

# PATROL ACTIVITIES

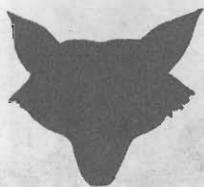
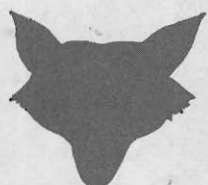
BL-51

REPRINTED FROM BOYS' LIFE MAGAZINE

*Rattle - Snake*

Boy Scouts of  
Troop 93

Boy Scouts of America  
Troop 93

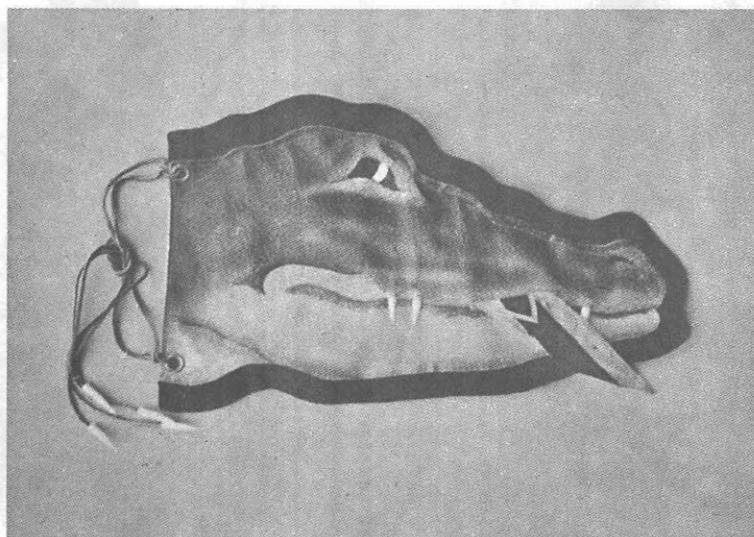


GREEN BAR

Bill

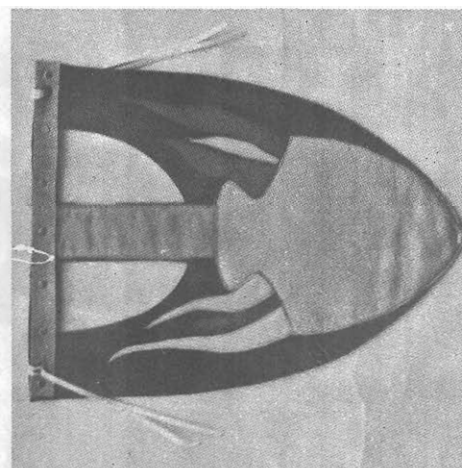
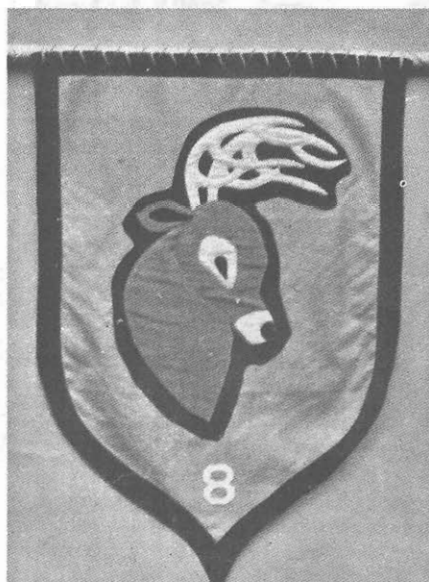
Says:

## MAKE YOUR PATROL GOOD



*Making things together is one of the most effective ways of creating a good patrol. Boys who have helped find, decorate and furnish a patrol den will stick with the patrol—especially if the den is as picturesque as the one shown in the photograph.*

*A good patrol has a good patrol flag. Here are three colorful, prize-winning patrol flags: of the Alligator Patrol, Troop 113, Fort Scott, Kans.; Buck Patrol, Troop 8, Warminster, Pa.; Flaming Arrow, Troop 3, Carbondale, Pa.*







**“W**HAT MAKES a patrol good?” Four things, m’boy! Four very important things:

1. A *real* patrol leader.
2. A number of *real* Scouts.
3. Plenty of *real* things to do.
4. Loads of *real* patrol spirit.

Let’s start by taking a good look at the first point: a *real* patrol leader. That’s you! The success of your patrol depends on your leadership.

Are you keen about your job? Do you know your fellows well enough to spur each of them on in Scouting? Are you yourself moving ahead in Scoutcraft? Can you and do you plan the activities of your patrol with care and forethought? Do you carry them out with vigor and enthusiasm? It’s up to you to make yourself into the best possible patrol leader!

**What makes a boy a *real* Scout?** Well, my idea of a *real* Scout is a fellow who—

Is enthusiastic about the outdoors and gets a kick out of camping and hiking.

Takes on and carries out a part of the responsibility for making his patrol a success.

Moves steadily in advancement.

And does his level best to live up to the Oath and Law.

Such a fellow is a *real* Scout. He gets that way when he has a *real* patrol leader.

Now, as to *real* things to do, the sky is the limit: There are patrol meetings outside and inside the regular meetings of the troop, with work, with fun, planning and sometimes feeds.

There are patrol hikes and patrol camps, at all seasons of the year, in all kinds of weather.

There are patrol Good Turns for church or school, for the sick or weak, for people less fortunate than yourselves.

And then there are patrol projects, ranging the whole way from making patrol flag to turning out handicraft items for funds; patrol stunts for troop meetings and campfires; patrol participation in all the troop’s activities.

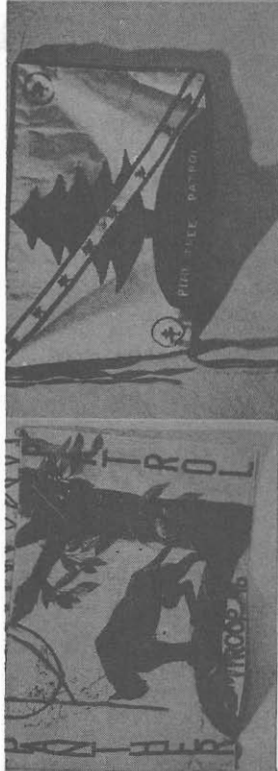
With a *real* patrol leader, *real* Scouts, and *real* things to do, *real* patrol spirit will grow.

Many different items go into the making of patrol spirit: The right patrol name is of importance. Each Scout wears his patrol’s totem in the patrol medallion on his sleeve. He takes pride in his patrol flag and in the patrol logbook. He knows how to give his patrol call, sing his patrol song, yell his patrol yell. He uses the patrol signature.

As your patrol becomes strong, there’s a patrol corner to be established in the troop’s meeting room. And finally, there’s a patrol den to be furnished, a patrol chest to be built, patrol camping equipment to be made.

The combined effect of these features will eventually build that all-desirable thing in your patrol: *real* patrol spirit.

And so, by doing something about each of the four points we started with, you reach your goal of being the leader of a truly good patrol.



## PATROL FLAGS



By William Hillcourt

**T**AKE A GOOD LOOK at a successful patrol some time ago—and what do you see? Its patrol flag—always honored, jealously guarded, properly cared for. It goes wherever the fellows go, on every hike, every camping trip—it flies from the top of the cliff they scaled, from the bow of the lead canoe. It's their emblem, their calling card.

If your gang doesn't have a flag yet, get with it. You can't afford to let another patrol meeting slip by without choosing an emblem and deciding on your flag.

Your first patrol flag may be one of the National Supply Service flags—the printed one or the embroidered. But eventually you'll want to make your own.

So spread out these pages before the whole gang and study each of the flags. What do you think of them? Somewhere among them may be a design you like, or a suggestion that'll stimulate your grey cells into thinking up something new.

After you have decided on shape and design, get a piece of appropriate material for your flag—something strong and tough

and of a color that will stand rain and sun without fading. Some patrols prefer canvas for their flag, others go for split leather—suit yourself.

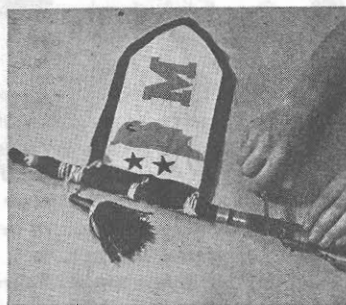
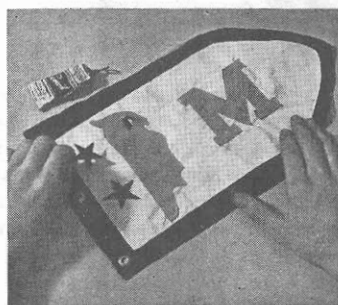
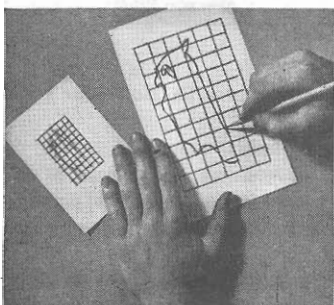
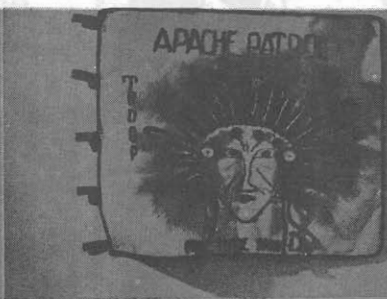
Transfer the design to the material, then paint it or get some patrol mother to embroider it. Or cut out the design from a piece of material of a contrasting color, and cement it on with textile cement. Then add a border all around the flag.

