on the packing case where a foot has rested and blood and iodine stained dressings suggest a man who was injured in the leg.

(ii) Arrange for a “stranger” to visit the Troop. Have him empty all his pockets. From their contents the boys are to deduce all they can about the man’s life and activities – work, hobbies, financial status, etc. It is essential that their enthusiasm to make quick deductions does not make the boys discourteous.

(iii) Enact a simple event on sand or a similar soft surface in order to record simple tracks. Do not make the story too ambitious at first or the boys will be confused. For details of suggested Patrol Activities see Chapter IV.



CHAPTER XII

Organisation and Responsibilities

THE GROUP

SCOUT GROUP SPONSORS

Every Scout Group must be sponsored either by an established institution such as a Church, Service Club, School, Hospital, or similar body or by a group of citizens drawn from the community at large.

A Scout Group Sponsor undertakes to:

1. Accept the aims, methods, and policy of the Boy Scouts of Canada as laid down in *Policy, Organization and Rules for Canada*.

1. Appoint a Group Committee from among its members including parents of the boys, to supervise the activities of the Group.

Having fulfilled these requirements the Sponsoring Body may apply through the usual channels to the Provincial Council for a Group Charter.

In accepting a Charter for its Group, the Sponsoring Body undertakes to provide a suitable meeting place, adequate supervision, leadership and opportunities for a healthy Scout life for the boys under its care. This permanent foundation is essential for a successful Scout Group.

GROUP COMMITTEE

The Group Committee is appointed by the Sponsoring Body to carry out the obligations it has assumed in accepting a Group Charter. The Committee consists of five or more adults elected or appointed annually by the Sponsoring Body, or in the case of Groups not sponsored by an institution, by a meeting of parents and other interested persons. Wherever possible, it is preferable that at least some of the members have sons who are active members of the Group.

The duties and powers of the Group Committee are laid down clearly in *Policy, Organization & Rules*. You should refer to Rule 67 before reading on so that you fully understand their responsibilities and the relationship which must exist between Scouter and Group Committee. Scouters may not be members of the Group Committee but, except in exceptional circumstances, the Scoutmaster at least should attend all meetings in an advisory capacity. In particular, the Scouter must clearly understand that it is the responsibility of the Group Committee:

(i) To organize and establish Sections. Scouters may make recommendations to the Committee concerning the formation of Sections but they may not undertake their formation.

(ii) To appoint Scouters. Scouters may recommend potential Scouters to the Committee but, until the Committee has agreed and the District Council has approved, these potential Scouters may not play an active part in the Group. The reason for this is stated in Rule 41 of *P.O. & R.*

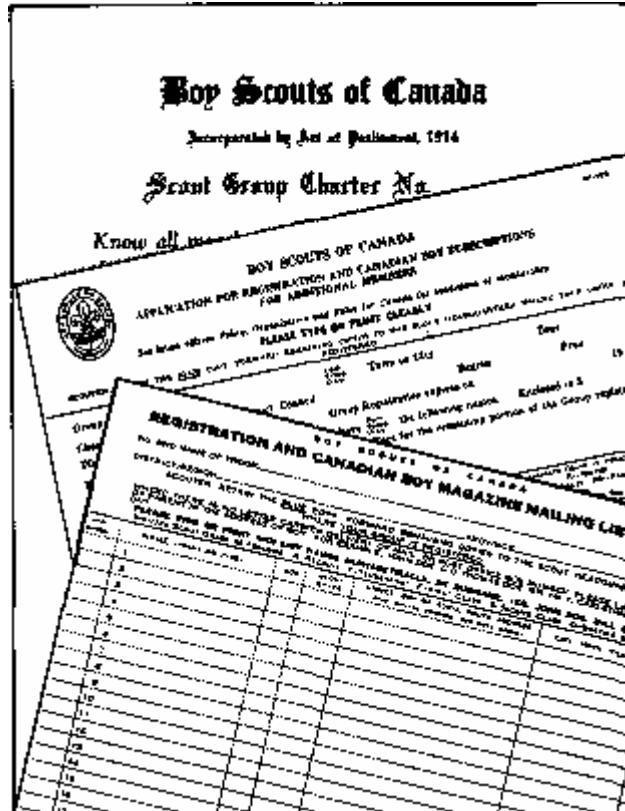
So far as possible, the Group Council must relieve the Scouters of the administrative organization of the various Sections so that they may have the maximum opportunity to concentrate on the training of the boys.

It is essential to the proper working of a Scout Troop that the Scoutmaster and the Group Council have mutual respect and trust and that they work together in close harmony, to give their boys the best possible experience of Scouting.

GROUP COUNCIL

The Group Council consists of all the Scouters of the Group and it should meet: –

1. To ensure co-operation between Sections in planning Group functions and activities, and
2. To plan for continuity and co-ordination in the training programme of the Group.



The Group Council usually elects one of its members to act as chairman or invites a member of the Group Council to serve in this capacity.

The Group Council is concerned with:

- a) Going Up and Advancement Ceremonies
- b) The use of Headquarters
- c) The sharing of equipment where practicable
- d) Assistance between one Section and another (e.g., the older Scouts helping with a Cub ramble)
- e) The co-ordination, at boy level, of Group activities such as Waste Paper Collections, and Father and Son Banquets, etc.
- f) Ensuring progressive training from one Section to another, and
- g) Avoiding unnecessary overlapping of programme activities.

One other important function of the Group Council is the bringing together of the Scouters to exchange ideas and to discuss problems so that by mutual co-operation and expression of the Scout spirit they may enjoy fellowship and encouragement in their common purpose. It is only through the efforts of the Scouters that all sections become united as a Scout Group.

THE SCOUTMASTER

The Scoutmaster is the adult who leads the Troop. He has a responsibility to the Troop, the parents, the Group Committee and the Scout Movement. More than anyone else he must set a good example for his Assistants and the Scouts in the Troop who tend to model themselves to his pattern. His actions must, at all times, command the respect of the parents and the Group Committee.

Responsibility to the Troop

The Scoutmaster has the over-all job of supervising the training programme of the boys in the Troop and of supplying the inspiration which urges it to greater efforts and further adventure. In particular he will:

1. Train his Patrol Leaders.
2. Get to know each Scout and his parents well.
3. Instruct each Recruit in the Scout Promise and Law.
4. Endeavour to build understanding and friendship between the Scouters and the Scouts.
5. See that each A.S.M. has a particular responsibility within the Troop.
6. Lead his A.S.M.s in planning and preparing the programme requested by the Court of Honour, ensuring that each makes his contribution. The Scoutmaster and A.S.M.s should work as one team so that any one of them could do the other's job at any time.
7. Take and encourage his A.S.M.s to take training.
8. Delegate responsibility and try to keep himself free of routine jobs in order to be able to devote all his attention to the items mentioned above, and to ensure the smooth running of the Troop. A Scoutmaster who is too busy to chat with his Scouts will not establish that bond of friendship so essential to their mutual understanding and cooperation.

Responsibility to Parents

Scouters and parents must work together to provide the best possible opportunity for developing the characters and bodies of their boys. When Scouters and parents are opposed or indifferent to one another, strain is at once thrown upon the boy's loyalties which cause him to become uncertain, frustrated or even rebellious to the good influence of either. To achieve this essential co-operation the Scoutmaster must:

1. Provide the opportunities for the development of a mutual understanding and acquaintanceship between himself and the parents. He must gain their confidence if he is to achieve anything with their sons and this he can only do by demonstrating his worthiness.
2. Provide opportunities for parents to see their sons participating in various phases of Scouting and keeping them well informed of the plans and progress of the Troop.

The Scoutmaster is directly responsible to the parents for the physical, mental and spiritual welfare of each boy in the Troop while on Scout activities.



Responsibility to the Group Committee

The Scoutmaster must maintain close contact with the Group Committee and attend their general meetings. He is responsible to the Committee and through it to the Sponsor, for the proper working of the Scout Troop and for the welfare of the boys. He must, in particular:

1. Give the Group Committee the necessary information to register the Scouts.
2. Keep the Committee informed of proposed activities.
3. Notify the Committee of proposed camps and get their approval.
4. Submit an annual budget and make requests for equipment.
5. Submit the Troop's accounts for auditing annually.
6. Present an annual report on the Troop's activities.

Responsibility to the Scout Movement

It is the responsibility of the Scoutmaster to implement the aims, principles and methods of the Boy Scouts of Canada. The kind of Scouting a boy receives depends upon his Scoutmaster and he is the greatest single force influencing the Troop and the whole of Scouting.

In particular, the Scoutmaster should:

1. Do his best to live the Scout Promise and conduct himself as befits a Scoutmaster.
2. Co-operate with the leaders of the other Sections of the Group.
3. Maintain close contact with the District Commissioner and the District Scoutmaster.
4. Loyal support District activities.
5. Abide by the rules of P.O. & R. and Provincial or District by-laws. Submit to the District Council through the proper channels, any criticism or suggestion for their improvement.
6. Read *The Scout Leader* and see that it is also read by his A.S.M.s. Make sure that the troop is registered punctually in order to receive *The Canadian Boy*.
7. Take every opportunity possible to improve his ability.

ASSISTANT SCOUTMASTERS

An Assistant Scoutmaster has obligations to the Movement but is responsible to the Scoutmaster and through him shares in his responsibilities. It is important that each Assistant Scoutmaster take his full share of these responsibilities if the Troop is to be conducted properly. Ideally, a Troop should have as many Assistants as it needs to function properly, so long as each has a worthwhile contribution to make. It is better to have many doing a little well, than a few doing a lot poorly. Each Troop should have a minimum of one Assistant Scoutmaster and another should be added for each additional two Patrols.

An Assistant Scoutmaster will:

- 1) Do his best to live the Scout Promise and conduct himself as befits a Scouter.
- 2) Loyal assist his Scoutmaster and understudy his responsibilities.
- 3) Share with other Assistants the physical responsibilities of conducting programs.
- 4) Accept specific responsibilities in Troop organization.
- 5) Assist with training Patrol Leaders and in planning and conducting older boy activities.
- 6) Co-operate with the Group Committee. Accept every opportunity to take further training.

MEETING PLACE

Whether you own your headquarters or share a room for Troop Meetings, you will find the following tips worth considering in keeping the Troop relationships with the Sponsor or owner on a good footing.

1. The property must be kept in first class condition. If you have your own property, this responsibility falls squarely on all members of the Group, but if you are just renting space, maintenance is usually the responsibility of the landlord. In either case, the boys must be trained to respect the property and be made responsible, one way or another, for reparations in the event of their doing any damage.

2. Even if there is a janitor service in the building the Troop should clean up at the end of each meeting and leave the place in good order.

3. If the place is shared with other organizations it is especially necessary to respect their rights and their equipment.

4. Guard against misbehaviour in toilets especially after meetings when water fights may create havoc.

5. All dealings with the “landlord” will be made through the Group Committee but it is important that a proper agreement be drawn up between the two parties, even if the “land lord” is the Sponsoring Body. In some situations, there may be a tendency for the “landlord” or another organization (usually adult) using the premises to make demands on the Scout night. While the Troop should be perfectly willing to come to some arrangement if properly requested, it is most disturbing to be summarily told at the last moment “The Scouts can’t meet in the hall tonight”. Not only can this disrupt a program, but it is a poor example of courtesy to set before the boys. Any breach of agreement by the “landlord” should be reported at once to the Group Committee and *not* dealt with by the Scouter.

6. The co-operation of the janitor is most important to the Group and the Troop should do everything it can to make the janitor’s job easy. The Scouter and the janitor should discuss their respective requirements and problems so that they may come to a working agreement between themselves. It is so much better if problems can be dealt with in this way, rather than reports having to be made to governing bodies.

The boys must be taught to respect the janitor and if possible to gain his interest in Scouting. Do not forget to invite him to open nights, Troop concerts, etc., and to remember him at Christmas time.

THE DISTRICT

A Scout District is authorized by the Provincial Council in places where two or more Scout Groups are organized. There are many places in Canada where isolated Scout Groups are not situated within a Scout District. In such cases, these Groups are administered directly by the Provincial Council.

THE DISTRICT COUNCIL

District Councils are constituted by the Provincial Council under the authority of the National Council. Their membership includes those appointed by the Provincial Council, those elected by the District Council and *representatives of Group Committees*, as may be stated in the by-laws of the District.

The duties and powers of the District Council are laid down in Rule 60 of *Policy, Organization and Rules*. Read this rule and notice the link between the District Council and the Group Committee.

THE COMMISSIONER STAFF

The Commissioner Staff is appointed by the District Council to provide quality control in its area, and works to help Groups succeed. It provides on-the-job help, advice and training by visiting meetings and camps for the Group Scouters.

Where the function is not performed by an appropriate Committee it also provides local training opportunities, arrangement for badge examinations, the over-all organization of District events, and coordination of participation of Groups in such functions as Camporees and Apple Days.

It provides for the District Council:

- 1) Information on the functioning of Scouting in the District
- 2) Suggestions and advice on technical matters to help it administer Scouting most effectively in the District.

The Commissioner Staff in a District is led by the District Commissioner. To assist him he will have a team of Scouters whose numbers and ranks will vary according to the size and type of District. These Assistants may include:

Assistant District Commissioner (Boy Scouts)
Assistant District Commissioner (Sea Scouts), and
District Scoutmaster

These are the men who will help you to organize your Troop and to solve any problems that you may have.

NATIONAL AND PROVINCIAL ORGANIZATION ORGANIZING COUNCILS

Details of the membership and duties and powers of Provincial Councils and the National Council will be found in *Policy, Organization and Rules*. You should note especially their similarity in organization to the District Council and how each subordinate Council is represented on the higher Council.

The Commissioner Staff is also extended on a parallel line of organization. The Provincial Commissioner, with his Assistants, services the needs of the District in the same way that the District services the needs of the Group.

THE SCOUT EXECUTIVE

The National Council, all Provinces and some of the more populated Districts employ Scout Executives who are full time employees of their respective Councils. Their job is to implement the policies of their Councils and to help in the development and administration of Scouting within their area. They do not make policy. They remain at all times the servants of the employing Council so that the organization of the Movement remains in the hands of the volunteer.

Except in the cases of isolated groups where a Field Executive may carry out the work of the Commissioner Staff, the Executive Staff will work with the Commissioner Staff and not normally with the Section Scouter or his Section.

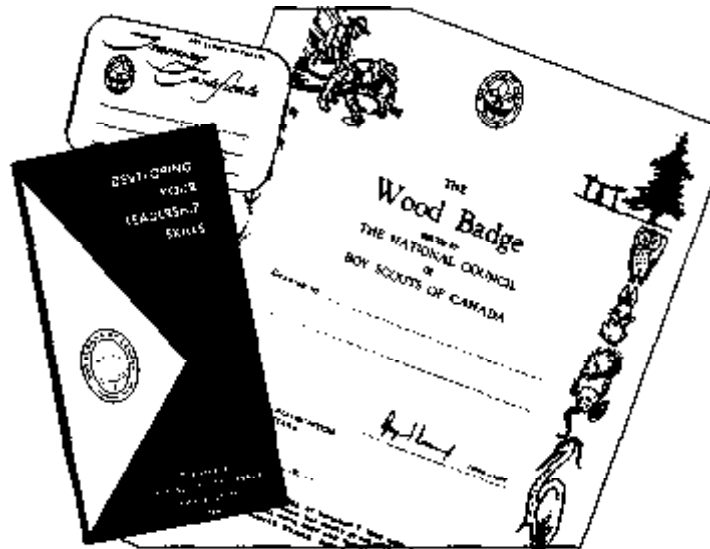
THE SCOUTER AND TRAINING

While this book will help you to understand the fundamentals of Scouting and to organize a Troop, it represents only one aspect of your training. It is important to the success of your Troop that you take further training which will give you not only practical instruction under expert guidance, but also an opportunity to discuss your problems and exchange experiences with other leaders.

IT IS THIS IMPORTANT – if in training to be an engineer you staked your reputation on the reading of just one textbook, it would be your own career you were risking, but as a Scouter you may jeopardize the character and lives of all the boys who go through your hands. Whatever is worth doing at all is worth doing well – do your best to get the training you need. Details of available training are listed in the pamphlet *Developing Your Leadership Skills*. For further information on dates and places of Courses in your area consult your Commissioner Staff.

THE SCOUTER AS A CITIZEN PERSONAL EXAMPLE

It has already been mentioned many times that the personal example of the Scouter is paramount in setting the standard for the boys in his Troop. As a Scouter you will become well known among your colleagues and the children and adults of your community, so that the criterion of your example will be the way you live and not just your behaviour when in uniform.



AT WORK

Knowledge of his volunteer position will bring the Scouter new respect from his colleagues and even the scoffers will expect a high moral standard of him although they will be the first to pounce if he slips. However, the Scouter must realize that if he is to continue to enjoy this respect he must not let his Scouting activities be a cause of irritation to his colleagues or of his neglecting his work. In particular he should note:



- a) while most employers, unions, and fellow workers are prepared to make concessions on occasions to help a Scouter carry out his voluntary obligations, it is important that the Scouter does not make unfair demands or abuse these privileges.
- b) if privileges are granted the Scouter should not take them as his right or as a natural thing. He should express his appreciation by showing due consideration to his colleagues and by the high quality of his work performance.
- c) the office or factory is not the place to plan Troop programmes.
- d) the company's equipment must not be used for private purposes without first getting proper permission. This applies equally to little things such as stationery and duplicating as it does to borrowing trucks and the like.