Get a good, sturdy staff, and attach your flag to it with leather thongs.

But don't stop here. Your flag should grow with your patrol. So, put a star on it for each year the patrol is old. Paint a First Class badge on it when at least fifty percent of the fellows have reached that rank. Add a ribbon to it for each important event in the patrol's life. Carve the dates of hikes and camps in its staff.

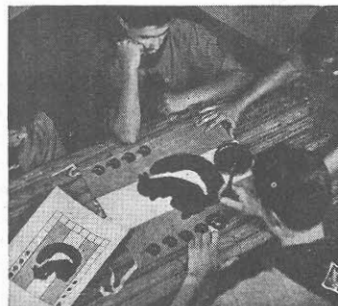
There's no end to the ideas you can work into your patrol flag—there's just one rule to follow: Whatever you put on your flag or flag staff must have a very special meaning to every Scout in your gang. That's the way your patrol flag will help your patrol spirit to grow.





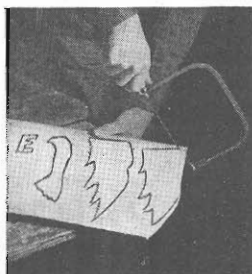
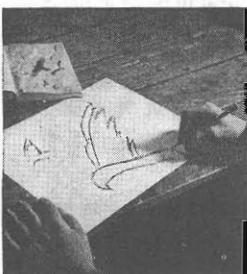
Enlarge simple design by first drawing over it a network of vertical and horizontal lines,  $\frac{1}{4}$ " apart. Next draw a similar network on another piece of paper, with

lines 1" apart. Then fill in each square with the details of corresponding tiny square. Transfer enlarged design to flag material, or cement cut-out of it on flag.



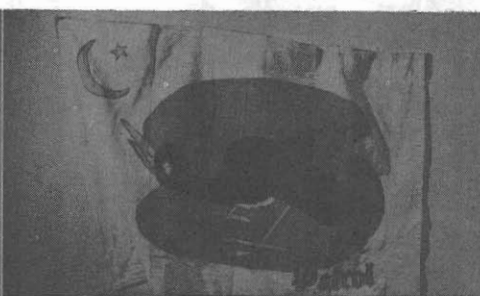
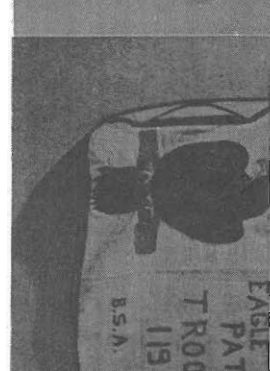
For completely original patrol flag design, run "art contest" in the patrol. Divide gang into buddy teams, have each team develop a design, then ballot for the

best. Get the whole gang into the making of the flag. For a staff, select and cut a sturdy sapling on a patrol hike, then carve it with totem and secret symbols.



For a 3-D totem, use design from natural history book, magazine, or *Scout Field Book*. Draw each part separately on  $\frac{1}{4}$ " plywood. Saw out pieces. Sand edges. Glue and

screw pieces together, drilling holes first to prevent splitting. Drill hole up into totem, down into staff, glue in dowel. Paint with two coats of paint or enamel.



Green Bar *Bill* says:

## GOOD HIKING AHEAD



*An exploration hike is the perfect occasion for cooking a hike meal without utensils. Now—for a hike meal you can't beat kabob. So make it a Kabob Hike for your patrol.*

*For each fellow, figure on  $\frac{1}{4}$  pound of steak, cut into one-inch cubes; one onion, peeled, cut lengthwise and opened into separate leaves; one small tomato, cut into quarters; a pinch of salt; a couple of frankfurter rolls. Wrap the individual servings in aluminum foil and all the foil packages in several layers of newspapers. Throw the whole deal into the pack in which you carry your patrol hike gear.*

*When you get hungry, find a spot where you can build a fire for the whole gang to do its cooking on. While waiting for the fire to burn down into a bed of coals, get ready for cooking.*

*Have each boy cut for himself a two-foot-long, pencil-thick stick, whittle a point on one end of it and string on it his meat, onion, and tomato. Then everyone can sit down around the glowing coals and cook kabobs. Ten to fifteen minutes of cooking should do the job. Slip the cooked kabobs off the sticks into opened-up frankfurter rolls and go to it.*

**To a lot of fellows, signaling is the main obstacle to becoming First Class. Well, if you are the kind of patrol leader I think you are, you want to get your fellows to First Class. To do this, help them over that signaling hurdle by making signaling a major patrol activity for one solid month.**

Start by learning the Morse code together at three patrol meetings—ten letters at the first, ten at the second, the rest of the letters and all the numerals at the third. Then take the fellows outdoors, divide them into teams, and start sending and receiving whole messages by using the flag method described elsewhere in this issue. As you get better and better, increase the distance between the teams until you can finally relay a message over a distance of a mile or more.

**Signaling by day is fun. At night it becomes downright exciting.**

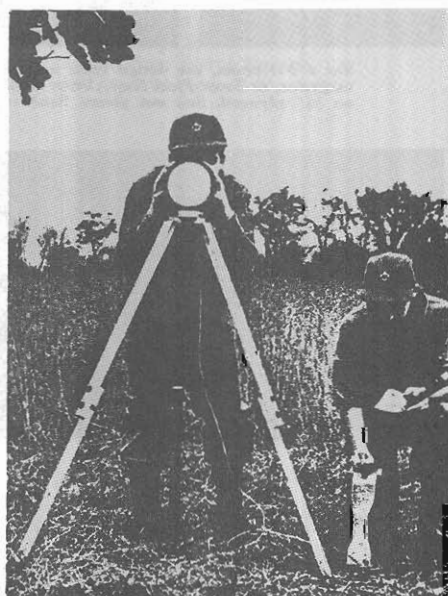
The simplest way to do night signaling is by signal fires, with half of the patrol around a fire on one hilltop, the other half on another. When ready to signal, you hold a blanket in front of the fire, then raise the blanket to expose the fire light, counting slowly to three for a dot, to six for a dash.

If you are gadget-minded, you can build a signal light that can be seen for three miles. The one shown below consists of a  $5\frac{1}{2}$ " sealed beam auto headlamp held in place at the bottom of a No. 10 tin can with collars of corrugated cardboard. The can is attached to a wooden tripod with 1" strips of tin. The key is made from tin can scraps. A 6-volt "hot shot" dry cell battery provides the current.

*Make signaling an outdoor adventure. Start with teams close together, then increase distance.*



*An auto headlamp makes a good signal light.*





*The one-pack patrol has it easy when the time comes to stop for eats on the hike.*

## GO HIKING THE EASY WAY

**T**HERE must be a more difficult way of doing it! There always is! But why do it the difficult way when there is an easy way of doing it? I am thinking particularly, this time, of getting the gang fed on all those hikes you'll be taking this fall and winter.

The difficult way is for each fellow to think of himself alone and cart along his own private foodstuff in his own private pack. The simple way is for the whole gang to decide on the same kind of hike meal and to take it along in a single pack, carried in turn by all the fellows.

What'll it be? Well, here are three suggestions:

**Eat-on-the-Road-Snack**—For each boy a small handful of nuts, of chocolate bits, of raisins, and of breakfast cereal chunks. Mix the ingredients together, put portions into small plastic bags and throw them into the common patrol pack.

**Sit-Down-Sandwich-Picnic**—Each fellow makes up in advance two or three sandwiches with his favorite spread, wrapped in plastic or aluminum foil. In addition, an apple per boy and a box of cookies for the whole patrol. When you arrive at your luncheon spot, you spread out a plastic sheet, open the packages, lay out the sandwiches and go to it, family style.

**Quick-Hot-Lunch-Deal**—The night before the hike, each boy wraps, in double-thickness aluminum foil, a ¼-lb. hamburger patty, a potato cut French-fried style, onion slices, carrot sticks and a pat of butter—all of it dusted with salt and and pepper. On the luncheon spot, you make one fire for the whole gang, let it burn down to coals, then cook your packages on the glowing embers and sit down together for a hot meal.

The clean-up job after eating takes only a moment—and you are on your way again, swinging along, singing along, everyone in high spirits.

Now don't always pick the same destination when you go on a patrol hike. Explore and investigate, that should be your big idea. So why not, this month, take off for some place you've never been before? Here are two different ways of adding a bit of excitement and mystery to your patrol hike program:

**What'll-We-Find?-Hike**—Check the map in your patrol den, the map on which you have indicated the hike stops you have already used and the camp sites on which you have already camped. Pick out a place where you haven't been, lay out a route to it, then hike to it, using map and compass. If it seems suitable for patrol camping some time in the near future, investigate it thoroughly for the three important features of a good camp site: shelter, water, wood. Then locate the owner and get his permission to use the spot.

**Where'll-We-Wind-Up?-Hike**—Lead the gang into the countryside. When you come to a place where the road branches off, pull out a coin. "Heads to the right, tails to the left." You flip the coin and let it tell you in which direction to go. Each time you come to a crossroad, a sideroad or a fork in the road, out comes the coin and each fellow in turn gets a chance to flip it. After an hour or so of hiking, you halt. Each boy tries to make a map of your route from memory. Now to get back home again! That may be where the mystery comes in.

*The tiny flags on the map in your patrol den tell where your gang has been. Now take off for places where you haven't been.*

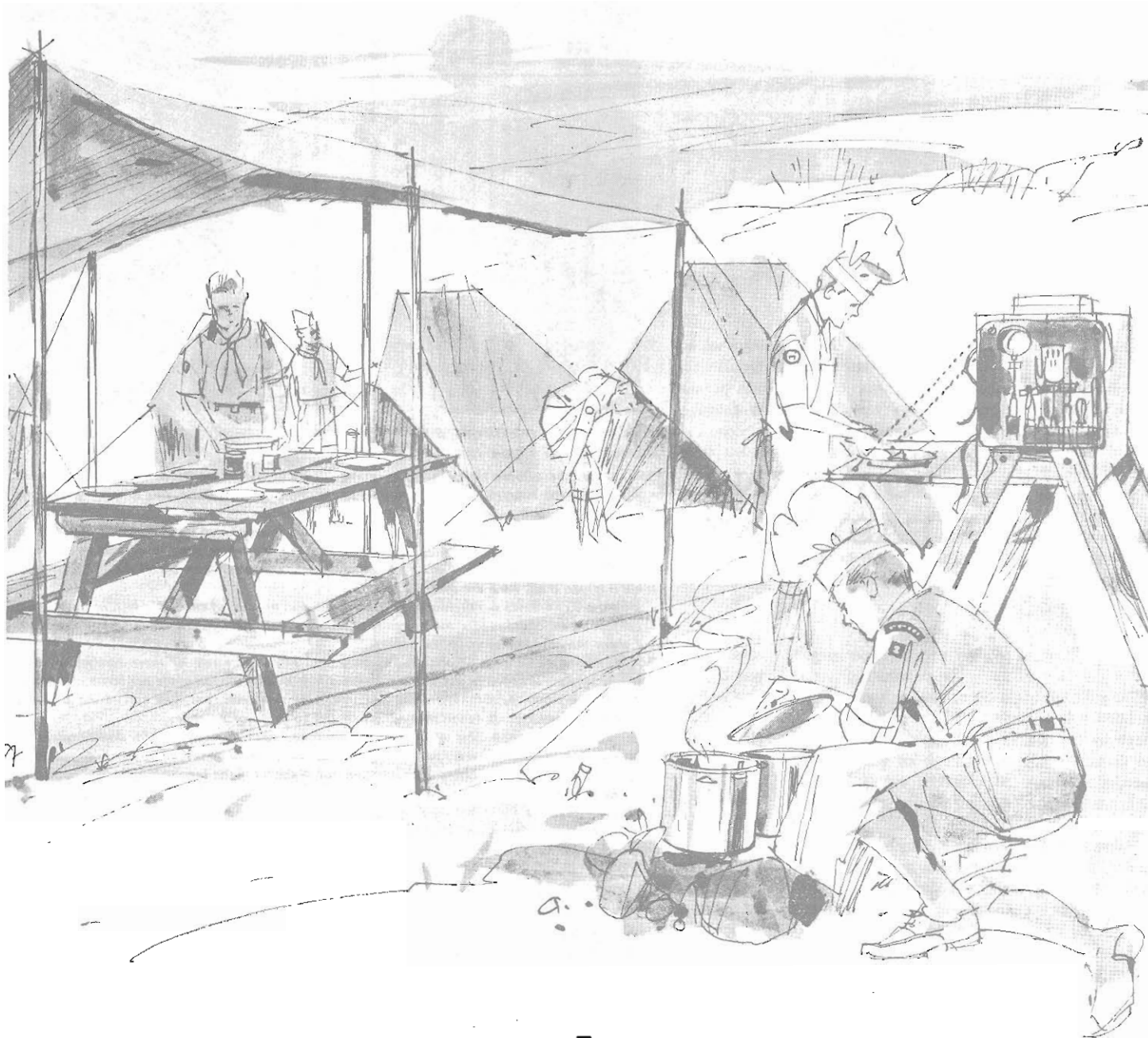


"Whether the weather be cold or whether the weather be hot—we shall have weather, whether or not."

One of the tests of a real Scout patrol is its determination never to let the weather interfere with the program it has decided on. If a hike or an overnight is coming up, the good patrol carries on whatever the weather. The rougher it is, the more determined the gang is to brave it.

With a windbreaker and warm under-clothing, with poncho and proper footgear, you are ready for any kind of weather





GREEN BAR

*Bill*

Says:

## GET READY FOR PATROL CAMPING

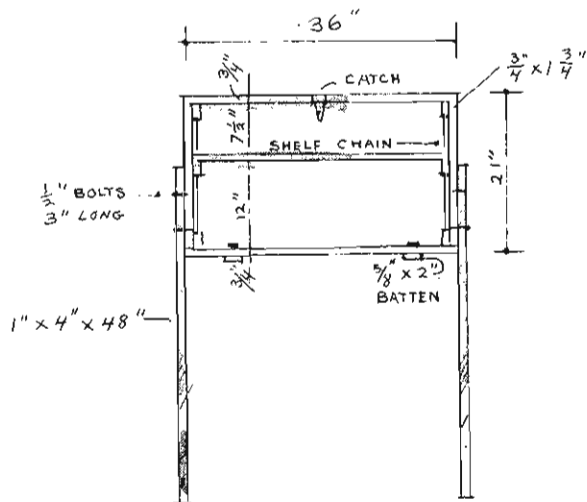
ILLUSTRATED BY DICK PFAHL

**I** ALWAYS GET a terrific thrill out of seeing a well-uniformed patrol hike onto a camp site and finish setting up its camp within an hour of arrival. That kind of efficiency comes only when you have two things in perfect order: complete equipment for patrol camping and an effective organization for making camp, with a Tenting Crew responsible for the housing and a Cooking Crew in charge of feeding the gang.

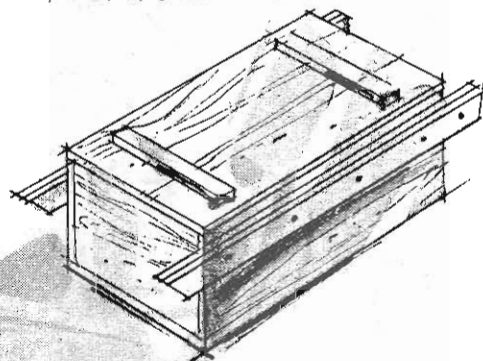
Every up-and-at-'em patrol in every live-wire troop dreams of having a complete camping outfit and of doing lots of camping with it. In your troop, you'll probably start the dream rolling in your patrol leaders' council. Here you'll decide what you'll need; how to go about earning the necessary dough; what things to get first; which items can be made by an individual Scout, which by a whole patrol, which must be provided by the troop.

By working together, all patrols pitching in, you'll speed along until you reach the troop goal of having every patrol fully equipped for all kinds of Scout camping.