AT HOME

It is only natural that Scouting will play an active part in the home life of a Scouter who is keen to do a worthwhile job. Sacrifices will have to be made – there will be days and evenings when it takes him away from home, weeks when it will seem there are always Scouts in the house, Scouters' Meetings, all that equipment, 'phone calls, and so on. A certain amount of this is inevitable and a

good thing, but it is important to keep it in perspective and not let it disrupt family life. To do this a Scouter should:

- a) be reasonably sure that his wife or fiancée is sympathetic towards his work in Scouting.
- b) maintain her interest and support by keeping her well informed, and by relating human interest stories and problems. At other times he must be prepared to reciprocate by supporting her in her interests.
- c) see that both he and the members of the Troop respect his home and his wife; in other words, the home must not become the Troop room, nor the wife the janitor.
- d) give to his children the attention they need from a father.
- e) maintain a wide interest in everyday affairs, giving proper attention to his business and social life so that his contribution to Scouting and his Scouts' education remains virile and up to date.
- f) while the above is directed mainly to the married Scouter, the single man would do well to consider the suggestions and adapt them where applicable to his own situation. The young man living at home must show consideration for his parents. This is particularly important as members of the Troop are likely to follow his example in their own home.

Remember you may say all you like to your Scouts, but it is the things you do which will influence them most.



CHAPTER XIII

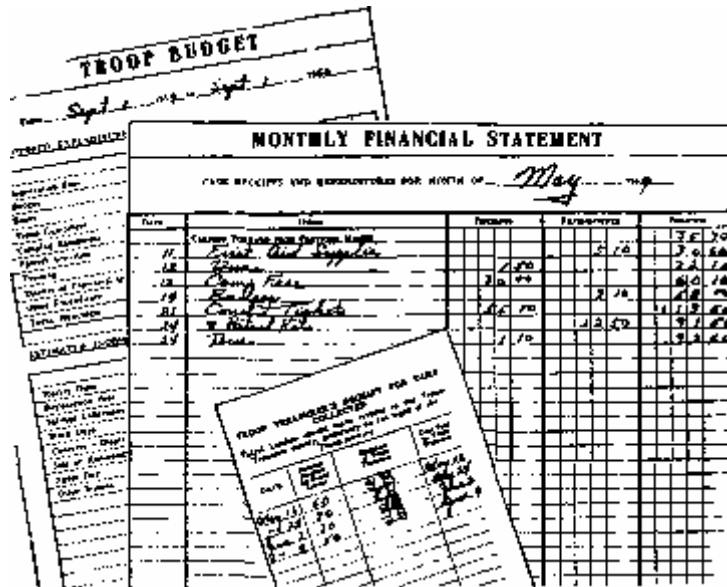
Records and Reports

RECORDS

It is essential to the proper operation of a Troop and to the full development of each boy in it to keep records of Attendance, Accounts, Advancement and Activities – These are the four 'A's of records. The keeping of records is a specific administrative requirement of Troop operation and as such should be the prime responsibility of one man, or of more than one man if each has a particular area of responsibility. This person should be an adult with a flair for the job but he need not be a Scouter. He should work closely with the boys for this is still 'their show' and some records should be maintained by them. In this capacity he will supervise and help them to keep accurate and up-to-date records. Well kept records will be of considerable help to the Scouter when making out his annual report to the Group Committee.

All major expense of the Troop, e.g., purchase of camping equipment, should be financed directly through the Group Committee.

The Troop should prepare a budget of anticipated expenses and present it to the Group Committee for approval each year. This is standard good business practice and enables those charged with raising funds to plan ahead in order to be able to finance the proposed programme. It also ensures smooth operation and the avoidance of last minute disappointments, – in fact, just another case of “Be Prepared”.



If Patrols collect Patrol dues in addition to Troop dues, these must also be accounted for by the Patrol treasurer and a statement given to the Scouter or the Court of Honour. Patrols should also present accounts of Patrol Camps or other events when money is collected from boys and purchases made with it for Patrol use.

If Scouts are to collect money from the public for Scout purposes (See Rule 17 *P.O. & R.*), it must either be by a recognized method of accounting, such as by numbered tickets or by exchange of goods for a fixed value, or, as in the case of Apple Day sales, where the apple has no fixed price, collection must be in sealed tins. This is not because we do not trust our Scouts but to protect ourselves and the boys from unscrupulous operators and to satisfy the public that its cash will be used for the purpose for which it was donated.

Sloppy methods breed temptation and irresponsible behaviour.

If the Scouts know that you are meticulous in handling and accounting for money, their integrity will be developed and they will, in turn, become equally as careful.

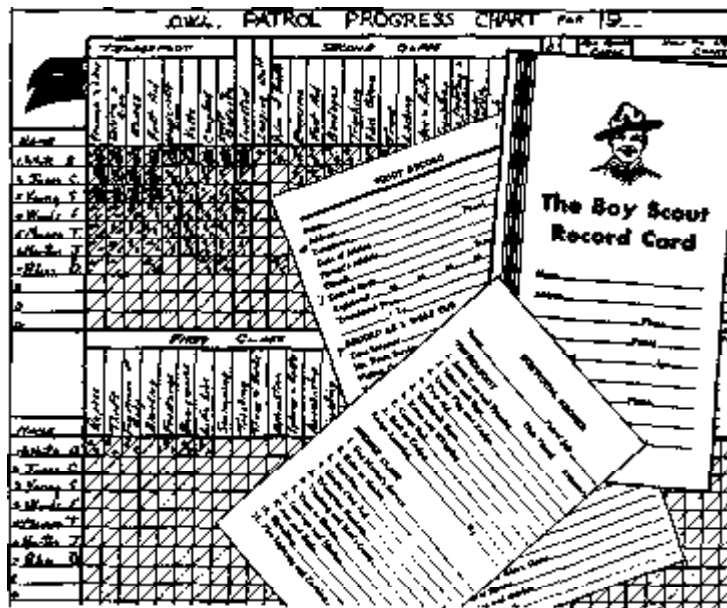
ADVANCEMENT

Advancement is essential in our scheme of training. It is both a spur and a reward. To provide thrust for the spur it is important for every boy to be able to see where he is going and what progress he is making. This can be done on a Patrol and/or Troop Progress Chart. Many Patrols and Troops design their own charts.

Many feel it is rather discouraging for a Recruit to see his name at the end of a long line of blank squares, ending up at Queen’s Scout. It is rather like hiking on a long straight road – the end doesn’t seem to get any nearer, whereas if there are a few corners, each one rounded becomes an accomplishment and a new vista is presented each time a new corner is reached. The following chart achieves this and also provides a link between boy and Scouter and a check system for the Scouter by which he can keep his personal record up to date. When a boy fulfils a requirement, he inserts the date in the upper triangle under the appropriate heading. The person who tested him initials in the lower triangle at the same time as he transfers the information to the *Scouter’s Pocket Record Book*.

In this way the Scouter won't be allowed to forget to add his initials and the boys will see to it that the chart is up to date.

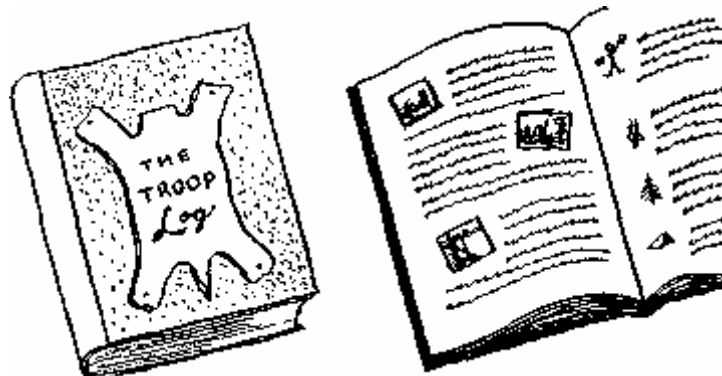
The Supply Services also sells personal progress cards on which each Scout may keep his own record.



ACTIVITIES

Log Books

It is a good thing for a Troop to keep a log book of its activities so that as it grows it compiles a history of itself. Such a log can be a useful aid in developing worthwhile traditions, to act as an incentive in urging members to greater accomplishments and to bring back happy memories.



A Troop Log should contain the name of every boy who passes through the Troop, recording his investiture, his outstanding achievements and his calamities, and his passing on to the Rover Crew and manhood. It should contain photos and sketches depicting the Troop's various activities and a minimum of descriptive writing. It should be something to look through rather than to read. While there will usually be a Keeper of the Log, any and every boy should have an opportunity to contribute to it so that it is truly a Troop Log and not just a log of a Troop.

In much the same way Patrols should also keep log books to record the adventures of their Patrol.

Programme Records

The Scouters should maintain a record of programs, games and activities. Programs should always be written out before each meeting (see sample page 34) in a program book or pasted into a scrap book. Notations made on each program after the meeting will also be invaluable later as a guide to any modification which should be made to the program or one or more activities in it. In

this way, Scouters build up a large supply of programs and ideas from which they may draw on later. They can see when a certain game was last played or how often any one is played. They will also see a pattern forming of the type of activity which is successful and a favourite with the Troop, and vice versa. At the same time as this record is compiled, activities should be indexed so that any time they are without an idea or a program they have a quick reference to a sure source.

This may sound as though it is a lot of work but in reality it simplifies and expedites efficient operation.

FORMS AND CERTIFICATES

A Troop should keep a supply of the following forms in stock: –

Application for Membership – this is attached to the pamphlet “Twelve Good Reasons Why Your Boy Should Be A Scout”.

Tenderfoot Requirement Cards

Enrolment Cards

Leave Taking Certificates

Proficiency Badge Certificates

Form for registering additional members

Transfer Certificates for boys moving to other Troops

Any other forms regularly in use locally.

REPORTS

Reporting comes into practically every phase of living. Scouters will do well to study the subject and give their Scouts instruction and opportunities to practise the art.

A good report is:

1) factual – it deals only with its subject and any matter directly concerned with it. A report deals with facts and normally has no place for supposition.

2) clear, concise and complete. Write in simple language – don't use a two syllable word if a mono-syllable will do. Be brief and to the point – the longer a report becomes the heavier it is to digest. Make sure that everything necessary has been said.

3) tabulated logically. Headings and sub-headings greatly facilitate the reading and understanding of a report and provide quick references. Usually it will greatly assist the writer if he lists his headings before writing the report.

4) written impersonally in the third person – unless other wise demanded.

SCOUTMASTER'S REPORT TO GROUP COMMITTEE

Once a year the Scoutmaster will submit a formal report on the activities of the Troop, to the Group Committee. The Group Committee will incorporate this report into its own Group Report to the Sponsoring Body and District Council.

The Scoutmaster's Report must include:

(1) *Membership*

Additions to membership from

- a) the Pack
- b) Recruits
- c) transfers

Losses to membership from

- a) advancement to Venturers and/or Rovers
- b) transfers
- c) reached 18 years

- d) fall out (giving reasons)
- (2) *Advancement*
Number of boys invested, Second Class, First Class, etc. Grade badges earned
- 3) Report on Patrol Leaders
- 4) Report on Meetings
 - a) Troop Meetings
 - b) Patrol Meetings
 - c) Special Meetings
- 5) Report on Outdoor Activities
 - a) Day activities
 - b) Hikes
 - c) Camps
 - d) Special events – Jamborees, Camporees, etc.
- 6) Reports on Social Activities
 - a) Parent’s nights
 - b) Father-Son Banquets
 - c) Parties and activities with Guides or other organizations.
- 7) Report on Headquarters and facilities
- 8) Report on Scouters and Instructors
- 9) Financial report
- 10) Equipment report
- 11) Thanks

SCOUTMASTER’S BULLETIN

The Scoutmaster will find it to the mutual advantage of parents and Scouters if the Troop can issue a bulletin or letter to parents, say two or three times a year. The prime function of such a bulletin is to keep the parents informed of what is happening in the Troop – and thereby gaining their confidence and interest, both vital to the Troop and Scouters.

The bulletin need not be long and it can be written by any of the Scouters but should go out over the Scoutmaster’s signature. It will deal with interesting news of the past, future events, appeals for assistance (if any), thanks for help and support.

REPORTING ACCIDENTS

This can be dealt with under two headings:

(a) *Summoning Help*

A moment of careful thought may well save hours of frustration, pain or even life itself. Before summoning help, be sure you know what has happened, what sort of help is required and exactly what you are going to say, then summon help *clearly* and *precisely* stating: –

(i) *where* help is needed.

(ii) *what* has happened (as well as you can make out)

For example, if a person is pinned under a heavy tree it will take more than a doctor to free him.

(iii) any other details necessary – for example, any method to be used to guide help to the exact location.

(iv) If it will take a long time before help arrives, ask what to do in the meantime.

No matter what the trouble is **KEEP COOL AND THINK.**

(b) *A Factual Report*

A report of an accident or other event follows the general principles of reporting listed above, in chronological sequence for tabulation. It must incorporate the three Ws, WHEN, WHERE, WHAT. It is very important that the reporter be not carried away by his imagination and, where he has some doubt about any aspect, he make it quite clear that there is some doubt; e.g. "The car was a dark colour, possibly black or dark blue, and appeared from the rear to be a 1957 Ford".

REPORT OF FIRST CLASS JOURNEY

This is in the nature of a personal report and is best written in the first person. As this report is meant to reveal a complete picture of the Scout's experiences on his journey, it is necessary that it be written with feeling as well as conforming to the general rules for reporting. A First Class Log or Report should: –

- a) Contain a preface and copy of details of instructions.
- b) Indicate clearly the route followed.
- c) Answer the specific questions posed.
- d) Describe the overnight camp site.
- e) Describe menus and methods of cooking.
- f) In addition to sketches requested include those of any thing of special interest.
- g) Describe weather conditions.

Notes to Scouters

The log of a First Class Journey should fulfil two requirements:

- a) It should enable another person to follow the same route without other information.
- b) It should be a *guide* to the examiner to help him assess the hike the boy has taken and his capabilities as a First Class Scout.

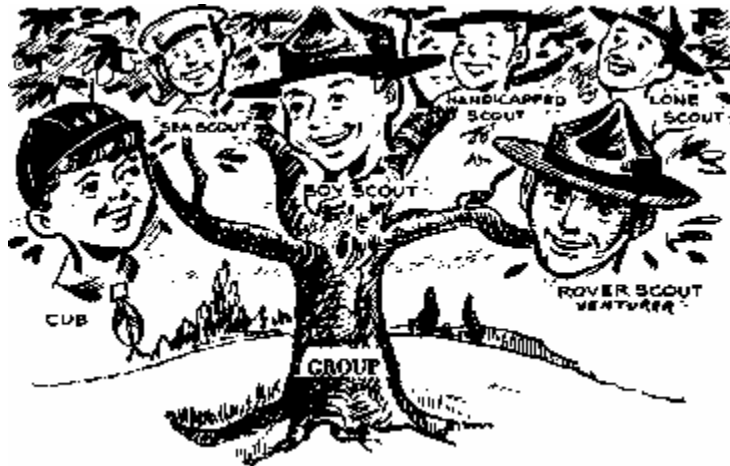
It should not be assessed as a literary achievement but on:

- a) the effort that has gone into it during the Journey.
- b) the detail and accuracy of reporting.

The log book which is used to assess the boy's Journey must be the one which he compiled during the Journey and not a fair copy made later. Obviously conditions of terrain and weather will affect the log. One written during pouring rain will not have the finish of a log written under ideal conditions.

Remember that the log is only a small part of the requirement – the most important part is the Journey and the camp itself (see page 75). The Journey is the test of which the log is partial evidence.

Obviously, boys must have practice in keeping logs of hikes just as they must have camping and hiking experience before attempting to fulfil the requirements for the First Class Journey. It would not be fair to the boy to make his First Class Journey his first experience in hike reporting. Boys who failed would feel let down and those who passed would be getting something with very little experience or effort – thereby lowering their own standard as well as the standard by which the Movement is judged.



CHAPTER XIV

Branches of the Scout Family

WOLF CUBS

As Scouting grew it became evident that something would have to be done for boys under eleven years of age who were clamouring for admission and in some cases being accepted. In 1916, Lord Baden-Powell produced *The Wolf Cub's Handbook*, which launched the Wolf Cub Section for boys eight to eleven years old. Today this program is designed to serve boys of eight to ten years of age.

The Aims and Principles

The aims and principles are those of the Scout Movement. Traditionally, Cubbing had another aim – to provide recruits for the Scout troop – and it has done extraordinarily well in fulfilling this aim. In recent times, however, there has been a recognition of the value of Cubbing in itself and the Cub program has been extended to cover other areas of interest to this age group.

Organization

In Cubbing, the pack is the unit for many activities. For convenience, the pack is divided into groups of boys called Sixes, each with a Sixer in charge and with a Second to assist him. Other informal groupings have been recognized as valuable and are being encouraged. The Sixers' Council is an informal meeting of the Sixers with Akela to discuss ideas for pack plans, to try out new games and to investigate the progress of the Six.