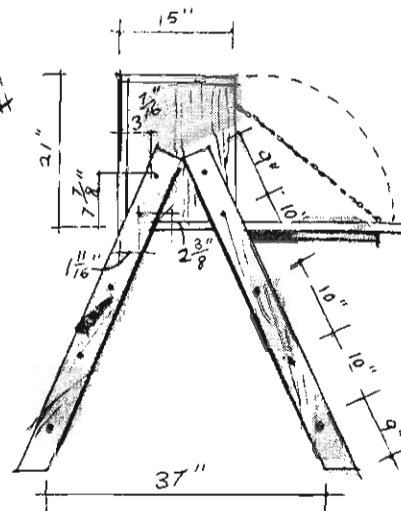
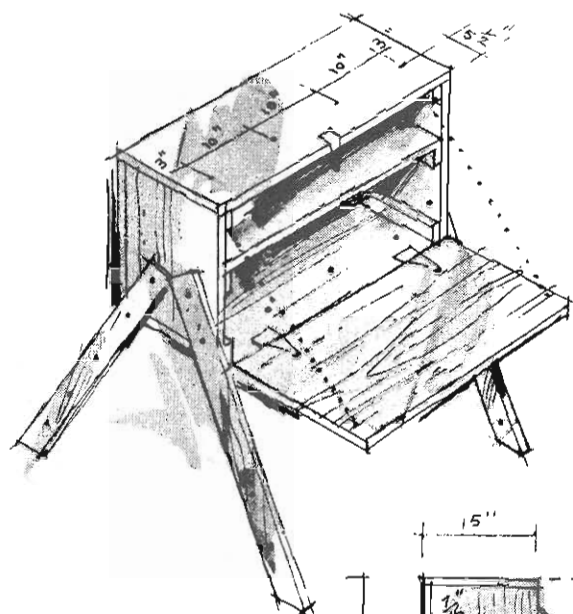




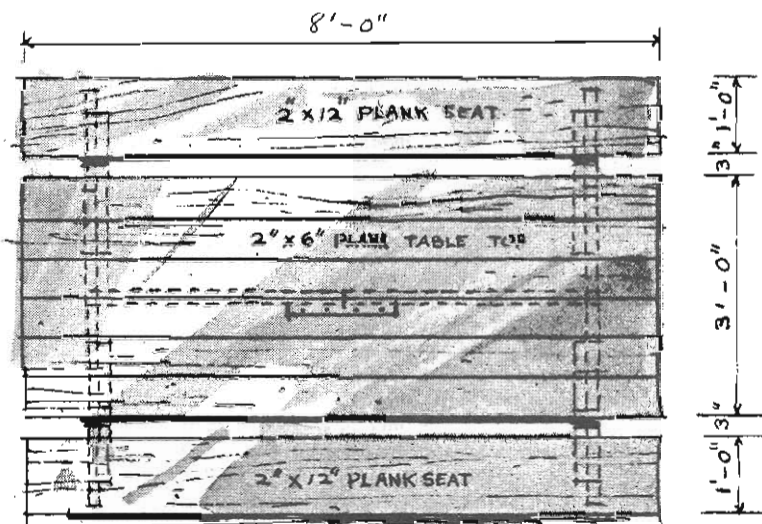
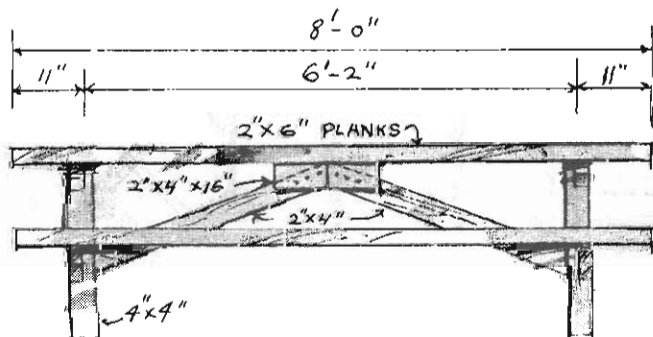
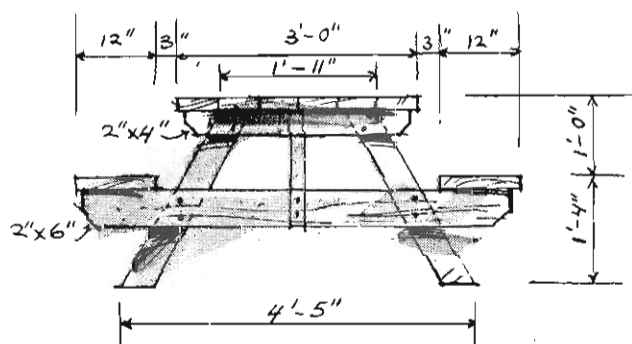
PATROL CHEST



For overnight camping and for adventure camping on the trail, the real camping patrol will prefer to bring along its equipment on its backs. For camporeeing and for summer camp, the chest in which the equipment is kept in the patrol den at home comes in handy as a combination kitchen worktable and food storage cabinet.



PATROL TABLE



Whenever a national jamboree comes around, the jamboree type of camping gets a big boost. This kind is patrol camping at its best—but with a few extra features for which you'll need—

Charcoal stoves with four cooking surfaces, heat localizer rings and ash pans. Also a pair of pliers for handling hot charcoal pans

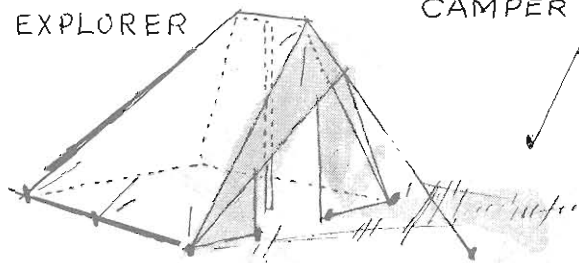
2 cooks' outfits—cooks' hats, aprons, and canvas gloves

2 sets of eating gear for guests—knives, forks, spoons

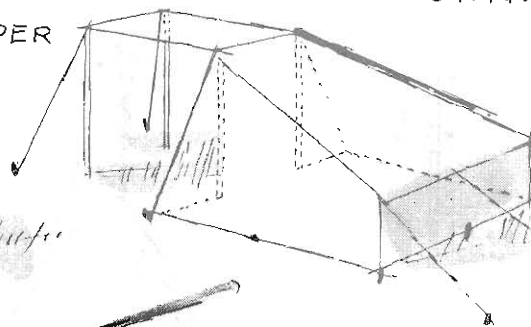
1 12-quart galvanized pail for heating water for washing

1 table (as shown on this page) for seating the gang

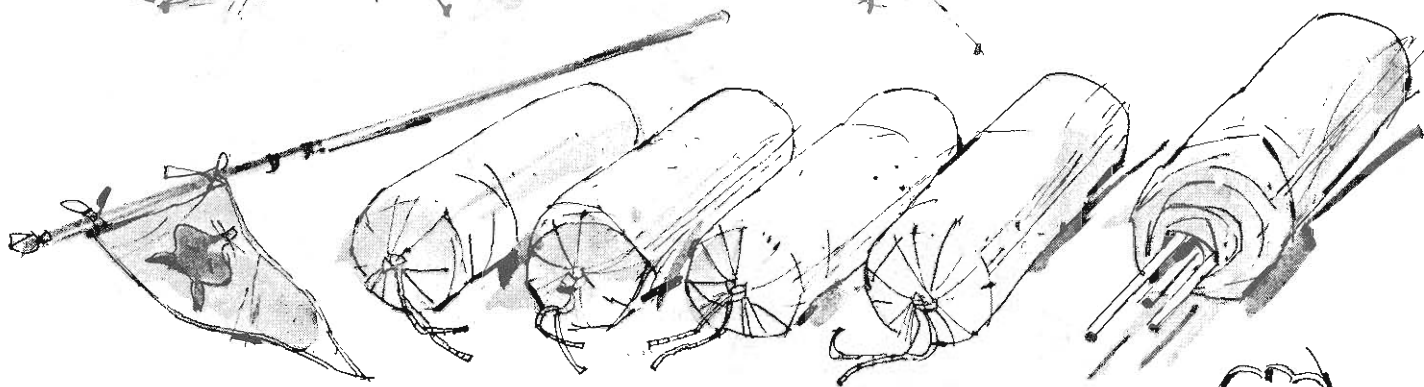
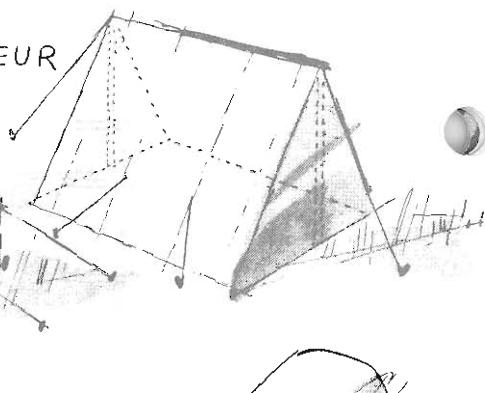
EXPLORER



CAMPER



VOYAGEUR



## CAMPING EQUIPMENT

First on your list of patrol equipment is: enough canvas to shelter the gang, preferably in the form of buddy tents—

*4 two-boy tents, with poles, guy lines and pegs*

My pick of a tent would be the Voyageur, the Explorer or the Camper. Each of them provides 30 square feet of ground space per camper and has clearance for standing up. But be positive to get them with sewn-in sod cloth for protection against wind, rain and insects. As a matter of fact, as far as I am concerned, no tent is suitable for Scout camping unless it is provided with sod cloth over which to place your individual ground sheets.