Program

The boy of Cub age is a rambunctious little rascal – sharp as a pin and capable of wild flights of imagination. Thus, the Cub way is the “play way”, using games and activities, stories and songs, play acting and handicrafts and Star and badge work. Traditionally, the background of the program is taken from Rudyard Kipling's “Jungle Book”. This story tells the life of a little boy who grew up with a wolf pack in the hills of India. Hence the name Wolf Cub and pack. Akela (pronounced Ah-kay-lah) was the head wolf of the pack and so this name is used by the Cubmaster. In recent years, other types of background have been used and encouraged.

Part of the total program are the Star and badge schemes. At this time, a good deal of work is being carried out to make these two aspects of the program more challenging, more flexible and better fitted to the needs and interests of boys of today.

Cubs enjoy outdoor pack meetings, picnics and rambles. Cubs also go camping but Cub camping is mainly a holiday – usually at a large regional camp site where meals are provided centrally and the Cubs are housed in cabins and tents and the daily program is essentially one of playing.

The important ceremonies in the pack are:

1. The Investiture of a Tenderpad
2. The Going-up Ceremony
3. The Grand Howl, the formal welcome of the pack which is used to open and close meetings and is an important part of the other ceremonies

Cub to Scout

Troop Scouters, patrol leaders or seconds should visit pack meetings occasionally to keep in touch with pack Scouters and the Cub program, to get to know the Cubs and, perhaps most important, to enable the Cubs to get to know them and to learn something of the fun they can look forward to in the troop.

VENTURERS

In May, 1965, Canadian Scouting introduced Venturers for boys 14-17 years. For details on Venturers contact your local council.

ROVER SCOUTS

In the same way that Wolf Cubs were started to satisfy the demands of the young boys, Rover Scouting was launched in 1918 as a program for the older boy who wanted to continue his training in the Movement. Rovering is for young men 16 – 23 years old.



The Aims and Principles

The aims and principles are those of the Scout Movement. Rovers have the same Law and Promise as do Scouts, but they are expected to live and interpret them as young men. Rovers are a Brotherhood of the Open Air and Service. The training aims to complete their education in citizenship and to turn out healthy young men of character, keen in their work and ready to serve their community.

Methods

While Rovers meet together in Rover Crews, the unit of operation is the individual. Each Rover, with the help of his leader and his brother Rovers, works out his own training program.

Rovers may work in Patrols when it is convenient but normally they are not so organized. Rover Mates are appointed to help organize the affairs of the Crew.

The programme includes activities under World Affairs, National Affairs, Culture, Scoutcraft, Handicrafts, Hobbies and Sports.

Progress in the Rover Section is through three stages:

1. Probationary Stage during which the candidate, known as a Rover Squire, fulfils certain requirements and undergoes self-examination to determine his preparedness for Investiture as a Rover

Scout. The length of this period depends on the individual and the interpretation placed on his efforts by his Crew. Usually it will be between six and twelve months.

2. Training Stage, during which the Rover develops under a general training programme and his own specific choice of training activity. At 21, a Rover automatically graduates to the Service Stage.

3. Service Stage. In this stage, Rovers do not normally participate in the development or policies of the Crew but will be available for advice and will especially undertake service projects.

Service Rovers must relinquish membership in the Crew on reaching their 23rd birthday.

Scouts to Rovers

As Scouts grow older they should be guided and encouraged to look to Rovering as the next and final move in their Scouting. Here they can follow adult pursuits with older boys and complete their evolution from youth to manhood.

To help this natural advancement Rovers should be encouraged to visit the Troop from time to time and perhaps help with some activity. Similarly, older Scouts should be invited to a Crew Meeting designed for the occasion.

Rovers should not be looked upon as automatic helpers for the Troop. The Rover has his own job to do but many of them may welcome this form of service and in emergency many will step into the breach.

SEA SCOUTS

Sea Scouts are Boy Scouts and Sea Scouting is a branch of the Boy Scout Movement. Its **only difference** from regular Scouting is that it provides a program principally based upon activities on and around the water.



Program

It is only in the program content that Sea Scouting differs from regular Boy Scouting. Sea Scouts follow nautical customs, traditions and courtesies, as outlined in *The Canadian Sea Scout Manual* with particular emphasis on the Scouting skills of swimming, rescue work, knotting, splicing and signalling in addition to the Sea Scouting skills of seamanship, chart and compass work, and operating afloat in canoes, pulling boats, sail and power boats.

Sea Scouts wear a blue flannel Scout Shirt with the regulation naval rating pattern white cap.

Sea Scout Headquarters are frequently known as Land-ships with the parts of it named after parts of a ship; e.g. the floor is the deck, various parts of the deck are called the forecastle, the waist, the quarterdeck. Customarily, the port and starboard sides of the ship are illuminated with simple red and green 'Riding lights'. A Sea Scout mast replaces the usual Troop flagpole. The addition of a ship's bell, small wheel and binnacle adds atmosphere to the Landship.

Sea Scout Troop routine varies a little from the ordinary Scout programme in that they "Make Colours", may wear a Pilot Jack and Skipper's Burgee, and may use effectively the International Code of Signal Flags in carrying out the Troop routine.

A Bos'n's Call is most commonly used along with the Scout Hand Signals in relaying signals to the Troop and in carrying out the Sea Scout Ceremonies.

“Side Boys”. A detail of Sea Scouts in charge of a Troop Leader or Boatswain which falls in at the gangway as a Guard of Honour to receive the Skipper and distinguished visitors.

Sea Scouts usually fall-in in “Divisions Formation” rather than in the Horseshoe Formation for Making Colours, Inspections, Devotions, Changing the Watch, and so on. In this formation the Troop stands in two straight lines by Patrols, facing each other on either side of the deck.

While Sea Scouts operate in Patrols (usually named after aquatic birds or animals; e.g., Seagulls, Porpoise) these Patrols may be referred to by nautical names when doing a specific job; e.g., Port or Starboard Watch when aboard the Landship, Boat Crews when afloat, or Maintop, Foretop, Foc’s’le Crews, etc. when on Cruise or at the Summer Camp.

Sea Scouts usually operate on the 24 hour clock with the 24 hours divided into seven watches. The passage of time aboard ship is indicated by the striking of the appropriate number of strokes of the Ship’s bell which mark each half hour of each watch.

Sea Scout salutes may be made nautical fashion, i.e., three fingers as in the Scout Salute with the fingers touching the cap but facing downwards,

In addition to normal hiking and camping, Sea Scouts go afloat boating and cruising. Many Troops go off on cruises for a week or more in the summer; boating by day and pitching camp each evening.

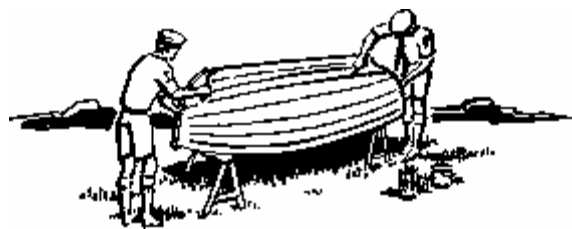
Boating

Sea Scouts operate in boats but there is no need for them to become involved in a lot of expensive vessels. Some of the most successful Sea Scout Troops operate entirely from small pulling boats or skiffs.

As a Sea Scout Troop develops it can add to its boats. Canoes and whalers are useful additions and some more fortunate Troops also possess sailing dinghies or sailboats. Due to the rapid increase of individually owned power-boats it is becoming more important that power-boating be included in the Sea Scout programme, wherever possible.

Before any Scouter permits his Scouts to take part in boating activities he must read and conform to the rules on Boating in *P.O. & R.* A Sea Scouter will also consult his local Scout Water Safety Committee in order to know what are the local regulations on boating, and the inspection of boats, testing and issue of Charge Certificates, and the use and navigation of waterways.

For details of Sea Scout badge requirements and information about boating skills see *The Canadian Sea Scout Manual.*



SPECIMEN SEA SCOUT TROOP MEETINGS

INDOOR MEETING

1840 hrs. – Duty Patrol reports aboard under Duty Patrol Leader and rigs ship according to standing instructions, i.e. main mast, foremast, gangway, quarterdeck, bridge railing, riding lights, etc. Patrols report to Patrol quarters, check attendance, dues, fill out Duty Sheets, Patrol Instruction.

1858 hrs. – DIVISIONS by Boatswain (Troop Leader) using Bos’n’s Call, Scout Hand Signals, Morse or Semaphore Flags. Change method week about.

1900 hrs. – Duty Patrol Leader makes 2 bells.

COLOURS

Duty Patrol and Senior A.S.S.M. Skipper piped aboard –



Duty Patrol Leader and two Side Boys pipe Skipper aboard at gangway.

Skipper's Burgee at Masthead.

Skipper's Night Orders (that evening's programme) – Read by Boatswain.

Skipper's Night Orders picked up by Duty Patrol at 1830 hrs. and delivered to Senior A.S.S.M. – lists all orders, service projects, requests for coming week.

Skipper's Announcements – Sea Scoutmaster

1910 hrs. – TROOP INSPECTION – Skipper (points for Attendance, Uniform, Church, Sunday School)
Special Inspection

Historical Anniversaries

Points kept on Duty Sheets – Boatswain

DIVISIONS – Senior A.S.S.M.

Awarding of points for Service Projects, Patrol Meetings.

Presentation of Troop Burgees (Honour Patrol Flag) for Last Muster.

Red-White-Blue Burgee to be worn on Patrol Staff below Patrol Flag – culmination award of points from previous muster.

1920 hrs. – TROOP DRILL PARADE Jr. A.S.S.M.

Review of Scout Hand Signals – Smartness in Scouting

Review Of Sea Scout Ceremonials

Talk on Sea Scout 'Flags and Flag Etiquette' etc.

1930 hrs. – Duty Patrol Leader makes 3 bells.

MAKE AND MEND PERIOD by Duty Patrol Leader under supervision of Jr. A.S.S.M.

Troop activity as decided by Court of Honour. 'Swing the Lead' competition between both Patrols of Starboard Watch and Port Watch simultaneously; then final between winners of Port and Starboard. Award points.

1940 hrs. – TROOP INSTRUCTIONAL PROGRAMME PERIOD Tenderfoot Scouts – Knots Second Class
Scouts – Knots and Lashings First Class Scouts – Splicing Passing tests by Jr.
A.S.S.M. and S.S.M.

2000 hrs. – Service Patrol Leader makes 8 bells.

CHANGE THE WATCH

QUARTERS

Troop in Division Formation with caps, staves.

Signalled by letter 'Q' with Semaphore flags.

Troop Kim's Game by S.S.M.

Members of Patrols asked to describe dress of boys in opposite Patrols – neckerchief, badges, etc. P.L.s to describe differences in dress of visiting Scouters; i.e., Wood Badge, Service Medal, Jamboree badge.

Points awarded.

2005 hrs. – MAKE AND MEND PERIOD

Sr. A.S.S.M. with Boatswain

Each Patrol to build two trestles, then each Watch to combine four trestles to build one tower.

When completed Junior P.L. to signal by Morse to Senior A.S.S.M. "Mission Completed".

Award points.

2025 hrs. – CIVIL DEFENCE EMERGENCY ROUTINE –

Emergency Call-out of Court of Honour.



Skipper explains that they expect a flash flood in two hours to cover area adjacent to Troop Headquarters in 6 ft. of water at lowest area. Sea Scouts requested to assist by assembling data on number of boats in disaster area. Troop boats stored under church, canoes at homes of two boys. Available pumping units to pump out basements, etc. (fire hall and pump house in area). Survey area to see where high ground is located, check area which will have to be evacuated and decide where to evacuate these people (church halls, schools etc.), on high ground.

Also best spot to use as Emergency Headquarters and possible location for Signal Towers to relay information.

Each of four Patrols volunteer to survey area and report back on one piece of above information. Time limit 20 mins.

2030 hrs. – Senior Scout or Scouter left at Troop Headquarters makes 1 bell.

2045 hrs. – Patrol Reports turned over to Troop Leader who as Chairman of Court of Honour will have them evaluated at next Court of Honour Meeting and report to the Troop on their results and deficiencies.

2050 hrs. – DIVISIONS Sr. A.S.S.M.

 Troop Announcements –

 Volunteers to assist with Church Bazaar chosen.

 Patrol Camp for Seagulls confirmed at Sea Scout Base.

 Changing of the Watch – Blue Heron Patrol takes over from Sea Lion Patrol with exchange of ‘Duty Chains’ which include special Bos’ns Pipe and key to Troop Hall and Gun Room.

 APPROPRIATE DEVOTIONS – Skipper

 Skipper piped ashore – Duty Patrol

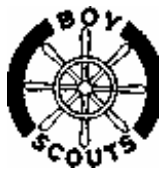
 COLOURS – Senior A.S.S.M.

2100 hrs. – Duty Patrol Leader makes 2 bells.

 Patrol Leaders carry on.

2115 hrs. – ALL SECURE

OUTDOOR MEETING



At weekly call up of members of the Patrol, the Seconds advise all members that they will meet at the home of the P.L. instead of the Troop Hall for OPERATION COASTWATCHMAN.

1900 hrs. – Patrol mustered by P.L. and inspected, attendance and dues collected and entered on Duty Sheet.

Patrol in Council opens Night Orders previously secured from the Troop Leader.

Inside envelope Patrol finds a copy of the topographic map of the water area administered by the Local Water Safety Committee.

This map is cut into quarters, each of the Patrols of the Troop receiving one quarter. Each Patrol is then required to cover very carefully the area described by the map and record in detail all material important to Sea Scouts in acquiring the necessary data for their Coast Watchman’s Badge. This includes all bodies of water in the area, creeks, canals, rivers, sloughs, etc. with a full description of all bridges (kind – concrete, steel, wood) method of operation (vertical lift, swing, cantilever, etc.) with their clearances, plus information on all docks, jetties, etc., explaining facilities available such as gas, minor repairs, provisions, etc., all Dept. of Transport and life-saving facilities in the area, civic and private beaches, hazards to navigation and to swimmers, and regulations about water traffic, hours of operation of bridges, locks, etc.

2000 hrs. – Complete Troop to rendezvous at local D.O.T. Headquarters or Stone Frigate of local division of R.C. Navy. Here under direction of Skipper and government official all data will be assembled and recorded and checked on a large scale model of the local area which has been specially

prepared by the local Civic Planning Authority to show all traffic routes, bridges, waterways, etc. Whole Troop receives brief talk on overall civic planning.

2030 hrs. – Troop moves to canal near bridge in the immediate vicinity and proceeds to carry out Breeches Buoy demonstration under actual working conditions. Endless line carried across by Scout in canoe (carried on top of A.S.S.M.'s car). Shear legs rigged from timbers from old canal locks, hold fasts and block and tackle arrangements secured under direction of Troop Leader. Senior Scouter and D.O.T. official carried safely across canal on Breeches Buoy and returned in Scout canoe.

2100 hrs. – Troop mustered on Canal Bank. All gear and equipment secured. Thanks to participating officials by Duty P.L. Appropriate Devotions by Skipper. Troop carries on under P.L.s.

ROVER SEA SCOUTS

Rovers who are members of Rover Sea Scout Crews follow the same program as Rover Scouts with emphasis on water activities and rendering services to those using the waterways.

LONE SCOUTS

There are many boys in Canada who live in isolated places where there are not sufficient boys to form a Scout Troop.

Boys in these circumstances may still get the fun and value of Scouting by joining the Lone Scout Branch.

Lone Scouts, as their name suggests, do their Scouting alone or at most with another boy. Occasionally there are enough boys in an area to form a Patrol. Each boy is required, with the co-operation of his parents, to name an Adult Counsellor who will help him with his Scouting and test him in the fulfilment of his badge requirements.

Lone Scouts register directly with Provincial Headquarters some of which operate a Lone Scout Department, put out a Lone Scout magazine and run an annual camp.

As many Lone Scouts do not have an opportunity to appreciate the Brotherhood of Scouting in contact with other Scouts, your Troop, might be interested in adopting one or more and making them Honorary Members of the Troop. Pen pals can be established, visits exchanged; they can be invited to attend Summer Camp with the Troop. Such action is an expression of the spirit of Scouting and a very practical example of the meaning of Brotherhood.

HANDICAPPED SCOUTS

Handicapped *Scouts* are *Scouts* who, because of physical or mental handicap, are prevented from complete participation in normal *Scout* activities.

Many hospitals, special schools and institutions sponsor Groups especially for the handicapped boys in their charge but there are many other boys who, although handicapped, live at home. Wherever any of these boys wish to join the Scouts they should be encouraged to attend a normal Troop and, so far as possible, participate in the program. One of the most important factors in training the handicapped is to teach them to live a normal life wherever possible.

Scouting can bring a great deal of happiness to handicapped boys and help them to accept their handicap and make the most of their potentialities. Helping a handicapped boy in this way is a practical expression of the third and fifth parts of the Scout Law and a valuable experience, and will make a deep and lasting impression on the boys.

Helping with a Handicapped Group or handicapped children is also a most worthwhile Good Turn for individuals, Patrols or Troops, to undertake.