For overnighting, you may not want any special protection of your dining area, but you'll need it for camporeeing and for summer camp, so here goes—

*1 dining fly, 10'x10' minimum size, with poles, guy lines and pegs*

Next on your list come a couple of tools for the actual process of setting up camp—

*1 axe, single bit—ordinary hand axe or, better, Super Scout or Explorer axe*

*1 camp spade with a sharp, straight edge for conserving the sod in whatever digging you may have to do*

A number of small items are necessary for keeping your equipment in shape and for special use around camp. They can be put into a drawstring bag in the form of—

*1 repair kit, containing 8" mill file for axe sharpening, sharpening stone, twine, thin wire, needles, thread, safety pins*

Now, add two special kits for preparedness—

*1 first aid kit, with items for tending simple emergencies, especially burns and small cuts*

*1 personal-appearance kit, with shoe polish, polish dauber, polishing brush, polishing rag, cleaning fluid*

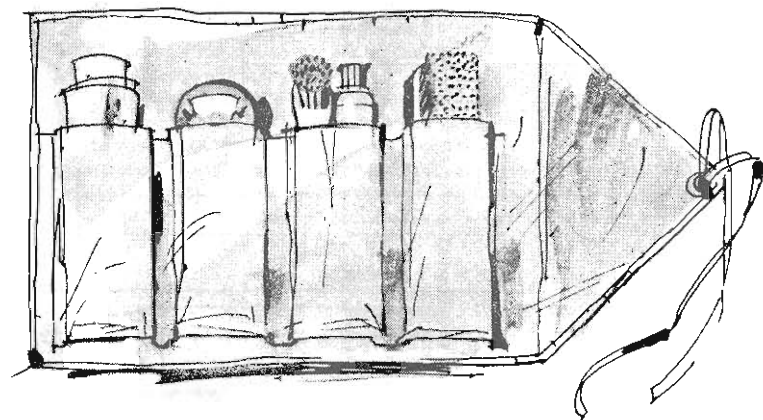
Your miscellaneous items will include such things as—

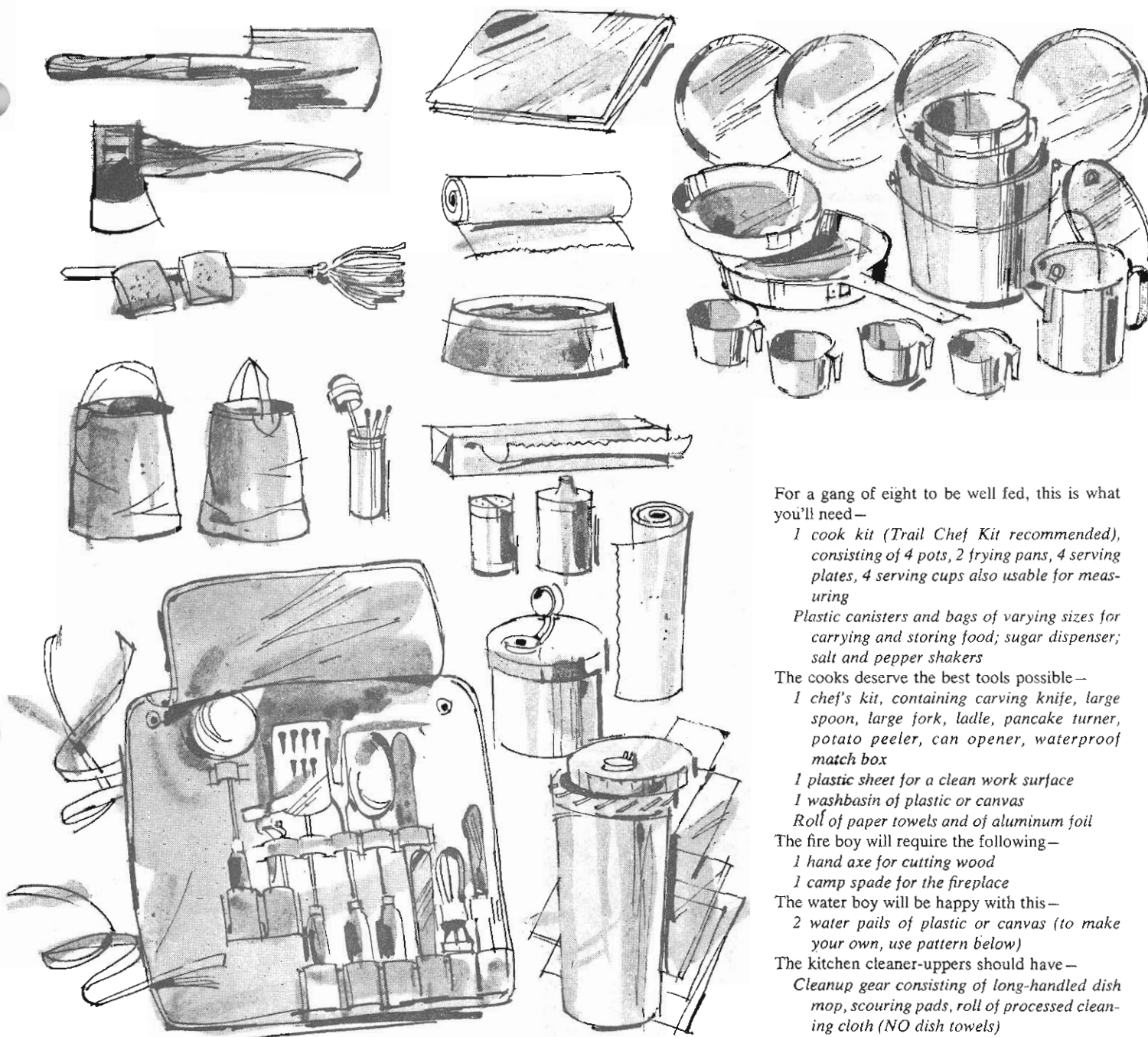
*1 or more electric lanterns*

*Roll of toilet paper*

And finally, an important item that follows the good patrol wherever it goes—

*1 patrol flag—preferably homemade*





For a gang of eight to be well fed, this is what you'll need—

1 cook kit (Trail Chef Kit recommended), consisting of 4 pots, 2 frying pans, 4 serving plates, 4 serving cups also usable for measuring

Plastic canisters and bags of varying sizes for carrying and storing food; sugar dispenser; salt and pepper shakers

The cooks deserve the best tools possible—

1 chef's kit, containing carving knife, large spoon, large fork, ladle, pancake turner, potato peeler, can opener, waterproof match box

1 plastic sheet for a clean work surface

1 washbasin of plastic or canvas

Roll of paper towels and of aluminum foil

The fire boy will require the following—

1 hand axe for cutting wood

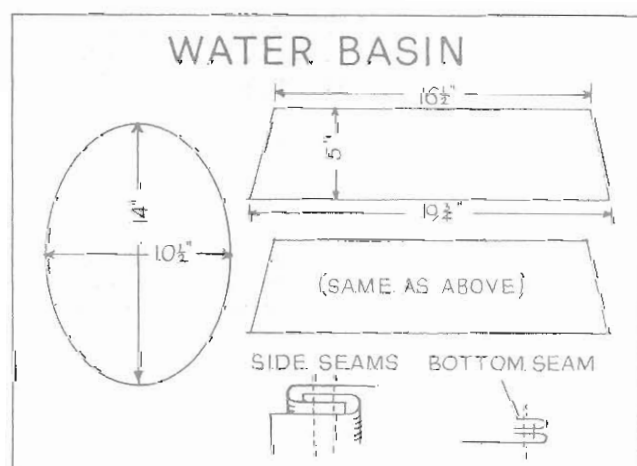
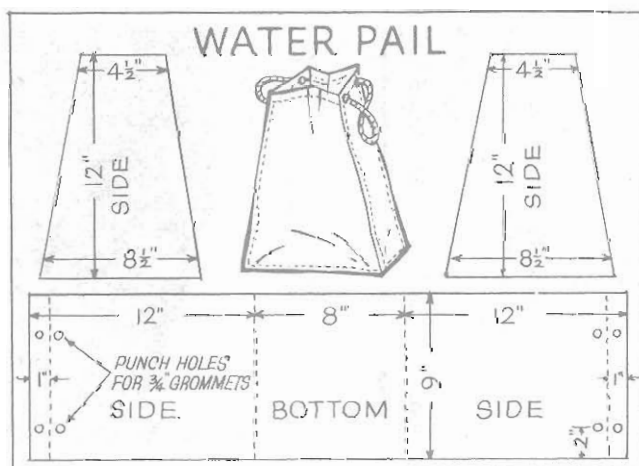
1 camp spade for the fireplace

The water boy will be happy with this—

2 water pails of plastic or canvas (to make your own, use pattern below)

The kitchen cleaner-uppers should have—

Cleanup gear consisting of long-handled dish mop, scouring pads, roll of processed cleaning cloth (NO dish towels)





# HOW TO PITCH A TENT

"Too many cooks spoil the broth," they say. Well, there's another similar saying that goes: "Too many tent pitchers spoil the tent pitching." It may be fun, when you get a new tent for the whole gang, to play around pitching it. But for efficiency you need two tent pitchers only and, when you're good at it, one fellow can do the job. Provided, of course, he goes about it in the right manner.