CHAPTER XV

Kabobs

MEETING PLACE

Within reason a Troop has to use the meeting place provided by its Sponsor. This can vary from the Group owning its own building to a temporary share in a room where there are many restrictions and few privileges, e.g. a school classroom. However, if a Troop is to get the most beneficial use from its Headquarters it must be a place of which the Scouts are proud ... a place which means 'Home' for Scouting and which, to many, will serve as an anchor. A Troop Headquarters should be strictly utilitarian and, remembering that Scouting is essentially an outdoor activity, it should be a place from which to work rather than the place in which to meet.

Basic Requirements for Headquarters

1. A well ventilated, heated room, large enough to accommodate the Troop in general games and where the reasonable expressions of exuberant youth will not cause a catastrophe.
2. Under ideal circumstances it should be for the sole use of the Group, or, at most, shared with a Girl Guide Company under the same Sponsor, so that it is available on other than regular meeting nights. Failing this the use of the meeting room must be guaranteed for regular meeting nights.
3. Opportunities to add atmosphere to the Troop room by way of wall charts, trophies, and similar decorations.
4. Storage space for all equipment and individual cup boards for each Section's meeting equipment.
5. Toilet facilities and freedom from health hazards.
A feature which should be included, if possible, is
6. A place which can be used as a workshop.

Troops should be encouraged to share in the maintenance of their Headquarters – in this way they will learn to take care of it and to take pride in its appearance.

Making Do with Less

Many Troops have to meet in accommodation far from satisfactory. In some cases it is unavoidable, in others it may be because the Sponsor and Group Committee are not aware of your needs. If you operate under these difficulties then –

1. Make sure the Group Committee is aware of your problem and, if possible, doing something about it.

2. Be sure the Troop scrupulously fulfils the terms of the agreement under which it uses the room. If the donor finds the Troop can be relied upon, he will be more amenable to suggested improvements in the arrangement.

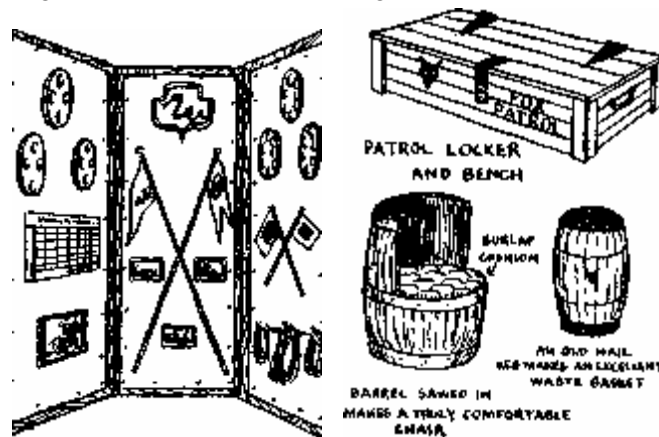
Creating Atmosphere

If you have to share your meeting place with other organizations and it is not possible to create atmosphere by putting up charts, pictures, etc. consider the following: –

1. Make a screen or folding screens from
 - a) hessian stretched over a wooden frame
 - b) hard or soft board nailed to a frame
 - c) cardboard from large packing boxes nailed to a frame and covered with plain paper or imitation wood wallpaper.

Use these screens to form Patrol dens, Scouter's den, etc. or to stand around the room. Charts, pictures, flags, pennants, and so on, can be attached to them. Other fittings to make racks or shelves can be hooked on at each meeting. Screens are folded and put away in a few moments.

2. Use the back of existing pictures or charts – just fix your charts on the back with Scotch tape. Turn the pictures over during Troop meeting and the room takes on a Scout atmosphere, turn them back to their proper sides again at the end of the meeting and the room resumes its usual appearance.



3. If you can't make screens try using display panels.
4. A collapsible flag staff or a small pulley may be fastened to a convenient beam by the Service Patrol.
5. A cupboard on casters – the back becomes the notice board, a flag staff comes out of the top and all the contents are immediately to hand.
6. There must be a place where outdoor clothing may be kept tidily during the meeting.

Health

1. Keep the room well ventilated during a meeting. Ideally, the temperature should be about 65°. This means that active games can be played without the boys becoming over heated.
2. Clean up after you even if there is janitor service.
3. A First Aid box kept in good order should be available at every meeting, this box to be used only for real emergencies.
4. Make sure Headquarters remains free from hazards – e.g. loose floorboards, broken stair rails, nails or hooks at body height.

Equipment

Troop equipment including Patrol equipment must be properly stored and looked after. The more the responsibility for this can be placed on the boys the better. Nevertheless, there must be an adult to provide guidance and supervision. Patrols are, of course, responsible to their Patrol Quartermaster for their own equipment, but Troop equipment must be checked out by and returned to the Troop Quartermaster or his Assistants. This necessitates the keeping of proper records. A fully equipped Troop owns a lot of expensive equipment and it is very wrong not to have it properly looked after and checked. Similarly, it is very frustrating to have equipment and not be able to use it because the Quartermaster is away and has taken the key with him, or somebody has borrowed tents and forgotten to return them, or, worse still, lent them to somebody else. Items loaned should be checked on return by the Quartermaster before being stored. Tents, ropes and tools should be stored in a cool, dry place, free from rodents dampness, and mildew.

VISITORS

From time to time visitors will drop in to Troop Meetings and Camps, and you and your Troop should know just what to do to welcome them and make them feel at home. Here are some tips to consider:



1. When a visitor arrives he should be attended to at once. If possible, this should be done by the Scoutmaster or, failing this, by an A.S.M., Troop Leader, Patrol Leader or Scout. The visitor should never be left wondering if anyone has noticed him and this applies equally to youngsters as well as to adults. If the Scoutmaster is not on hand and his presence is required someone should be sent to tell him who has arrived and is requesting his presence.

If a boy comes to a meeting to “see what it’s like” or to join, remember he is the stuff of which Scouts are made. Even if the Troop is full and you have a waiting list, give him a good time on his first visit. Call over one or all of your Patrol Leaders and let one take him in his Patrol for the night. In this way the boy will really feel what it is like to be a Scout. Then, if he applies, you can tell him about the waiting list and what it means, or perhaps you can help him to get in touch with another Troop which is not full. Your Patrol Leaders and Scouts should be prepared for just such an occasion so that no matter who the boy is he is attended to courteously and made to feel welcome. Whatever you do, don’t just tell him to ‘sit over there and watch’ or, ‘go over there and join that Patrol.’

2. Except where special arrangements have been made to receive a visitor the Troop should continue with whatever activity it is occupied until ordered otherwise by the person in charge. Train boys not to “gawk”.

3. If your visitor is the District Commissioner or the District Scoutmaster come to see the Troop in action, let the program continue and ask him what he would like you to do. If he just wishes to watch the Troop, make him comfortable and see that someone is always with him to answer his questions or to fulfil any requirements. Usually, on these occasions, the visitor wants to see the Troop under normal conditions so that he can be of assistance to the leaders and to help them give their Scouts the best possible Scouting.

4. If a visitor has come to see the Troop be sure to introduce him to the Troop at the earliest possible moment, and *please* get his name right. Give him a few moments to say something to the Scouts and perhaps to run a game or activity. *Warning:* Be careful whom you ask to speak to the boys for a few moments. It is surprising how long a ‘moment’ can be, and how many is ‘a few’ in the estimation of some people.

5. V.I.P.s should not be asked to present badges or certificates or to perform ceremonies just because they are V.I.P.s. If they do participate in any presentation it ought to be because of their own efforts in connection with the award.

6. If any visitor wishes to talk personally to anyone, try to arrange for them to go into another room.

7. Do not leave the Troop to run wild while you chat with a visitor. If the Troop has not reached the stage where the Patrol Leaders can take charge and if you have no Assistants to take over, offer the usual courtesies and then make your apologies and continue with the programme. It is certainly no courtesy to any guest to tolerate rowdyism during his visit, and any calls to order disobeyed will add to his embarrassment and to your mounting irritation.

8. As part of a Troop's training in courtesy, have occasional rehearsals on how to behave when visitors arrive.

9. When in camp, it is the custom in some Troops for the Service Patrol to put on a pot to make a cup of coffee or tea for the visitor. It makes a good impression on a visitor when without any apparent instruction a boy proffers him a hot drink.

10. As a general rule, always try to make a visitor feel that he is one of the family rather than someone who is causing a lot of trouble. Without carrying the idea to extremes, natural behaviour is better than enforced politeness.

JOINT SCOUT AND GUIDE ACTIVITIES



It would seem natural that Scouts and Guides should get together occasionally for joint activities. However, boys of Scout age are often reluctant to take part en masse in activities with girls and such occasions should be undertaken cautiously. Mixed activities do not, of course, have to be confined to the Guides.

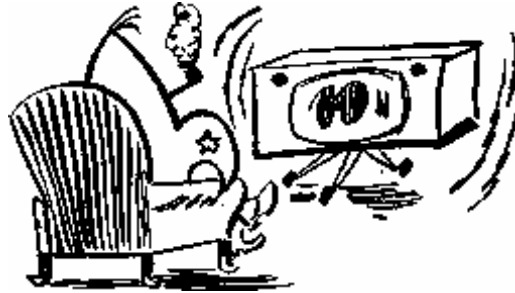
More or less formal occasions, such as parades or work parties or similar activities, are usually quite easy to organize and carry out effectively. Work parties serve as a good introduction to joint activities and help both Guides and Scouts to understand and appreciate their common interests.

Social events such as Hallowe'en Parties, or Wiener Roasts, take a fair amount of careful organization. Activities in the programme have to be suitable for girls and boys and there has to be enough joint activity all the time to prevent 'wallflower' groups forming. It is inevitable that on the first few occasions embarrassment will cause a certain amount of showing off. This can be kept to a minimum if the Troop is prepared beforehand and emphasis is placed on courtesy. Try to avoid games which show up the losers or which pair boy against girl and where their failure to succeed before mixed company may cause acute embarrassment.

Older members of the Troop may be glad to have special mixed events arranged – such as dancing lessons as part of their social education. The Scouter must seek to help his Scouts develop naturally in all ways and while he should not force mixed occasions on them he should provide ideas and opportunities for their occasional participation. It is not essential that such events have any direct association with Scouting.

Scouting is an organization for boys to do predominantly manly things. We should not try to make it a mixed activity, but the natural desires of older boys must be heeded. If they want to have some mixed events it is better that an understanding Scouter help them in this part of their Scout training for citizenship. Without such help they might lose interest in Scouting and perhaps seek entertainment in less congenial circumstances.

TELEVISION AND SCOUTING



There is no doubt that most boys spend a lot of time watching T.V. which in many cases they could better employ doing something more positive. You can do much to help your Scouts make the most of their spare time by showing them how to use it to the best advantage. So far as television is concerned you can do a great deal by helping them to develop their critical faculty and by giving them a sense of values. Encourage your Scouts to watch certain programs and have quizzes, discussions or observation games on them later. Some of these programs should promise definite educative value – others can be pure entertainment. Compare the Troop's criticism with that of the local T.V. critic. If you do not feel competent to make a critical analysis of any broadcast, call in someone who is, and let him draw out the Scouts' criticisms and then give a summing up.

If your Troop does anything which might provide interesting viewing for the local community, notify your local T.V. station giving them full details. (See *P.O. & R.* on commercial broadcasts). The fellows will get a great kick out of 'being on T.V.' and will gain prestige among the local boys. At the same time, they will begin to understand something of what is involved in producing satisfactory pictures and, especially if they are able to watch themselves on the screen, they will acquire a more balanced critical outlook.

CAMP FIRES



A Camp Fire has a very special place in Scouting and in the hearts of the boys. Since he first discovered the secret of fire, man has sat around his camp fire in the evening and enjoyed the comfort and companionship which its warm circle so quickly fosters. Hemmed in by the outer darkness he has felt secure and drawn to his fellow men in its glow.

It seems that every great event in history, and many not in history, has been preceded by men sitting around their camp fires; talking and jesting over the day's events – singing rousing choruses and swapping tall stories and as the flames give way to embers, planning the things they must do tomorrow and singing the songs which remind them of their homes and happy times past. This is just what a Scout Camp Fire should be – a place where everyone can relax and feel close to his companion. It is not a theatre production or something which is performed by numbers. The success of a Camp Fire is measured more by the enjoyment it brings from mutual participation than by the precision of its tempo or singing.

The Pattern of Camp Fires

A Troop Camp Fire should not be a formal affair. It should begin with a simple little ceremony calculated to bring together the thoughts and efforts of those participating.

Its discipline should be free, relaxed and come from within each boy rather than be imposed by the Camp Fire Leader.

The Camp Fire Leader should not be too intrusive but must maintain and regulate the tempo so that the spirit of the occasion is not broken or free discipline lost.

The programme should consist of some rousing choruses and yells to give heart and cheer to everyone and to provide a safety valve for pent up energies, a chance to talk over the events of the day with perhaps a skit to illustrate one or two incidents, details and general plans for tomorrow, a story and some quiet harmonious songs. This will lead naturally into a simple closing ceremony such as Taps, and be followed by Appropriate Devotions.

A Camp Fire is obviously not a cooking fire but there is no reason why the cocoa pot should not be stood by the embers to keep warm until served. Remember it is not possible to sing and drink at the same time. Cocoa should be served after the close of the Camp Fire and the fellows can sit around for a few minutes to drink it before retiring for the night. Be careful not to let this develop into another Camp Fire. It is not usually suitable for boys to toast marsh-mallows around the dying fire as there are usually too many to get at the fire in comfort. This sort of activity is far more suited to a Patrol Camp Fire.

The Camp Fire Circle

The Camp Fire Circle should be small enough to enable everyone to sit close together around the fire. It is difficult to feel close to your companions when you sit in splendid isolation on a log with a cold breeze blowing around you. Close together, boys will be heartened by the sound of their neighbours' voices as they sing and they will not sound to themselves so much like donkey's braying.

The Camp Fire Circle must be in a sheltered spot so that, on normal occasions, the smoke will rise vertically. Nothing is more calculated to disrupt the occasion than to have smoke blowing into the singers' faces. A sheltered spot will also contain the sound of the voices and give the singing volume and resonance, which in an open place would be swept away. If with this you combine the open heavens above you and a distant view, the spell will be complete.

The type of seating provided is not so important so long as it is reasonably comfortable. If they are uncomfortable, boys will fidget rather than participate in the proceedings. Logs of at least 9" diameter are probably the most common and the most suitable for seats.

The Camp Fire Circle is not a sacred spot which may not be used at other times but it should be kept tidy and the fireplace kept clean. If boys use the fireplace to practise fire-lighting, they must clear up afterwards.

Types of Fire

The fire is our focal point and it regulates the response of the participants. It is therefore essential that it does in fact burn, and burn brightly and cheerily to begin with. As time passes, the dying down of the fire will aid and match the change of mood of the program.

It is usually better to light the fire five to ten minutes prior to starting so that it is well established for the beginning. However, if a fancy lighting method such as torches is to be employed, see that more than the normal quantity of kindling is used in order to ensure a good quick blaze.



Probably the best fire is made from a top lighter. Here the fire is built in reverse starting with the thick logs at the base and gradually reducing as you build up pyramid fashion. Kindling is placed on the top where it is lit. The principle of this fire is that it burns downwards, each layer being ignited from the embers of the previous one. To ensure proper burning, be sure that the logs are close together and that any crevices between them are packed with pieces. With a little experience this type of fire can be timed fairly exactly. Remember that split wood burns better and more cleanly than whole round wood. If possible, avoid coniferous woods except possibly for kindling as they have a tendency to sputter and shoot out sparks. One of the great advantages of the top-lighter type of fire is that it burns steadily all the time and, if estimation has been good, will need no attention.

Be sure that the fire is properly extinguished at the end of the Camp Fire. This will normally be the duty of the Service Patrol. Because of their size Camp Fires can be very real forest fires hazards, and adequate precautions must be taken.

Some Tips on Camp Fire Leading

The Camp Fire Leader is usually the Scoutmaster but this does not mean that he has to lead the singing. The Song Leader can be an A.S.M. or one or more of the boys. The job of the Camp Fire Leader is to keep things moving along happily and to regulate the tempo and atmosphere of the programme to suit the mood of the occasion. The most important job of the Song Leader is to pitch the song within the vocal range of the boy at the right note and to keep the crowd in time.

A few minutes before the Camp Fire is due to start the boys should come over by Patrols and take up their places in the Camp Fire Circle. They can sit and talk until called to order. At the opening everyone should stand quietly. The Scoutmaster comes into the Camp Fire Circle, goes straight to the Camp Fire, raises his right arm over it with his three fingers making the Scout sign, and says his opening piece. As soon as he has declared the Camp Fire 'open', everyone sits or, if you prefer, gives a special cheer and then sits. From then on the Camp Fire proceeds. The events of the Camp Fire should not be monopolized by any one or two people. Everyone should have an opportunity and be encouraged to make his contribution.

Most of the songs sung at a Camp Fire should be known to the boys. New songs should be introduced very gradually. In the case of a new Troop where the boys probably do not know many songs, it may be well to have an indoor singsong or two first. Here song books may be used and perhaps someone can be persuaded to play the piano to ensure that proper tunes are taught. An outdoor Camp Fire, of course, is not the place for song books or for words being read from a piece of paper.