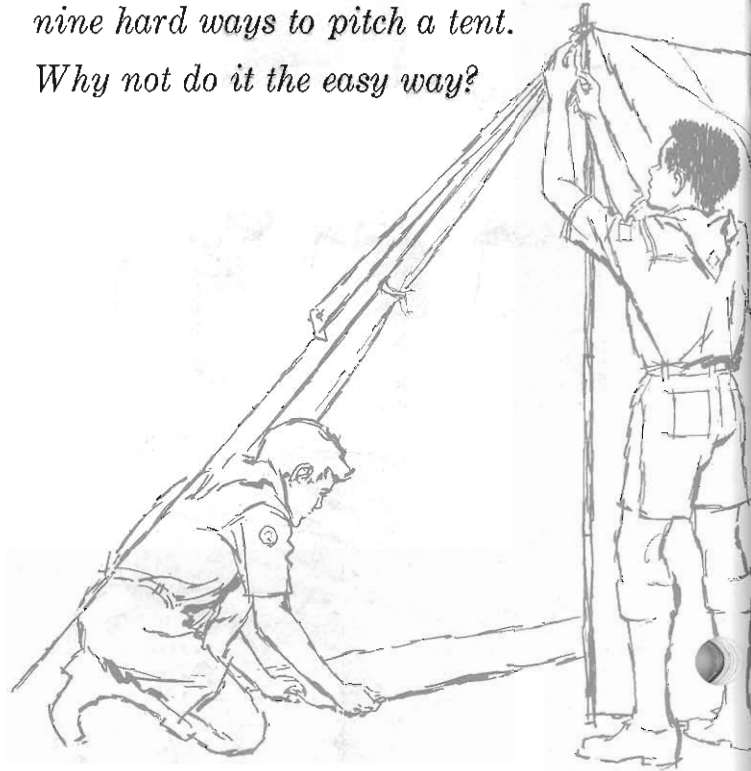
You start your camp making by picking a spot for your tent that's almost level and, preferably, slightly elevated above its surroundings so that you won't have to ditch the tent for rainy weather. Then get down on your hands and knees and go over every inch of the ground to clear away sticks and stones and hard bumps of grass.

Now unroll your tent and lay out tent poles and pegs. The poles should be exactly the correct height, otherwise the tent won't stand right. Unless you have permission to cut poles on the campsite, you'll have brought the poles from home—sectional aluminum poles for a lightweight tent, wooden poles for a heavyweight. Your tent pegs may be lightweight, of metal, or heavyweight, of hardwood, or cut on the spot from sticks about 1 inch thick, 9 to 12 inches long. For guy lines you may be using nylon line or light rope.

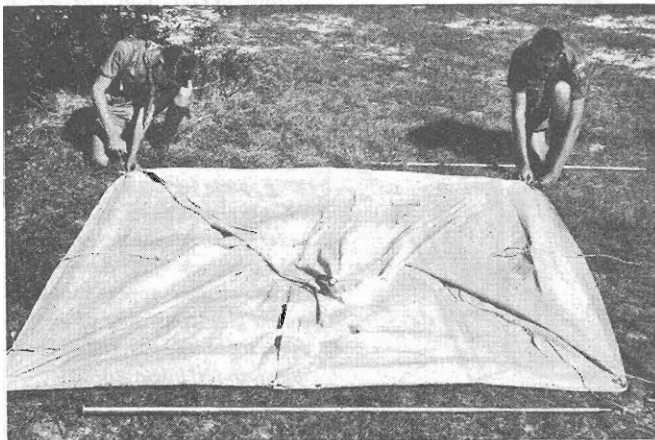
There's one main secret to quick tent pitching: Close the tent door before you do anything else—that is, tie up the door flaps. When that's done you're all set for the four steps shown in the four photographs on these pages.

When you're finished, step back and look at your handiwork. If you're a good camper, the ridge should have little sway, the sides and walls should be smooth, with few wrinkles.

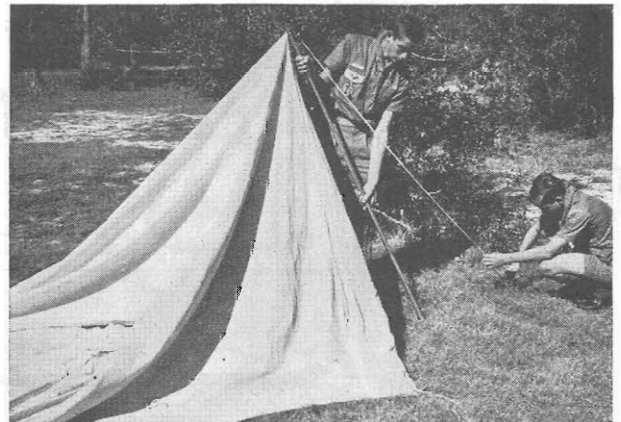
*There's one easy way and nine hard ways to pitch a tent. Why not do it the easy way?*



*The Voyageur tent uses two 6-foot poles and 15 tent pegs. It is 7'6" wide, 8' deep, 6' high.*



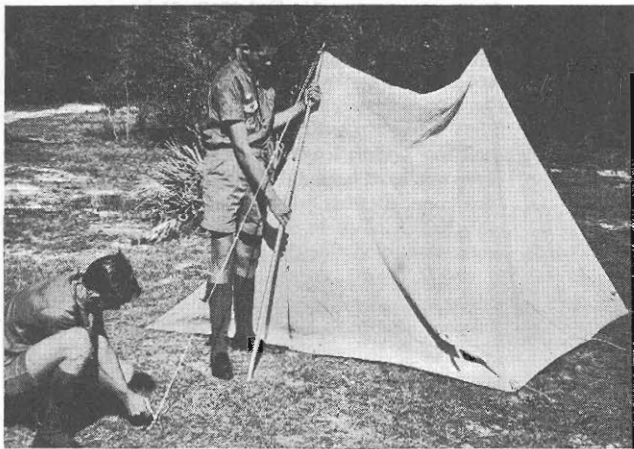
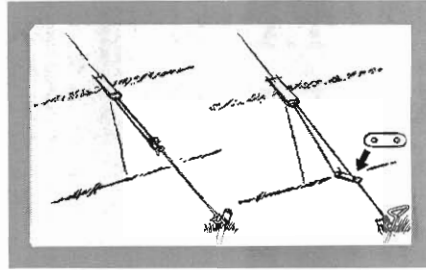
*Peg down the two front corners so that the tent is facing the way you want it. Then peg down the two rear corners, making all floor corners right angles.*



*Have a buddy raise a pole at one tent peak and hold it in upright position while you put in a peg at a proper distance and fasten the guy line to it.*

*By WILLIAM HILLCOURT*

If you use wooden pegs, attach line with two half hitches, run line through ring or loop on tent and finish with taut-line hitch. It's even simpler if you use light metal pegs and have lines provided with metal rings and metal or wooden slides.



Now go around the tent. Peg the tent sides to the ground and put in pegs for the side lines (if your tent has them). Finally, tighten all lines.

Then have your buddy raise the other pole while you peg down the other guy line and stretch the tent ridge taut between the two poles.

# TAKE YOUR DADS ALONG



*Your dads will feel like boys again as they join the singing around your father-and-son campfire.*

How'll you work it? First, you decide at a patrol meeting on the time and place and what to do. Next you (the patrol leader) meet with the dads to sell them on the project. If you already have one of the fathers acting as patrol dad, he'll be the one to call this meeting. You'll be surprised at the cooperation you'll get from your patrol fathers if you approach them properly and ask them to help with the arrangements.

When the fathers have caught the idea, the rest will be smooth sailing. They'll take care of the transportation, help plan the feast and probably take over the buying of all the foodstuffs.

The day arrives—sunny, with a blue sky, let's hope! The cars set out in cavalcade. After a short ride, you arrive at your spot. Here's your chance to have the patrol show off a few Scoutcraft skills—knotting, first aid, fire building—and challenge the fathers in a couple of suitable games or contests.

The cooking crew goes to work: a couple of Scouts and their dads. What'll it be? Steak, perhaps, or broiling chicken or hamburgers or frankfurters, with roast corn and fresh tomatoes and potato chips, followed by pies baked by patrol mothers for dessert. You boys will probably want milk or soft drinks. Your fathers

may insist on coffee. When the cooks yell, "Come and get it or we'll throw it out!" you sit down family style for the feast.

As soon as the feast is over, everybody joins in the cleanup job. A fire crew then gets busy collecting firewood for the evening's campfire.

As darkness falls you gather around the fire for an hour of fun and fellowship. Have a full program of songs and skits rehearsed in advance. Get the fathers into the act with "barbershop quartet" singing. Wind up with a yell of appreciation for the dads.