The type of songs the boys sing is not very important so long as they are decent. There are many good Camp Fire song books and the boys will quickly learn and enjoy singing many of the old favourites these contain. However, if sometimes they wish to sing something more contemporary there is no reason at all why they should not do so – after all, even Camp Fire songs were contemporary once. A lot of Camp Fire songs and Folk Songs were written about events which happened many years ago. Encourage your Scouts to write their own words to some of these tunes, recording events which happen in the life of the Troop.

There is a time to shout – that's what yells are for – but when it comes to singing, encourage the boys to sing melodiously and not just to make a lot of noise! Don't rush the job of teaching the boys to sing. Take your time, lead the boys gently on and soon they will be singing because of the enjoyment it gives them. When teaching songs, pay particular attention to emphasizing the rhythm, singing the words properly and sounding the last consonants of words.

Story time during a Camp Fire is looked forward to eagerly. Stories will usually be drawn from tales of mystery, adventure or true life adventure but the wise Scouter will sometimes seize the golden opportunity presented at this time to put over a special message to the Troop or even to just one or two boys. However, be careful not to moralize.

The half light of the Camp Fire provides a wonderful opportunity for introducing shy boys to more prominent activity – many a shy boy has learned to overcome his inhibitions in the light of the Camp Fire.

As a Camp Fire Leader it is better that you should attend a Camp Fire armed with a good list of songs, yells and rounds, rather than a carefully prepared program. The whole point of these Camp Fires is their informality – set programmes mean formality and ignoring the mood of the participants.

Some nights a certain song will go well – on others it will be a dreadful flop; you have to sense which it is to be soon after the Camp Fire begins.

Always finish a Camp Fire while the boys still want more; half an hour to an hour is quite enough, depending on the experience and mood of the boys.

SOME CAMP FIRE OPENINGS

*From the North
From the South
From the East
And from the West:
May Good Luck come to you,*

*As the flames point upwards
So be our aims;
As the red logs glow,
So be our sympathies;
As the grey ash fades,
So be our errors;
As the Camp Fire warms the circle
So may the Scout ideal warm the world.*

*It ain't no use to grumble and complain; It's just as cheap and easy to rejoice;
When God sorts out the weather and sends rain –
Why, rain's my choice.*

*Who hath smelt wood smoke by twilight?
Who hath heard the birch log burning?
Who is quick to read the noises of the night?
Let him follow with the others:
For the young men's feet are turning
To the camps of proved desire and known delight.*

SOME CAMP FIRE CLOSING SONGS

*“Goodnight Camp Fire, Goodnight Camp Fire,
Goodnight Camp Fire, we're going to leave you now”*

Chorus:

*Merrily we roll along, roll along, roll along
Merrily we roll along, o'er the deep blue sea”*

For 'Camp Fire* substitute each Patrol name in turn. All except that Patrol stand and sing bowing to the seated Patrol as their name is sung. The chorus is sung lightly and quickly but slows on the last phrase. All stand for the last verse and bow to the Camp Fire.

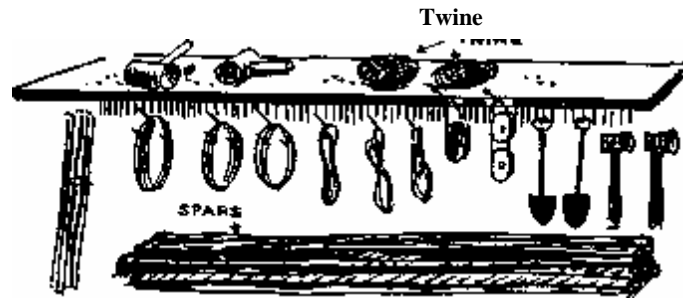
*Softly falls the light of day
As our Camp Fire fades away;
Silently each Scout should ask,
Have I done my daily task?
Have I kept my Honour bright?
Can I guiltless sleep tonight?*

*Have I done and have I dared,
Everything to Be Prepared?*

TAPS

*Day is done,
Gone the sun
From the lake, from the hills, from the sky
All is well, safely rest,
God is nigh.*

PIONEERING



Ropes

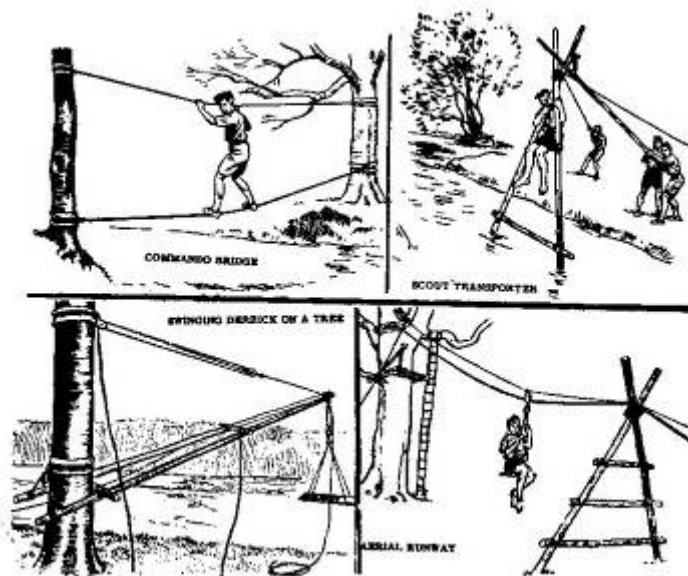
Stopping Ends. Rope ends should always be whipped and the sailmaker's is the most satisfactory whipping for three strand rope. Light cord or sisal can be 'stopped' by dipping the ends in shellac or model aeroplane dope.

One of the signs of a smart, thrifty Troop is its neatly finished and properly stored ropes.

Relaying. If a rope becomes unravelled it may be relayed by taking each strand in turn, twisting up its fibre tightly, laying it across the other two strands and holding it in place while you repeat with the next strand and so on. When let go each strand tends to untwist itself and in doing so the rough fibres hook into those of the adjacent strands.

Storing. Ropes should always be coiled with the lay and hung up so that air can circulate around them. Never coil a damp rope.

Lashing lengths may be coiled in the hand or around hand and elbow. Take hold of any loop, take it once around the coil and up through the centre, pull tight. Hang by this loop or store in bins.



Knotting

See to it that your Scouts learn and practise rope work with ROPE – nothing smaller than ¼” diameter should be used.

When instructing in knotting, it is usually better to sit and let the boys (not more than 3 or 4) being instructed stand behind you. In this way they see the knot being tied as they will tie it. You will learn to tie knots left-handed as well as right-handed, so that you can instruct a boy who is left-handed in the way he will tie it.

Make quite sure the rope you use is long enough for the working end to be clearly identifiable from the standing part at all times.

Boys must learn to tie knots under all conditions – not just when sitting on a log. In particular, a boy should learn to tie a bowline around himself using only one hand, and also to tie it around another person.

In activities, when knots are tied which later have to be untied make slip hitches wherever possible. In a slip hitch the working end is not brought completely through, leaving a loop. The knot is broken by pulling the working end.

Be sure to note that in the sheetbend the loop is made in the thicker rope and that the ends finish on the opposite side. If they finish on the same side the knot is known as a weaver’s knot and it doesn’t have the same holding qualities.

Holdfasts



Lashings

We are concerned here with four basic lashings.

Square for lashing spars when the strain tends to force one of them along the other; e.g., lashing rungs for a ladder. Start with a clove hitch on the spar along which the strain goes and on the far side of the spar taking the strain (e.g., on the upright under the rung of ladder). Three lashing turns and two frapping turns are adequate. Finish with clove hitch on other spar making sure that the first half hitch (a clove hitch is two half hitches together) is right up tight with the angle of the frapping turn.

Diagonal for use when two spars are apart or when the strain tends to force them apart. Start with a timber hitch around both spars where they cross. Use this slip hitch to strain them together. Take three turns at right angles to timber hitch around both spars, then three turns the same way as the timber hitch, two or three Trapping turns and conclude with clove hitch around either spar.

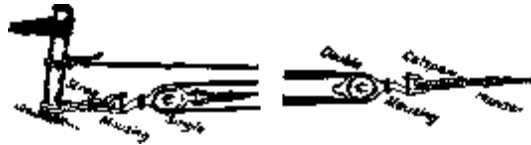
Sheer for sheer legs. Start with clove hitch around one spar, eight to ten turns around both spars, two Trapping turns and conclude with clove hitch around opposite spar to that started on. Spread legs to tighten lashing.

Sheer for Extension. Use to extend poles end on end. Start with clove hitch around both spars, eight to ten turns around both spars, conclude with clove hitch around both spars. (No frapping turns). Drive small wooden wedges under lashings to tighten.

Reaving Tackle

Place blocks on their sides. Starting with the sheave closest to the ground on the larger block, weave end of rope to lower sheave on other block and back to next sheave of first block and so on finishing up on the eye or becket of the smaller block. (Tie with a bowline).

When blocks are used see that all hooks are moused when tackle has been connected.



ORIENTEERING

Basically, orienteering is the sport of travelling point to point using only map and compass to locate reporting stations.

A simple orienting exercise can be set out in a small wood. If the course is a six- or eight-sided figure, several boys may be started simultaneously at intervals around the course. A compass bearing and distance is given, e.g., 54° 120 paces. A sighting is taken on 54° and the distance paced out. On the far side of tree now reached is another card with bearings and distance and so on.

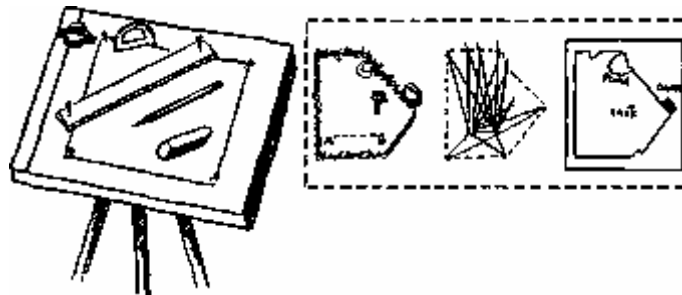
Scouts can progress from this to harder courses. Give a boy a bearing and a distance of a mile to travel. The course should aim to intersect a straight section of highway. A mark can be made on the highway at the exact point of intersection of the bearing, and on either side of this can be further markers to indicate degree of error.

From this Scouts can go on to true orienteering, following a course over rugged country. Clearly indicated check points are set up and visited in turn either by following a given compass bearing to known object, e.g., " 128° 3/4 mile top of hill" and picking up the next bearing there, or by a map showing the locations of the different check stations. Scouts plan their own route and bearings in order to visit all the check points in the shortest time.

SURVEYING AND MAPPING

A simple plane table for surveying and mapping can be set up and used as follows.

The table needs to be flat, firm and horizontal when set up. It is covered with a large sheet of paper.



On the ground, mark out a base line A-B of known length. Draw this base line to scale on your plane table.

Now with the plane table centred at A. and with the drawn base line parallel to the real base line and using a compass or protractor or two pins line up pertinent land marks as they appear from A. Remove table to B and repeat. Where the two lines to any one object intersect, the point of intersection is the position of that object. Start with level ground and progress on to uneven ground as the Scouts gain experience.

TRACKING SIGNS

Making Tracking Signs

Tracking signs can be made from practically any material (preferably natural to the area) or scratched or marked on the ground.

Tracking signs should always be laid on the right hand side of the path (except on highways) and kept off the path so that they will not be destroyed by people walking on them. A sign should be placed at every intersection to clearly indicate which path to follow.

Artificial Trails

Artificial trails can also be made with coloured wool or similar material, small pieces being hung in appropriate places. Some colours are much harder to see than others depending on background.

Leaves of trees or shrubs may also be used spread along the ground as for a paper chase or appended to limbs of different trees, e.g., oak leaf stuck on a maple twig.

Blood trails may be made by squeezing a 'blood' soaked sponge at intervals. 'Blood' can be made from red grease paint dissolved in glycerine.

Trails can also be made from flour, etc. escaping from leaking bags.

A Wifflepoof is excellent fun. Just bang some large spikes into a 6" to 8" diameter log and trail it along behind you on a length of stout cord.



Whatever form of trail you use be sure to encourage boys by making it fairly easy to follow, at least at first. A lost trail is little use to anyone.

Following Natural Trails

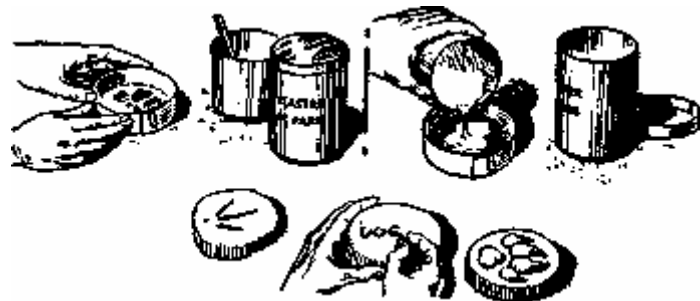
General rules for tracking

- (i) Look well ahead.
- (ii) Look towards sun (Any shadow cast by the edges of tracks show up clearly this way).
- (iii) Think with the mind of the hunted.
- (iv) If you lose the trail, mark the last spoor and start casting around from there.
- (v) In addition to tracks look for disturbed stones, grass, brush, etc.

PLASTER CASTING

Materials. Plaster of Paris. The dental kind is more expensive but gives finer results, especially for painting.

Mixing pot. Soft plastic is most suitable since left over plaster may be broken off very easily by squeezing the pot.



Framing. This can be ordinary card or specially made up wood or metal frames.

Method

When a suitable spoor has been found it is framed. Pieces of card can be cut into strips and held together with paper clips or a proper frame may be used.

Mix plaster by pouring plaster into water and mixing to the consistency of a stiff batter. Pour this into the mold or frame and wait for it to dry (5-10 minutes). If a hook is required from which to hang the cast this should be inserted as soon as the plaster has been poured. Scratch the name of the animal into the back of the plaster just before it hardens.

When the cast has dried out, it can be cleaned by rubbing lightly under running water with an old toothbrush. To make the track stand out blacken either the background or the pad.

Method of Casting Leaves

A suitable material such as modelling clay needs to be softened and rolled out flat at least 1/4" thick.

The leaf to be used is then laid face up and gently rolled into the modelling clay. When a good imprint is achieved the leaf is removed and a plaster cast made of the imprint.

When the plaster dries the "leaf" may be coloured with water colours and the whole surface varnished.

CODES . - . -

Simple transposition A = Z
 ABCDEFGHIJKLM
 ZYXWVUTSRQPON

or using a codeword
 e.g. cougar becomes
 COUGARBDEFHIJ
 ZYXWVTSQPMLK

Or A = 1, B = 2 etc.

A	B	E	F	I	J
C	D	G	H	K	L
M	N	Q	R	U	V
O	P	S	T	W	X

Thus □ = A □ = B Scout is written

⊙ = Y ⊙ = T ⊙ = Y

MORSE CODE can be written in many ways
 e.g. Hills & Valleys ⋄ = . . - or U; ⋄ = --- or C

Or Dots = odd numbers Dashes = even numbers
 THUS 1355 7 723 499 628 421

Or In match sticks - head up = • head down = —

↓ ↓ ↓ ↓ ↓ ↑ ↑ ↑ ↑ ↑ ↑ ↑
 M O R S E

INVISIBLE WRITING

MILK LEMON PEN DIPPED IN SOLUTION CANDLE HELD UNDER PAPER TO BRING OUT WRITING.

FIRST AID – CASUALTY SIMULATION

If First Aid is to be of the greatest value to your Scouts it should be made as realistic as possible. It is not much use for a boy to behave efficiently and promptly in dealing with a make believe accident if, when the real thing comes along, he "passes out" or finds he has no stomach for the job. By introducing an element of realism into First Aid practices, you can do much to eliminate the possibility of this happening and at the same time make them far more attractive.

Start small, using simple cuts and gradually advance as First Aid skill and simulation practice develops. A too gory start may well find you with a whole Troop of real casualties faint on the floor.

Materials Required

The following list of equipment is fairly complete. Build it up gradually as you develop your First Aid simulation.

Theatrical grease paint –

- Thick stick of Steins No. 21 vermilion shade (blue-red)
- Flesh matching tones – Thick stick of Steins
- No. 27 yellow cream shade No. 11 rose brown shade
- No. 25 black shade No. 22 white shade
- Liners – thin stick of grease paint for fine colouring
- No. 5 (dark grey) shade
- No. 3 (light grey) shade No. 10 (dark blue) shade
- No. 7 (brown) shade No. 19 (green) shade

No. 16 (yellow) shade

Blending of colours will produce the required shades.

Modelling clay – flesh, white or stone coloured.

Accessories –

Cold cream	talcum powder (neutral colour)
Palette knife	tooth picks
facial tissues	petroleum jelly
glycerine	absorbent cotton
scissors	candle grease or plastic cement for
eye dropper	simulating blisters
black and	fragments of glass, bones, etc.
white chalks	hanks of theatrical hair
old, torn clothing for casualties	

Simulated Blood

1. Dark, coagulated, ½ part white vaseline; ½ part vermilion grease paint, touch of blue, touch of brown. Put in small jar and place in a basin of hot water to melt.
2. Light, coagulated. ½ part white vaseline; ½ part vermilion grease paint. Put in jar of hot water to melt.
3. Thick, liquid. Mineral oil. Add ½ part vermilion grease paint, little blue. Put in basin of hot water to melt.
4. Thin, liquid. Prepared laundry starch; vegetable food colouring (red). Shake well.
5. A quick and easy method is a 50-50 mixture of water and glycerine coloured with red poster paint, with a dash of ordinary blue ink to give the vague purple colour.