Then home.

You'll have a whale of a good time on such a father-and-son affair—but what is even more important: your fathers will get to know one another and the fellows in the patrol and the patrol leader. You'll be certain to get their wholehearted support in the future when your gang needs their help for some big event.

Notice I mentioned above the idea of putting on a couple of suitable games or contests as part of the day's program? Well, what games or contests would be "suitable" for a father-and-son get-together?

Here are some you might try:

**ONE-HANDED FIRST AID**—For this you'll need a Scout neckerchief for each boy and one for each father. Announce that everyone has hurt his left arm and that everyone is required to make an arm sling, using his right hand only, and put it on his dad or his son, as the case may be. Not as easy as it sounds.

**TWO-HANDED KNOT TYING**—Give each father and son a short length of rope. Tell them to keep one hand behind their back and to tie the two ropes together with a square knot, using their free hands only. Then try sheet bends the same way. Who'll be the patrol champions?

**THREE-LEGGED RACE**—Father-son teams line up at a starting line. Each team ties right leg of one member to left leg of the other, with a neckerchief around the ankles. At a signal the teams take off on a 50-yard course.

Be sure to have a couple of "valuable" trophies on hand for the winners: a soup can decorated in the patrol colors for the father, a juice can for the son.

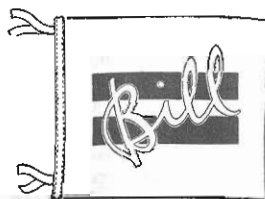
*Some of your dads may prove to be master cooks with special dishes they'll want to prepare for the gang.*







On a Tree Hike in October, invite some one who knows all about your local trees to help the patrol.



**R**AN INTO A YOUNG fellow the other day. "How're you doing?" I asked him. "Made First Class yet?"

"I'm not a Scout," he said.

I looked at him. "But I saw you in uniform not more than a month ago."

"I quit Scouting," he said.

"But why?"

"I lost interest in it."

And so I learned the whole dismal story.

When he joined he had been looking forward to doing all the things he had heard that fellows do in Scouting—to go hiking and camping, to have fun in the gang, to learn Scoutcraft. He had his mind set on rushing up the Scouting ladder to Eagle. But what had happened?

His patrol hadn't had a hike of its own during the four months he

## GREEN BAR BILL Says: KEEP THEM ADVANCING

hung on. The patrol meetings had bordered on riots with nobody settling down to do anything—a complete waste of time. The patrol had made a miserable showing on the two troop overnights he had attended. He had had enough. He had quit.

He said he'd "lost interest in Scouting." But he hadn't! He had lost interest in the things that had been dished up to him as being Scouting—an entirely different matter!

Could a thing like that happen in your patrol? I don't believe it could—not if you're the kind of patrol leader I think you are. And it won't as long as you give your fellows real Scouting—as long as your patrol meetings are well planned and executed, with plenty of Scoutcraft games and practice; as long as you take your patrol

outdoors monthly for a hike or a camp; as long as you keep the patrol up to scratch in all troop activities; as long as you keep your boys moving steadily ahead in Scout advancement.

**Notice that last point about Scout advancement?** Right there, in the way your boys advance, you have your best means of knowing whether they are getting satisfaction out their Scouting experience, whether they'll stick. The way the badges on their left shirt pockets change is the best proof that they are getting what they came for. It is up to you to see to it that those badges keep on changing. This is the way to do it:

**Make a record of each fellow's present advancement.** Have each fellow bring his advancement card to the next patrol meeting. Then

spend some of the meeting making up a permanent patrol advancement record. This can be a ruled-off and marked-up cardboard chart or, better, a wall display of advancement sticks, one for each boy, as shown in the photographs below. Put this record up on the wall of the patrol den so that it will be in front of you at all patrol meetings.

**Plan the steps for further advancement.** Study the advancement record and schedule activities that'll give the boys a chance to finish up the tests they haven't passed. If they're behind in first aid, use some meetings to practice first aid. If they're behind in some outdoor skills, concentrate on those skills on your next patrol hikes.

**Mark off the advancement.** As soon as a fellow has passed a test, mark it off on his advancement card and on the advancement chart or advancement sticks in the patrol den. Make this marking-off process a part of every patrol meeting. Make your boys eager to improve their advancement record.

**Get your boys before your troop boards of review.** Keep yourself and your boys informed of the dates when your troop has its boards of review. When one comes along have your boys ready for it even if it takes some last-minute pushing.

Keep everlastingly at it and you'll have a patrol advancement record the whole gang can be proud of.

**"Find ten kinds of wild trees or shrubs.** Tell what they are . . ." You can't ask for a better time of the year than this for learning about trees. In October the trees are at their best in most parts of the country. In the west, just look at those splashes of gold from the aspen among the evergreens. In the east, look at the yellow of the hickories, the scarlet of maples.

So make it a **Tree Hike** in October. Invite some expert on trees to come along; you may find one in your local Explorer post.

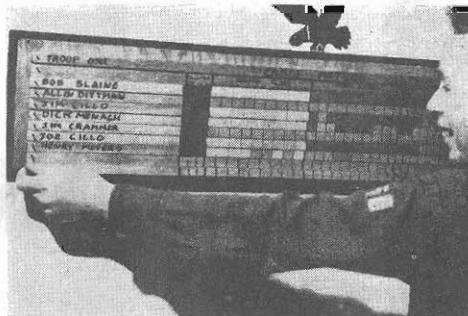
Study carefully the trees you come upon. Learn to recognize them by their shape, their bark, their twigs, their leaves, their fruits. Then try some kind of patrol contest: Have your boys find and bring in a single leaf from the greatest number of trees or from all the different oaks they can find or of as many colors as possible.

Now sort out the leaves on a blanket. With the help of your expert, arrange the leaves according to individual trees or according to families and learn their names. And finally, just for fun, line them up according to the colors of the rainbow: from bluish-green, through green, yellow-green, yellow, orange, red, to the deepest bluish-red.

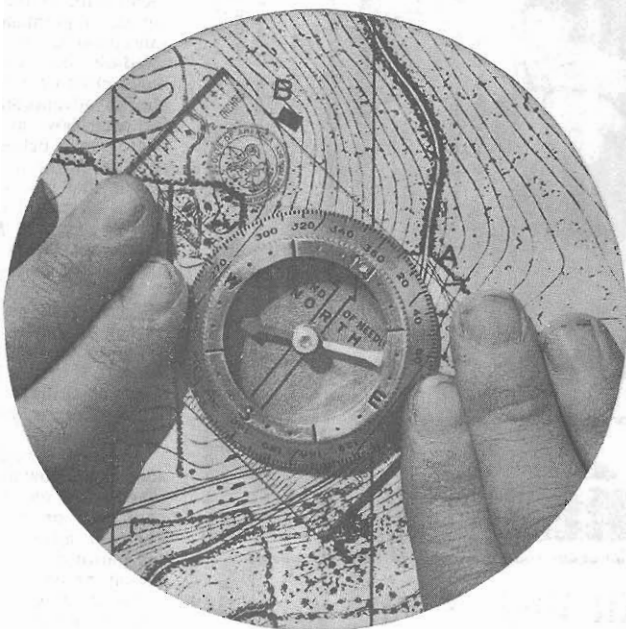
"Gaudy, eh, what?" as the Englishman said when he first saw the autumn colors of our American woods.



Each fellow notches his advancement stick for tests he passes. Join sticks with eye screws and hooks.



Print name of each boy on a 1" wood strip. Hang the strips on nails. Show advancement in various colors.



STEP ONE—On the map, line up the compass with your route. Place Pathfinder compass on map so that the edge of its base plate touches your starting point and your destination both, with the base plate's direction-of-travel arrow pointing in the direction you want to go.



Before taking off on an orienteering race, each participant carefully studies the master map on which the route has been drawn or on which the points that must be hit have been marked. Each orienteer transfers the information to his own map and is then ready for the start of an exciting event.

THERE'S LOTS of fun and adventure in hiking the highways and byways of our country. But the fun of hiking is increased immeasurably if you leave highways and byways behind and take off cross-country in search of excitement. There are hills to climb, woods to traverse, rivers to cross. In this kind of hiking there are no signposts to tell you where to go. That's why, for cross-country traveling—or *orienteering*, as it is called—you need to know the use of map or compass.

The best map for hiking is a topographic map in a scale of 1:24000. On this, 1 inch represents 2,000 feet (24000 inches) in the field. To get such a map, first send a postal card to Map Information Office, U.S. Geological Survey, Washington 25, D.C., and request a free *Topographic Map Index Circular* of your state. In this index find the name of the map you need and send an order for it, with a money order or a check for 30 cents, to Geological Survey, Washington 25, D.C., if the map is of an area east of the Mississippi River. If it is west of the river, order the map from Geological Survey, Federal Center, Denver, Colorado.