Preparations

Before putting grease paint on flesh, rub a small amount of cold cream into the flesh. This will facilitate its removal. Do not put cold cream on areas where plastercine is to go or it will not adhere to the flesh. Explain carefully to the patient how he should behave to add realism to the injury.

Simulated Cuts

After kneading a piece of suitably sized flesh-coloured plasticine until quite soft, flatten it into the shape of a circle and place it on the patient's limb. Press and smooth with the thumb until it sticks and the edges merge into the patient's own flesh. Tone the false flesh to the same flesh tint as the adjoining skin with grease paints. Streak on lightly and smooth to an even colour with the finger. Gradually build up flesh tints and don't expect to get it right with one large smear. When satisfied, a piece of cotton wool dipped in talcum powder and applied over the whole area will take away shininess and further disguise the artificial flesh.

The actual incision should be carefully done with a blunt knife, taking care not to pierce the real skin underneath. Next take a thin strand of cotton wool, a little shorter than the wound and about 1/16" in diameter. Soak this in 'blood' and lay it along the bottom of the cut. Now apply the 'blood' with a thin stick, (tooth pick) or medicine dropper INTO the wound and let it run out at one end, AFTER the patient has got into his position. It is not much good pouring the blood all over the wound, it must look as though the blood is coming from the wound.

The layer of plasticine must only be thin – just sufficient to provide some depth to the wound.

Simulated Lacerations

Small cuts or scratches may be simulated by merely applying vermilion grease paint with a tooth pick.

Torn and jagged flesh at the edge of a laceration is simulated with light coagulated blood.

Dark coagulated blood is used within a wound to give appearance of depth.

In certain wounds it may be desired to simulate haemorrhage using a thick, oozing blood or a thin runny blood.

If it is desired to give the impression that the wound has been caused by broken glass, small pieces of glass may be stuck into the simulated lacerations.

Simulated Bruise

Gently stipple an area alternately with blue and lake grease pencils. The latter, if not overdone, gives the characteristic purple discolouration. In this case the skin looks better if shiny, so do not powder the wound afterwards. A more elaborate effect is gained by building up a "bump" by means of plastercine as in the case of "cuts".

Simulated Burn

A hand which has been burned by grasping a hot object (iron) may be simulated in the following ways.

1. TEAR (do not cut) a piece of crepe paper (pale yellow is better than white) to the shape of a patient's palm and soak it in water. While this is soaking well apply Tangel (or a similar) jelly to the high spots of the palm, that is, those which would be contacted first – and pour a few drops of watered "blood" into the palm. Carefully place soaked crepe paper over the injured area and smooth the edges into contact with the skin. Some air will be trapped underneath and will add to the blistered effect. So long as the skin remains wet (and it will dry by the heat of the hand) the joint at the edges will not be noticeable from a few feet away. Leave the final moves until the last minute.

2. With a black marking crayon, smear the area that represents the most severely burned (charred) area.

With some lipstick surround this with a light shading of red. Now drip white candle wax on the "charred" area and in spots representing blisters over the reddened area.

With fingernail file, crumble wax slightly over blackened area. In this way the three degrees of burn can be shown (a) redness (b) blisters and (c) destroyed tissue.

3. Dabs of plastic cement (the type used in model airplane construction) produce realistic blisters. Create inflamed area before adding blister.

Simulated Suffocation

While your suffocation subject cannot stop breathing for any length of time appearance of asphyxiation can be given by applying a light layer of cold cream to face, neck and hands and then working in light shadings of blue and grey chalk dust to give the skin a dark congested look. (Check to make sure that the patient is not allergic to chalk dust).

If the person made up this way is placed in a room in which for example there is an odour of gas (use a few lumps of carbide dampened with water to give gas odour) his condition should be recognized without difficulty. If it is supposedly a drowning case, dress the subject in swim trunks or old clothes and soak in water.

Simulated Shock

A condition that accompanies all injuries. In shock there is a diminished circulation in the skin with a resulting loss of red colour in the vital centres. It causes a feeling of faint-ness and a weak pulse.

Severe shock causes the skin to be greyish in colour – sighing respirations and unconsciousness.

Casualty simulators must ensure that the degree of shock parallels the extent of the injury.

Method of Preparations

1. Apply a thin base of cold cream to face, neck and ears.
2. Apply to forehead, nose, cheeks and chin, streaks of yellow cream grease paint with a few streaks of grey (avoid applying grease paint heavily).
3. Blend the colours thinly and evenly over the face, neck and ears.
4. Apply grey or blue shading under the eyes, on eyelids and above them for sunken eye and fatigue. Add grey to emphasize natural hollows of cheeks. Do not leave sharp lines. If general appearance is too shiny, then apply powder lightly to face.
5. Colour lips with a mixture of grey and yellow cream grease paints.
6. Tint lobes of ears and fingers with blue in severe shock.
7. Dab perspiration on forehead and upper lip.
8. Follow same method for other exposed areas.

Simulated Compound Fracture

Cover part where bone is to protrude with large pancake of plasticine and blend well with surrounding skin.

Select a piece of bone anatomically resembling the bone to be simulated. Insert the appropriate shaped bone or fragments of bone, from the underside of the pancake mold (before it is put on the skin). Let it protrude through the surface. Shape the plasticine mold to represent swelling appropriate to the area and the injury.

Place a pad of plasticine over the portion of the bone lying beneath the mold in order to keep it in position and protect the skin.

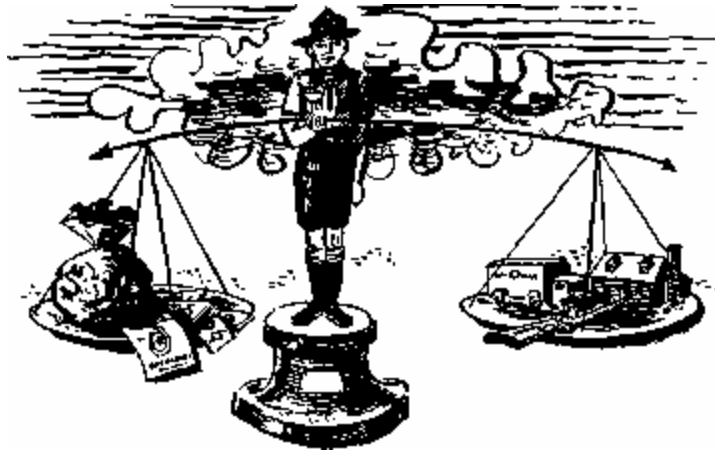
When blending with skin fit it as naturally as possible to the body contour, avoiding too abrupt swelling. It is important that the position of the broken bone should be anatomically realistic.

Simulate inflammation and bruising by careful colouring with vermilion and dark blue grease paints.

Insert dark, coagulated blood into wound by using a tooth pick.

Add trickles of thin liquid blood with eye dropper.

After practice some of the boys may become quite skilled at simulating accidents and the Troop will be the richer for more realistic First Aid sessions.



CHAPTER XVI

Some Legal Aspects of Scouting

THE NATIONAL COUNCIL

The affairs of the Boy Scouts of Canada are conducted by the National Council, which Council was originally incorporated by Act of Canadian Parliament in June, 1914. This Act outlined the following purposes:

- (i) The instruction of boys in the principles of discipline, loyalty and good citizenship and otherwise as provided in and by the Royal Charter of the said Association.
- (ii) To promote and make and assist in the establishment of Provincial and local Associations, Committees and Councils, on such terms and under such regulations as the Corporation may from time to time by by-law provide.
- (iii) To publish, distribute, and sell books and other information for the furtherance of the objects of the Association in Canada.
- (iv) Generally to do all things necessary or requisite for providing and maintaining an efficient organization for the purposes of the Association in Canada.

The Act of Incorporation was amended on the 25th of July, 1917, to provide for the protection of emblems, badges, et cetera, and the title "Boy Scouts". This means that no one may place on the market without permission any item of merchandise bearing a name which would tend to indicate that it has the approval of the Boy Scouts of Canada.

Operation

Among its many powers, duties and responsibilities is the formation and promotion of Provincial Councils, and through these, District Councils and Scout Groups. By election, Provincial Councils and thus Districts and Groups, have wide representation on the National Council, so that all policies formulated by this body are truly the product of the Movement throughout Canada. These policies are set out in the publication called *Policy, Organization and Rules for Canada, (P.O. & R.)*

Anyone disagreeing with any of the policies of the Association or having ideas for improvements may make his suggestions known through the normal channels of communication. Suggestions passed in this manner through Group, District and Province are considered by the Executive Committee of the National Council. The Committee's decision is of course final and binding on all members.

The Boy Scouts of Canada is a member of the Boy Scouts World Conference which is the World authority of the Movement. The Conference meets every two years for the purpose of approving, or otherwise, the admission of new member organizations to the World body and to see that its membership is adhering to the fundamental principles of Scouting. Whilst the member nations have the privilege of carrying on Scouting to suit their various cultural geographic and climatic needs, the basic principles must remain constant.

The World Conference elects a Committee of twelve from its members which has power to act between meetings of the Conference. The work of the World Conference and its Committee is carried out by the World Bureau from its Headquarters in Ottawa.

Scouters' Responsibilities

Scouters in Packs, Troops and Crews have a dual responsibility. There is the duty to the Group in loyal adherence to the rules of the game and responsibility to the boys and their parents while the boys are in their charge. The Movement carries a Sickness and Accident insurance policy to cover all registered boys and leaders while engaged in authorized Scout activities which takes care of the majority of those minor accidents that seem inevitable. But this does not cover any suit which might be brought against a Scouter for negligence. Negligence has been defined as an "omission to do something a reasonable person would do". A person who voluntarily takes charge of a group of boys is naturally expected to take such care of them as an ordinarily prudent person would take care of his own, but he would not be held liable for a mistake or for an error of judgment which a normally prudent person might commit. Scouters must therefore make sure that no act of theirs could be construed as negligence in their dealings with other people's boys.

RAISING MONEY

P.O. & R. is quite clear on the financial policy of the Movement and it would be well to read it over. There are two points that concern you as a Scouter. The first is, that under no circumstances may Scouts in uniform, or acting as members of the Movement, be used to distribute leaflets or other material for commercial enterprises or political parties. Neither may Scouts act as a collection agency for other organizations, associations, or clubs, or even for the Boy Scouts of Canada itself, though they may offer their services as messengers, etc., for non-profit organizations. It is quite in order, for example, for Scouts to act as runners on a Civil Defence Exercise.

It is permissible under certain conditions and with District approval for Scouts to sell certain articles to the public for the purpose of raising funds for Group or District use.

Care must be exercised, however, to see that any sales of this nature give value for money and do not interfere with the rightful trade of local trades people. When articles of no fixed values are being sold, e.g., apples on apple day sealed containers must be used by the Scouts in which to collect the money.

The second point is, that any means of raising money which may be construed as gambling, such as lucky draws, raffles and bingo, may not be used.

P.O. & R. states "Any method of raising money must first be approved by the next Senior Council". So consult your Group Committee and District officials to obtain their endorsement of any fund raising project you have in mind.

TRAVELLING

There are certain rules that govern groups of Scouts travelling inside or outside Canada which it would be well to review.

(a) *Within the Province*

If the proposed journey is within the Province the venture should have the approval of the Group Committee before it can be classed as an authorized Scout activity. If the journey involves travelling any distance, then the Group Committee should notify Headquarters so that those at the other end are aware that you are an official party.

(b) *Outside the Province but within Canada*

Forms are available for obtaining approval for ventures of this type. Notify Provincial Headquarters through normal channels on the form *Application for Permission to Camp or Travel outside own Province*, giving full details. This may sound unnecessary, particularly when visiting old friends, but it is a rule for your protection in case of accident.

(c) *Outside Canada*

Any arrangement for travel outside Canada must be made by National Headquarters through the normal channels. It stands to reason that Scouts in another country should not be asked to help a group of Scouts who do not have the approval of their own National Headquarters. This is an International rule and must be obeyed. The form for use in these cases is the same as mentioned in (b) above. Whilst the form stipulates that it must be in the hands of Provincial Headquarters three weeks before the trip is to start, it is better to anticipate this by one or two weeks.

Hitch Hiking

It is an International rule that Scouts do not hitchhike. Scouts must be taught to look after themselves and hitchhiking does not do that; and in any case it is a form of begging. You may get complaints that others do it, but that is beside the point – it is very poor Scouting and must not be permitted. In some provinces hitch-hiking is also against the law.

Vehicles

It goes without saying that any vehicle used for Scout purposes must be properly licensed and insured.

It is very common practice to load boys into cars and trucks to take them to camp but it is a practice that can be very dangerous if proper precautions are not taken.

The Traffic Acts of the Provinces vary and no details therefore can be given here. The best advice is, before using a car or truck to move Scouts, consult with the local police and make sure that all legal points are covered.

PROPERTY

(a) *Acquisition*

P.O. & R. provides that any Council or Group contemplating the acquisition of any form of real property must first consult with the Provincial Council. There are very good reasons for this rule. Many cases have occurred where Councils have raised sufficient funds to either purchase or build a building and for a few years have been able to maintain it. Changes in officers, lack of funds for maintenance purposes, failure to provide for the future, and so on, have led to conditions which have brought discredit both locally and nationally. Therefore, think very carefully before deciding to acquire property, make sure of the future and don't forget that the title must be vested in trustees as prescribed by the Provincial Council.

(b) *Insurance*

Once property has been acquired, part of the maintenance cost that must be considered is adequate insurance. Three main types are required:

(a) Fire (b) Theft (c) Public Liability

Consult any reputable insurance agent for details of these. Consideration should also be given to insuring the Troop's equipment.

FIREARMS

It is becoming increasingly common for Scouts to take up the use of firearms. The dangers here cannot be over-emphasized, not only from the point of view of accidents but from the legal standpoint. Here again the law varies between Provinces. The only advice that can be offered therefore is, before using firearms of any type as part of the Scout program consult with the local police authorities and make sure you are on safe legal ground.

MORALS

This aspect of Scouting is one of the most important since we are dealing with other people's children. The following points are suggested for the protection of yourself, your Scouts, and the good name of the Movement.

New Helpers

If a man offers his services as a Scouter refer him to the Group Committee before you let him help with the Troop. They must approve any appointment.

Irregularities

If you have good reason to suspect any Scouter of improper dealings with boys you must, for your own protection and the protection of the boys, report it at once to your District Commissioner. Any correspondence in this connection must be handled most carefully and must be marked CONFIDENTIAL.

Personal

It is quite natural that parents should try to guard their children against improper influences and on occasion are somewhat over-zealous in this respect. You must, therefore, make sure that you have the full confidence of parents. This can only be achieved by getting to know them as well as possible and by ensuring that no action of yours can be misconstrued. There are a few “don’ts” that it would be well to remember: Don’t sleep in the same tent as a boy in camp. Don’t invite a boy to your rooms alone if you are single – go to his house or have two or three in together.

Don’t go camping with one boy – always have several.

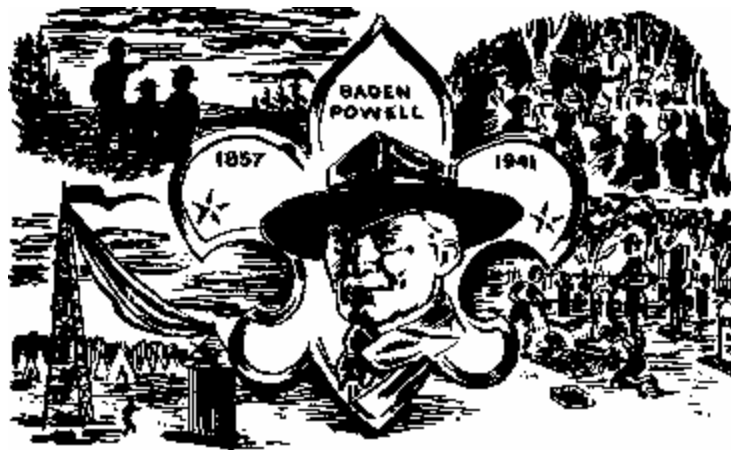
These points may seem elementary but there are those who will place the wrong interpretation on any innocent action.

You are in a vulnerable position and should protect yourself.

CONCLUSION

When in doubt, refer to *P.O. & R.* and, if you cannot find the answer there, refer your problem, with the knowledge of your Group Committee, to your District Commissioner, or where there is no District Commissioner to the Provincial Commissioner.

Under no circumstances suggest or countenance the breaking of any civil laws. Not only would this be a bad example but you would be held responsible for the outcome of any such breach.



CHAPTER XVII

History of Scouting

THE FOUNDER

On 22nd. February, 1857 at 6 Stanhope Street, in West London, a boy was born to Professor H. G. Baden-Powell and his wife, formerly Henrietta Smyth. He was their fifth son and was named Robert Stephenson Smyth Baden-Powell, the Stephenson Smyth being his grandfather’s name. This was the boy who was to grow up to be such a great influence upon the youth of the Twentieth Century.

He grew up to be a happy, red-haired little fellow who loved to listen to the tales of adventure which his grandfather used to tell him. His mother's family, the Smyths, were descended from Captain John Smith who had travelled as a colonist to the New World of America during the reign of Queen Elizabeth I. For the little boy this man became a great hero, for his life seemed to be full of exciting adventures. He was skilled in sailing, was a fine hunter and had a profound knowledge of woodcraft gained through his study of nature and by using his eyes and his wits. As a pioneer and a leader of many expeditions he had learned to think and act very quickly. He was intelligent, resourceful, and very courageous; in fact, he possessed all the qualities which go to make up a good Scout. Young Baden-Powell always regarded this ancestor of his as one of the "Scouts of the Nation".

The boy also enjoyed hearing stories of his grandfather's own life and about the delights and dangers of the sea, and his spirit of adventure was soon aroused. With four older brothers in the family, Robert was able to put this spirit of adventure into practice. Warrington, the oldest, who virtually assumed control of the band or patrol of brothers, was on the naval training ship "Conway" learning to be a sailor. During his holidays he taught his brothers how to fend for themselves out-of-doors and when they went sailing he organized their life on board as strictly and efficiently as would any true sea captain.

Besides their sailing trips the boys loved to hike around the country in every kind of weather, and always managed to provide themselves with food and a place to sleep. Their father had died when our future Founder was three years old and there was little money to spare for holidays, so for the boys this was an excellent opportunity for seeing a lot of country at little expense to themselves. They made written notes of any animals, birds, strange flowers or plants which they noticed in their travels and sketches of any interesting architecture they saw. They became proficient in the art of map reading and found out how to travel at night with the aid of the stars. When they reached any large town they sought permission to tour some factory or plant, finding out what was made there and how it was manufactured. This wise use of their leisure time was often described by B.-P. as the beginning of his Scouting.

School

Robert Baden-Powell spent most of his schooldays at Charterhouse School in Godalming, Surrey. Near the school was a small wood called the "Copse" and though it was forbidden to the boys it was a favourite place of relaxation for the masters. It was also a favourite spot of B.-P.'s, who by allowing his imagination full play, devised various means of outwitting the "Red Indians" as he called the masters. Here he could pretend to be a pioneer like his ancestor or, as he learned to be more skilful in wielding an axe, could imagine himself to be a backwoodsman. He learned how to fend for himself by snaring rabbits for his food and made friends with many of the birds and other wild creatures whose habits he loved to watch. During one of his reminiscing moods B.-P. said, "without knowing it I was gaining an education that was to be of infinite value to me later".



Career

Such was the background of the youth who, after finishing school, was given a commission in the army and was drafted to India. He set off from Portsmouth on the troopship "Serapis" on October 30th, 1876, and this being his first time on a large ship he explored it thoroughly. He noted

anything of interest as the ship progressed and spent a good deal of his time in sketching and painting.

His regiment was stationed at Lucknow, a town in Northern India, and B.-P. soon found that most of his colleagues were unable to live on their pay and had to have money sent to them from home. B.-P., however, decided that by living plainly and economically and by supplementing his income with a little journalism, he would avoid accepting help from his mother. He worked hard and played hard but after several bouts of fever the regimental doctor decided to send him home. After he recovered he returned to India to complete his tour of duty.

1885 – 1895

These were ten years of mixed experiences for B.-P. He was stationed at various places in England and then took part in a minor Zulu war in South Africa. This was a good opportunity for him to learn many new tricks of Scouting and to study the customs of the Zulus.

While stationed in Malta he did some secret service work in the Mediterranean. In the Matabele campaign – a war to suppress a native uprising – B.-P. proved himself a great Scout especially in night work. The Matabele called him “Impeesa – the Wolf who never sleeps”.

1897 – 1899

B.-P. was again in India as Colonel of the 5th Dragoon Guards. E. K. Wade tells us in her book “Twenty One Years of Scouting” that “it was here that he introduced the first Scout badge – a Fleur-de-Lys or arrowhead, which he awarded to such men as qualified and proved themselves proficient in the art of scouting. After a time the War Office approved it as the badge of a trained Scout for all branches of the Service”. He decided to put into book form all the new ideas in scouting which he had learned during his stay in Africa, and this book was called “Aids to Scouting”.

Mafeking



It was for his exploits during the Boer War in 1899 that B.-P. became a national hero. He had already taken over the defence of Mafeking and although besieged by an overwhelming force of Boers, he showed great cunning and ingenuity in the deployment of his men and the use of his materials. Here it was that B.-P. proved that boys would respond if given responsibility. Boy Cadets released the men from the more menial and less arduous duties of carrying messages, doing lookout duty and acting as orderlies, and so enabled them to go and strengthen the firing line. B.-P. tells of how he said to one of these boys on one occasion when he cycled in through rather a heavy fire, “You will get hit one of these days riding about like that when shells are flying”. The boy replied, “I pedal so quick, sir, they’d never catch me”.

South African Constabulary

After Mafeking, B.-P. was given the job of raising and organizing the South African Constabulary to take over pacification. Again he made further use of the small unit under a responsible N.C.O. for training and work. The uniform he designed – shirt, shorts, scarf, and broad brimmed hat – influenced the Scout uniform a great deal, and the green and yellow colours of the Constabulary uniform were adopted as the Scout colours.

1903 – 1910

In 1903, he was made Inspector General of Cavalry and was in charge of a volunteer force of 25,000 men, and he served in this capacity until, in 1910, he decided to retire from military life and devote himself entirely to the Scout Movement.

Boy Scouts

Although the year 1908 marks the official beginning of the Scout Movement, Scouting as a Movement primarily began with the Brownsea Camp in 1907.

B.-P. had discovered that his book, "Aids to Scouting", the proofs of which he had corrected during the Mafeking campaign, was being used as a means of instruction in several boys' and girls' schools. This, together with the many letters he had received in connection with the book, gave him the idea that it might be a good thing to adapt his book to the special needs of boys and so, in 1906, he sent to Sir William Smith, the founder of the Boys' Brigade, a short summary of Aids to Scouting.

In the summer of 1907 at a house party given by Sir Arthur Pearson, the well known publisher and man of wide interests, B.-P. had a heart to heart talk with him about the training of boys. Sir Arthur and his manager Mr. P. W. Everett entirely approved of such healthy and informal training, and the former offered considerable financial assistance while Mr. Everett helped with the organization.

After a course of talks and lectures which B.-P. gave throughout Britain, he was ready to try out his ideas in practice. He conducted an experimental camp for boys in August, 1907, on Brownsea Island, off the south coast of England. Writing of this camp later, Mr. Everett says, "No-one who was present will ever forget the wonder and attraction of that first Scout camp. Twenty boys took part, drawn from all grades of society. Eton and the East End of London lived happily together in the same Patrol, and shared equally in all the activities of the camp life. . . They were all unconsciously acquiring valuable habits of observation, manliness and fair play and consideration for others".

The results of this experiment were so satisfactory that in May, 1908 he published his great book "Scouting for Boys", in six fortnightly parts and, because it appealed to boys' love of adventure it was, and still is, in great demand.

Hundreds of boys up and down the country read the book and formed their own Patrols and set out to put B.-P.'s suggestions into practice. He had little, if any, idea of starting a Movement as such, but the boys decided otherwise. It should be remembered always that this great World Wide Brotherhood of Scouts, comprising as it does in 1957 over seven million people, came about not because B.-P. thought it would be a good thing for boys, but because boys themselves decided that they intended to have it.

In 1909, King Edward VII who was an enthusiastic supporter of Scouting, honoured B.-P. with a knighthood and agreed that Scouts who had attained a certain high standard in Scouting should be known as "King's Scouts".

Marriage of B.-P.

In 1912, B.-P. married Olave St. Clair Soames, the present Lady Baden-Powell, who as his partner and helper, rendered valuable assistance to the Scout Movement. By becoming Chief of the Girl Guides of the World, she enabled girls as well as boys to profit by and enjoy the fundamentals of Scouting. They had three children, Peter, Heather and Betty.

In 1929, B.-P. was made a Peer and chose to be known as Lord Baden-Powell of Gilwell, much to the delight of Scouts everywhere.

Visit to Canada, 1935

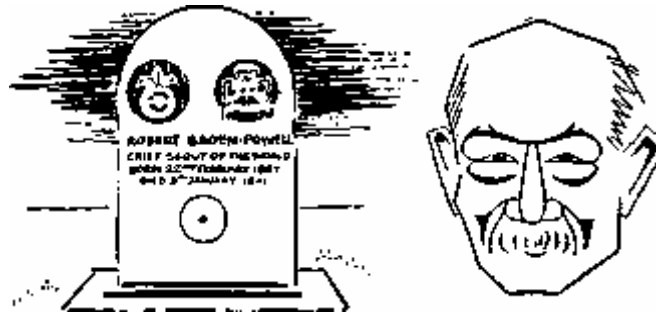
Since his visit to Canada in 1910, B.-P. and Lady Baden-Powell had returned on at least two occasions to see for themselves the progress of Scouting in this country. The last visit in 1935 proved to be a busy three months for them, for they crossed the country from Vancouver to Quebec, being warmly welcomed by both Scouts and Guides.

One of the sights which impressed the Chiefs most was the gathering at Rallies of handicapped Scouts and Guides – deaf, blind or invalid children who had wanted to take part in the Movement.

B.-P. concluded his tour by a visit to Newfoundland and then crossed the border into the United States and was enthusiastically received by President Franklin D. Roosevelt,

Death of B.-P. in 1941

After 1935, the Chief spent more time travelling, inspecting, advising and generally fulfilling his role as the Ambassador of Goodwill for Scouting but it was obvious that it was becoming more of a strain than formerly. In the fall of 1938, the two Chiefs said farewell to England for the last time and travelled to Nyeri in Africa where they had a bungalow in the rich and fruitful highlands of Kenya. Here at “Paxtu” as he called his home, when he was almost 84 years old, B.-P. died. On his gravestone under the badge of the Scouts and Guides is carved Robert Baden-Powell, Chief Scout of the World



THE GROWTH OF SCOUTING

Boys in countries overseas had heard of and were attracted by the idea of Scouting and boys in Africa, Australia, Canada, Chile, Brazil and the Argentine gathered together and formed their own Patrols.

By 1908 or 1909, Scouting had taken root in Canada, and in August, 1910, B.-P. was invited to make a tour of the Dominion. By means of a competition held in England, he chose two Patrols who, as they journeyed across the country, demonstrated practically the aims and methods of the Movement.

The year 1911 was the Coronation year in England and on July 4th the day George V was crowned king, a contingent of Canadian Boy Scouts was present to mark the occasion.

From its inception in Canada until 1914 Scouting had been directed by numerous Provincial Councils, but in June of that year the Canadian General Council with Headquarters at Ottawa was incorporated by Act of Parliament. The Act of Incorporation was a big step forward for Scouting in Canada because up until that time, it had relied on the British Boy Scouts Association for quite a number of its requirements. After 1914, it was able to take full responsibility for its own organization and administration although it was not until 1945 that it had separate representation on the International Conference.

The Graves of Fathers of Confederation

In 1927, as part of the Diamond Jubilee commemoration exercises, the National Committee for the celebration of Canada's Golden Jubilee gave the following commission to the Boy Scouts Association: They were “to brighten up surroundings of monuments, memorials and local historical sites with especial attention given to monuments to the Fathers of the Confederation and other famous men and women of Canadian history. They were to decorate such monuments with wreaths of maple leaves supplied by the Jubilee Committee to each Scout Troop, District organization or individual Scout Troop concerned.”

The Boy Scouts of Canada were very happy to be given this assignment and many were the impressive ceremonies at the various graves after the work of renovation was complete. It was very gratifying to many of the descendants of these great men, who were often present at the ceremonies, to see their ancestors remembered in this manner.

When the Confederation Building was erected in Ottawa in that same year, as a token of appreciation for what the Boy Scouts had done two statues of Boy Scouts were placed over a window near the main entrance to the building. These statues were modelled on the figure of the famous Boy Scout by Tait Mackenzie.

Lord Rowallan, Chief Scout 1945

Two years before his death, B.-P. had named Lord Somers as his successor, but in July, 1944, Lord Somers himself died of a slow and painful illness. Lord Rowallan then accepted the position of Chief Scout of the Commonwealth and Empire, and visited Canada in 1946.

Post War Scouting

In Britain, during the war (1939-1945), Group Huts and Headquarters of the Boy Scouts Association had suffered from bombing and requisitioning – valuable gear, such as tents, had been destroyed or had seriously deteriorated. However, if Britain had experienced difficulties, the situation in countries which had been under occupation was far more serious. By means of aid given mainly by Canada and the United States of America, Associations which had been suppressed were able to reform much more quickly than would otherwise have been possible.

Coronation of Queen Elizabeth II, 1953

In order to be present on the occasion of the Coronation of Her Majesty, Queen Elizabeth II, thirty-two Canadian Queen's Scouts with four Scouters journeyed to Britain in 1953. During their stay in Britain, besides seeing the Coronation they managed to spend five days in camp at Gilwell. To round off the visit they had tea with Lady Baden-Powell at Hampton Court Palace, attended a magnificent pageant "The Boy Scout" at the Royal Albert Hall and a great Commonwealth and Empire Youth Service in Westminster Abbey.

The smartness, deportment, courtesy and general behaviour of the Canadian Scouts was noticeable at all times and they were a credit to Canada and to the Movement.

Wolf Cubs and Rover Scouts

By 1914, boys of the younger age groups wanted to join the Movement and some actually had managed to join Troops although under age, so it was considered necessary to form another branch, the Wolf Cubs, to officially incorporate them into Scouting. Similarly, Rover Scouting became the means whereby the older boys of seventeen onwards, could continue to participate in Scout life.

GILWELL PARK

In 1919, when Mr. W. de Bois MacLaren bought Gilwell Park and gave it to the Boy Scouts Association for a camping ground for Scouts, B.-P. suggested that a part of it be set aside for the training of Scouters.



When it was first acquired Gilwell was a large, derelict, overgrown estate, but year by year it has been restored and improved until today it has become a place of great beauty and activity. It will always retain memories of the Chief Scout of the World from the many souvenirs which are treasured there, one of which is the caravan, affectionately nicknamed "Eccles", which was presented to him at the Coming of Age Jamboree in 1929. Nearby is a cast of his footprint, while on the West Lawn is the Bronze Buffalo presented by the Boy Scouts of America, and the Canadian Sugar Maple

tree which was planted by Lord Rowallan, then the Chief Scout of the British Commonwealth and Empire.

Wood Badge training was started at Gilwell and today it is known as an International Centre for Wood Badge training.

First World Jamboree, 1920

After the end of World War I, B.-P. had been very keen to hold a gathering of Scouts from all over the world. His critics suggested that the Movement would “totter to its fall” if this took place so soon after the end of hostilities. To this he replied, “If the Movement is going to totter, let it totter – as a matter of fact, it has plenty of vitality under the surface and is quite capable of doing a very big thing in promoting international unity – and what is more, it is going to do it!”

B.-P. was proved correct and the event was a resounding success. The Jamboree opened at Olympia, England, on 31st July and closed on 7th August and those were eight memorable days for all who took part, the climax coming when B.-P. was spontaneously acclaimed Chief Scout of the World. To crown the success of the Jamboree and to add to the happiness of Boy Scouts everywhere B.-P. was created a baronet in 1922.

Another immediate practical outcome of the first Jamboree was the formation of an International Conference with a Bureau or Secretariat in London, the aim of which was to promote the international Scout brotherhood; and those nations which were represented at the Jamboree were quick to affiliate, later being followed by many others.

Coming of Age World Jamboree, 1929

The year 1929 was the year of the coming of age of the Scout Movement, and an invitation was despatched by the International Conference to all the Scouts of the World to participate in a great international rally to be held at Arrowse Park, Birkenhead, England. It was a wonderful week for all concerned with displays of all kinds of Scout activities. The pageant of the nations was a memorable sight – boys of all races and colours took part in the procession proudly waving their national flags.

The last day of the Jamboree was a day to remember – B.-P. was presented with a Rolls Royce Car – the “Jam Roll” as it was amusingly called by B.-P. and his family, and a camping caravan.

Sixth World Jamboree, 1947

The French Scouts were very enthusiastic to hold a World Jamboree and consequently, the Sixth World Jamboree was held in 1947 at Moisson, in France. This, the Jamboree of Peace, was notable for the fact that two hundred Scouts from the camps of Displaced Persons were present, a fact which showed that not only was there a problem here but also that Scouting was doing something practical about it. The Scouts International Relief Service helped Scouts such as these to readjust themselves, until about 1950 when most of the displaced persons had migrated to other countries where they made friends.

First, Second and Third Canadian Jamborees

For the Canadian Scouts, the theme for 1949 had been “Opportunity” and was the beginning of a campaign to raise the standards of Scouting in Canada. Consequently, to give the campaign a good send off it was decided to hold the First Canadian Jamboree near Ottawa in 1949.

By July of 1953 great strides had been made in this undertaking and to mark the progress which had been accomplished a second Canadian Jamboree was held at the Connaught Ranges, the site of the first Jamboree. This event was known as the “Jamboree of Achievement” and was officially opened by His Excellency the Governor General, as Chief Scout for Canada. This was a coming together of Scouts and Scouters to celebrate the achievements of Patrols, Troops and Crews.

The Third Canadian Jamboree was held in July 1961 at Connaught Ranges, Ottawa. Due to the high degree of individual and patrol activity the Third Jamboree was known as the “Jamboree of Participation.”

Over 11,000 boys from 72 different countries were in the vast camp and over 9,000 of them spent a full and interesting day at the Canadian National Exhibition in Toronto.

This Jamboree marked the first mass air lift of Scouts which appropriately gave a glimpse of the New Horizons. Two years later Canada followed this up by organizing the largest civilian airlift to date when her contingent flew to England for the Jubilee Jamboree.

Immediately after the close of the Jamboree the World Conference held its 15th meeting at Niagara Falls, Ontario.

Jubilee Jamboree, 1957

The centenary of the Founder's birth 1857 and the fiftieth anniversary of Scouting 1907 were fittingly celebrated throughout the Scouting world but the major celebration was the Jubilee Jamboree (for Scouts), Indaba (for Leaders) and Moot (for Rovers) held at Sutton Coldfield, England, from August 1st to 12th to which some 35,000 Scouts, Rovers and Leaders from over seventy countries came together in one of the largest Scout gatherings ever held. The setting for J.I.M., as the event was called, was Sutton Park, 2,400 acres of what was once a Royal Hunting Forest in the heart of England, truly an ideal setting for such an important gathering. Canada sent a contingent of nearly 1,500 and made history by conducting the largest Scout air-lift ever attempted. The great highlight was the visit of Her Majesty Queen Elizabeth and Prince Philip. A tremendous feeling of excitement was evident on the morning of their arrival and this feeling mounted as the day wore on and more and more boys saw the Royal couple as they toured the camp. As members of the Commonwealth the Canadian contingent had a sense of pride in the realization that the Queen's gracious manner and charming smile had warmed the hearts of all, regardless of nationality.

J.I.M. was notable for the number of international parties; the wonderful spirit of friendliness and co-operation; and the splendid organization of the British hosts. The Canadian Scouts were the guests of the Surrey County Association, and the wonderful hospitality accorded them by the Scouts and people of Surrey will long be remembered, and many lasting friendships were formed. Canada's contribution to J.I.M. included the Royal Canadian Mounted Police "Musical Ride", which was the highlight of the Arena show on two evenings, and a Headquarters display of a plastic igloo together with examples of Eskimo handicraft. The latter drew thousands of visitors to the Canadian Headquarters site.

The World Chief Guide, Lady Baden-Powell, was the Guest of Honour on the closing day of the Jamboree. Few who were at the closing ceremony will forget the spontaneous demonstration of affection for that great lady. She spoke from the heart to the thousands gathered in the arena for the closing, and recalled for them the great personality of the Founder. All who listened to her words felt very close to the man who had given Scouting to the world, and they were grateful that she was there to give them that personal link with the Founder without which the Jubilee Jamboree, Indaba and Moot would not have been complete.

CONCLUSION

Thus 1957 celebrated the 50th anniversary of Scouting as the world knows it, and was also the centenary year of the birth of that remarkable man Lord Baden-Powell of Gilwell.

Physically, B.-P. was of medium height, sandy haired and freckled – his figure was slight but he was a wiry man capable of great endurance. He was a man of simple habits and untiring activity but he was also fond of solitude at times. He was always loyal and never forgot his old friends. Each achievement was regarded by B.-P. as a call to further effort. He never basked in the sun of his popularity. Indeed at times he spoke of the Boy Scouts with a kind of wonderment that they existed!

He had an intense and lively mind and was far too interested in planning the future to think too much of the past – the past for him was an inducement to go forward.

He had a keen eye and was quick to notice anything unusual or which showed enterprise and initiative. The results of an effort did not cause him to worry unduly as it was the spirit of the attempt which he thought worthy of attention and praise.

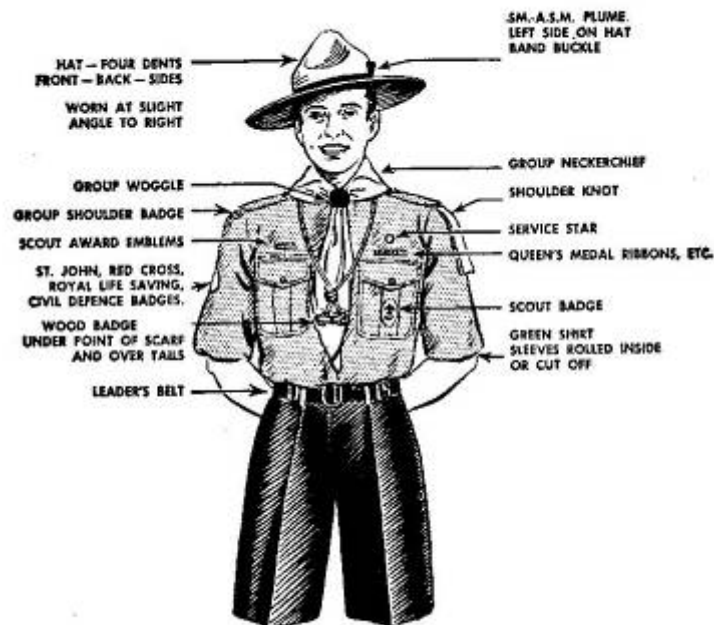
There were many experiments carried out in Scouting and when they were over B.-P. did not hesitate to express his opinion. All he asked for was a sense of proportion: "the new idea must not be allowed to drive out the fundamental activities and methods of the Movement".

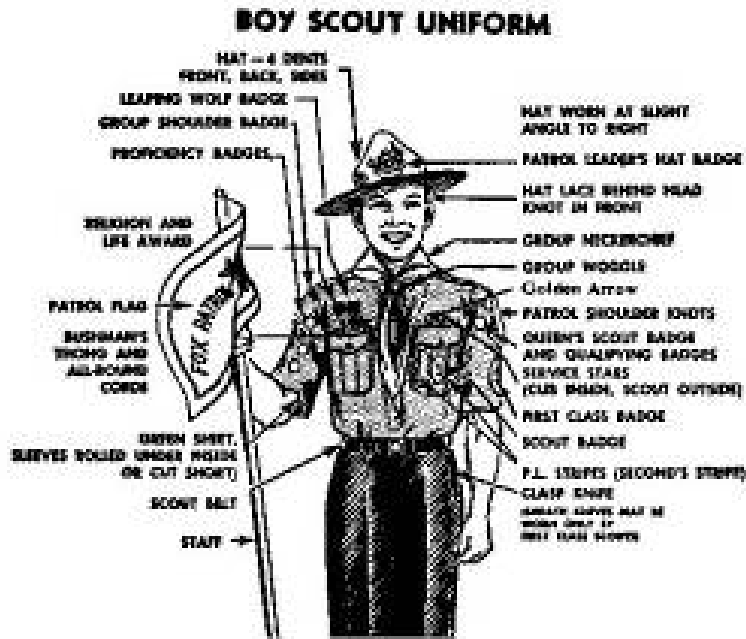
It has been said that a "ripple of laughter ran through B.-P.'s life" and it was indeed his great sense of humour and love of fun which made him the beloved Founder of Scouting and of the Boy Scout Movement.

APPENDIX 'A'

UNIFORMS

SCOUTER'S UNIFORM





APPENDIX 'B'

PERSONAL EQUIPMENT

1. GENERAL PURPOSES

While it is not necessary for a Scout to own all the following equipment, he will certainly want to possess some of the items and others will become essential to him as his participation in activities grows.

Boy Scout –

Scout Uniform (See Appendix A)
Clasp Knife
Compass
Flashlight
Waterproof matchcase
Emergency kit (See section 3)
“*Scouting for Boys*”
“*Tenderfoot to Queen’s Scout*”
“*Boy Scout Badge Book*”

Scouter –

Scouter Uniform (See Appendix A)
Compass
Flashlight
Waterproof matchcase
Emergency kit (See section 3)
“*Scouting for Boys*”
Troop Scouters Handbook
P.O. & R.

3. CAMPING

Boy Scout –

Rucksack or pack board large enough to contain the following: –
Sleeping bag, or two thick woollen blankets and six blanket pins
Ground sheet
Knife, fork and spoon
One plate and one bowl, or one mess kit (unbreakable)
One mug (not aluminum but unbreakable)
Pyjamas
Two towels
Toilet kit; containing soap, toothbrush, toothpaste, nail brush, comb, and unbreakable mirror
Change of underwear
Change of stockings
Handkerchiefs
T-shirts
Old shorts for camp wear
Field cap
Swim trunks
Sweater
Jacket
Waterproof coat or poncho
Sandals or moccasins or running shoes
Pair of jeans
One mending kit (thread, needles, buttons, wool, etc.)
Flashlight

Scouter –

A Scouter will require the same camping equipment as a Scout plus the following: –
Shaving equipment Clothes brush
Small personal First Aid kit One notebook

Personal program books Shoe cleaning kit

3. EMERGENCY OR SURVIVAL KIT

An Emergency or Survival Kit must be small enough to always be carried in the pocket. It should only be used in a real emergency.

Obviously its contents will vary according to location and terrain but basically it should contain: –

Two or three squares of semi-sweet Baking Chocolate wrapped in

A good sized piece of aluminum foil

A firelighter

Some waxed encased matches

Two different fish hooks

Length of fishing line

Small plastic whistle

3 teabags

3 sugar cubes

All wrapped in a piece of red flannel which can be used to attract attention or used as fish bait.

APPENDIX ‘C’

PATROL EQUIPMENT

Articles marked thus (*) are not essential to start with but should be obtained as soon as possible. Articles marked thus (†) are considered necessary but need not be exactly as described and offer possibilities for improvisation; e.g. jam jars or empty tins can substitute for plastic canisters.

1. PATROL DEN, CORNER OR PATROL BOX

The following is a list of equipment which every Patrol should have readily available.

A Patrol Box should be light in weight and approximately 24” long x 18” wide x 12” deep with handles to facilitate carrying Patrol equipment from one place to another. Where there are no Patrol Dens or Corners, it serves as a place in which to keep Patrol equipment. Each Patrol Box, Den or Corner should contain the following: –

Pencils and paper Crayons

Patrol First Aid Kit Practice bandages

Ropes for knotting and lashing Carborundum stone

Signalling apparatus (buzzer, flags, lamps, etc.)

Ball and other small games equipment

Matches Candle Compass Map of district

List of important addresses and telephone numbers, such as doctors, police, etc.

Wall charts, Patrol progress chart

Cards showing the morse and semaphore codes

Patrol record book Patrol logbook

Other Patrol records and trophies

Scouts staffs, Patrol flag

Small library containing at least

“*Tenderfoot to Queen’s Scout*”

“*Scouting for Boys*”

“*Boy Scout Badge Book*”

The current copies of the Junior Leader

2. CAMP

Tent(s), to house all Patrol (complete with pegs and mallet)

One dining shelter or flysheet

One hike tent or other cover (for Stores Tent) †

One set of cooking pots †

One large frypan

One large pot or pail for hot water †

Two water buckets

One set plastic canisters for storing sugar, butter, etc. †

One mixing bowl *

Two hand basins †

Two wash up bowls

Two enamel jugs *

One butcher knife *

One paring knife *

Two potato peelers *

One egg flipper *

One ladle *

One serving spoon *

One can opener

One large fork *

One hand axe

One carborundum stone

One D-shaped shovel

Two dish mops

Scourers or steel wool

Salt and pepper shakers

Cheese cloth

Table oilcloth *

Sewing mending kit *

Shoe cleaning kit *

One pound ball sisal or binder cord

One fire grid *

Tea towels. *

In addition to the above each Patrol should supply the following expendable items:

Bar of soap for Patrol latrine

Bar of soap for kitchen

Toilet paper

Detergent or soap powder for washing up

Javex for sterilizing dishes.

3. FIRST AID KIT

Assorted band-aids Green soap

1 – 1" bandage 1 – 3" bandage

A – ½ oz. cotton batten 1 square yard gauze

1 roll adhesive tape Small pair of scissors

Small bottle rubbing alcohol 3 paper cups

APPENDIX 'D'

TROOP EQUIPMENT

Articles marked thus (*) are not essential to start with but should be obtained as soon as possible. Articles marked (†) thus are considered necessary but need not be exactly as described and offer possibilities for improvisation; e.g. jam jars or empty tins can substitute for plastic canisters.

1. TROOP ROOM

Flag mast complete with halyards †
One Canadian Flag
Troop flag colour complete with *cover and *colour carrier
Troop wall charts *
Morse buzzer *
Set of morse flags *
Set of semaphore flags
Troop log
Troop record books
Court of Honour minute book
Cloak room facilities
Chalk
Crayons
Coloured paper
White paper
Lashing ropes
Games box (see section two) †
Library, containing Scout books and books covering Scouting activities
Insignia box containing
 shoulder knots
 provincial emblems
 group flashes, etc.
Group First Aid Kit (see section three)
Honour Patrol pennant
Troop trophies *
Bulletin board
Compass
Road maps of province
Topographical maps of surrounding area
Town Plan
Practice first aid equipment

2. GAMES BOX

The contents of a games box follow very much the personal whim of each Troop. Here are some suggestions: –

Volley or basket ball Tennis balls Softball
Ping Pong balls Plastic practice balls
Medicine ball Bean bags Boomerang Balloons
Short piece of heavy rope or burlap with a knot at each end for 'squaw'
Blindfolds
Small size baseball bat
Set of horseshoes
Patrol markers (blocks of wood with Patrol shoulder knots stapled on)
Coloured yarn for 'lives'.

3. FIRST AID KIT

This first aid kit would belong to the group and be used by all sections using the Headquarters. It should be one Scouter's responsibility to look after it and to keep it in good condition. Its contents must not be used for practice first aid. The Group's first aid kit should contain: –

Assorted band-aids	12 cotton tips
12 paper cups	12 Telfa pads
3 vivo tubes	4 oz. of body rub
Roll of adhesive tape	4 oz. green soap
Needles	Pair of scissors
Safety pins	Pair of tweezers
2 – 21 bandages	Castor oil with dropper
1 oz. absorbent cotton	(for eyes)

The above First Aid kit is available from the Supply Services

The box should contain a list of contents with instructions on how to use them, and have with it a book in which accidents may be recorded. The telephone number of doctor, hospital and ambulance service should be pasted either on the lid or inside the box.

4. TROOP CAMP EQUIPMENT

Troop box or boxes not larger than 36" long x 24" wide
x 24" deep. In which to pack smaller equipment and
for storage purposes in camp.

1 larder box

Tents (complete with pegs and mallets) for Scouters, one
for stores, and one for medical.

2 felling axes 2 ¼ lb. (with mask) *

2 hand axes (with masks) *

1 Swedish style bowsaw †

1 file for sharpening axes

1 sharpening stone

1 hammer

A supply of assorted nails

A supply of assorted spikes

1 pick axe

2 D-shaped shovels

Hike tents *

Pioneering equipment including: – *

Assorted ropes, lashing and blocks roll of binder twine

1 roll of sisal cord

3 wash basins †

2 water buckets †

Maps of the area of camp

Signalling equipment

1 pressure type lantern †

Games box (see section two)

First Aid kit (see section five)

One Canadian Flag

1 set of halyards and pulleys

1 Troop flag colours complete in case with carrier *

1 tent repair kit

Supply of burlap or canvas for latrine screens.

Wood paddles or trowels for latrines.

A supply of toilet paper in containers.

Fly spray and sprayers †

A spare set of cooking pots *

A library containing reference books *

A supply of sundry stationery such as: –
pencils scrap paper plain postcards
rubber bands thumb tacks chalk

Medical tent equipment (see section five)

A supply of cheesecloth Plaster of Paris

Bible and prayer book (according to the religions represented in the Troop).

5. MEDICAL TENT EQUIPMENT

1 small table or large box to provide working surface

2 folding camp stools *

1 camp cot

3 woollen blankets

1 small waste bin with lid †

1 hand bowl, soap and towel

1 thermos bottle for sterile water or for keeping hot drink. † *

1 candle and waterproof matches

1 powerful flashlight *

1 small heating stove

1 small pot for boiling water

1 water bucket

1 haversack containing small first aid kit for hiking purposes

1 first aid kit containing: –

1 pair of scissors

1 pair of pointed tweezers

1 pkt. needles

1 clinical thermometer

1 kidney basin

1 card safety pins

24 paper cups

24 tongue depressors

24 swab sticks

1 eyeglass

1 – 1 oz. absorbent sterile gauze

6 vivo tubes

2 – 1 oz. absorbent cotton

12 Lisco pads

12 Telfa pads, 3" x 4"

12 Telfa pads, 2" x 3"

3 – 2" gauze bandages

2 triangular bandages

2 rolls ½" adhesive tape

1 roll 3" Elasoplast

1 bottle body rub

1 bottle calamine lotion

1 bottle green soap

1 small bottle oil of cloves

1 jar Noxema cream

1 bottle Kaopectate

1 – 4 oz. Boracic Acid powder

100 Halazon tablets

1 tin Golden Eye ointment

1 pkt. baking soda

50 A.S.A. or Aspirin tablets 5 gr,

50 Cascara Sagrada tablets 5 gr.