There are many different kinds of compasses on the market. The official Pathfinder compass is especially good for Scout hiking. Even better is the liquid-filled *Explorer III* compass. In each of these, the box that houses the compass needle is attached to a base plate that acts as a tool for setting the compass, as a direction pointer in the field, and as a ruler for measuring distances.

In using map and compass together you must always keep in mind that the directions on a map are based upon *true north* while your compass needle points toward *magnetic north*. To overcome this difference, you must make your map and your compass speak the same language. One way is to make the compass agree with the map by resetting the compass each time you take a direction from the map. A much simpler way is to make the map agree with the compass at all times by providing it with magnetic north-south lines. To do this, locate the magnetic north half-arrow in the bottom margin of your topographic map. Draw a line following this half-arrow up through the map. Then draw several other lines, parallel with this magnetic north line, 1 inch apart. With this done, you use map and compass together by following the three steps shown in the photographs on these pages.

Now get out in the field, first for a couple of simple beeline hikes, then to test your new skill in an orienteering event such as may be arranged by your Scout troop or Explorer post, or possibly by your district or your local council.

The two most popular events of this kind are ROUTE ORIENTEERING and POINT ORIENTEERING.

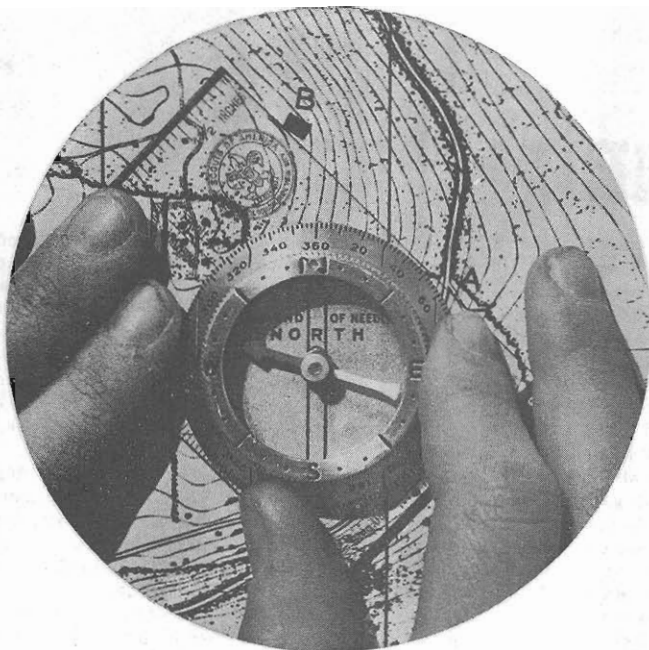
In ROUTE ORIENTEERING you follow a route decided on by the organizers of the event. This route is indicated on a master map put up at your starting point. As you follow the route, you pass a number of control points. The object is to mark the location of each of these points to prove that you have covered the whole route.

In POINT ORIENTEERING you are not given a definite route to follow but only the location of a number of points which you have to reach one after the other in numerical order. This requires a lot of skill because you have to figure out the route yourself from one point to the next and decide on the quickest way of getting there.

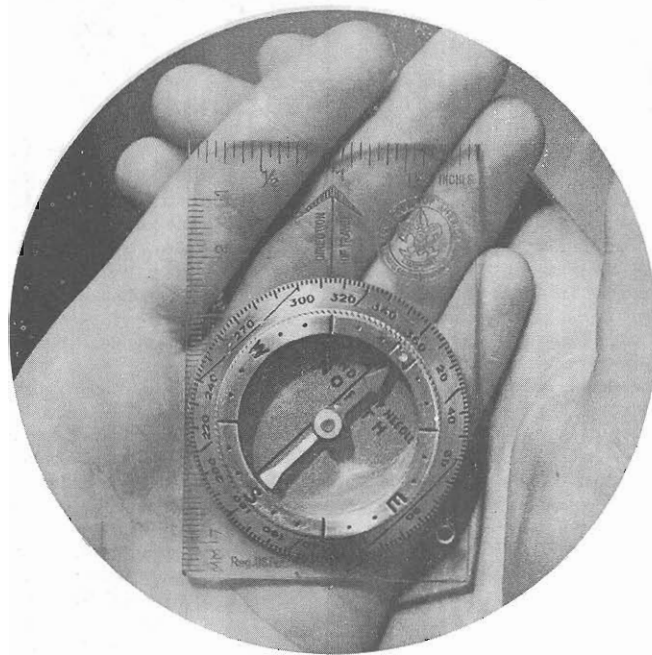
When once you have caught the cross-country "bug," you'll want to go in for more and still more orienteering. So get a copy of the orienteering handbook, *Be Expert with Map and Compass*, by Bjorn Kjellstrom (available through your local Boy Scout distributor). This book has enough ideas to keep you busy for a long time to come.

By WILLIAM HILLCOURT

# CROSS-COUNTRY WITH



**STEP TWO**—On the compass, set the housing to the direction of your route. Hold base plate firmly on the map. Turn the compass housing that contains the needle until the north arrow on bottom of it is parallel with a north-south line on the map, north at the top.



**STEP THREE**—In the field, follow direction set on the compass. Hold compass with direction-of-travel arrow pointing ahead. Turn yourself until north part of compass needle covers north arrow of compass housing. The direction-of-travel arrow now points at your destination.



In route orienteering, the control points are usually self-controlling. Each point is indicated by a red-and-white banner hung on a tree or a post. Each banner carries a symbol—star, half-moon, square or the like—which the orienteerer must copy down as proof of having hit the point.



In point orienteering, the control points are generally manned as well as marked by banners. The person manning a point checks the time of the orienteerers. He may also give them the location of the next point they are to touch or instruct them to perform a special project on the way.

# MAP AND COMPASS



# PRIMITIVE FIRE MAKING

The dark of the summer night had fallen among the trees when the quiet of the forest was broken by rustling withered leaves and cracking dry twigs. From four different directions, lines of Scouts hiked silently from their respective patrol campsites toward a common destination. Now the lines merged in a clearing in the forest where a dozen thick logs had been placed in a circle around a crisscross fire lay. Quietly the boys arranged themselves in the circle, then sat down in hushed expectation.

One boy from each patrol moved in front of his gang, knelt and adjusted his Indian fire drill. A moment later, the whine of whirling spindles filled the air. Thin streamers of smoke rose from four fireboards, and the smell of burning wood hung on the evening breeze. Suddenly one of the boys jumped up. He raised his cupped hands toward his face and blew into the wad of tinder he was holding. The tinder burst into fire. The boy threw the burning wad into the fire lay. A yellow flame shot out of the crisscrossed firewood. It was greeted by an earsplitting shout of "How!" from the assembled Scouts, followed by a snappy opening song.

That's the way we started campfires in my old troop. With that kind of an opening our campfires were among the happiest hours we spent in camp—and among our happiest memories for many years after.

You should have no trouble getting your whole patrol interested in trying their hands at primitive fire making. For a good beginning, it's smart to use the kind of fire-by-friction set you can buy from your local Scout distributor. It's fairly easy to make fire with this set, which uses the woody stalk of yucca, a plant that grows wild in our southwestern states. But once you've succeeded with a yucca set, you'll want to make fire with wood that grows in your own part of the country. What kind of wood? All of these are usable: basswood, elm, willow, white cedar, aspen, cottonwood, sycamore, balsam fir, white pine.

**Bow drill.** The most commonly used fire-by-friction set is the "bow drill." It consists of fireboard, spindle, handpiece, and a bow with a leather thong. There's no special trick to making a set of your own. In my troop, we used an ax to split the fireboard. A dead elm branch served as a spindle. For the

handpiece we knocked a burl off a tree and hallowed it out with a knife to fit the top of our spindle. The bow was a stiff branch, two-and-a-half feet long. For the bowstring we pulled the leather lace off a shoe. For tinder we shredded loose flakes of cedar bark.

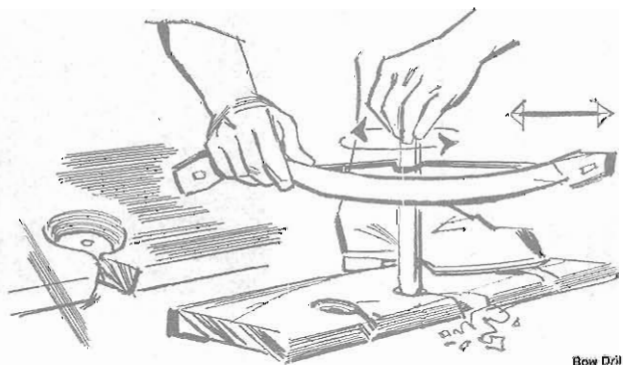
As to actually making your fire, read how in your *Boy Scout Handbook*. The trick of making fire by friction is rather easy—with practice. My patrol managed to get the time down below 20 seconds. It's no world record, I know, but we were satisfied. See if your patrol can beat it.

**Strap drill.** For this method, used by Eskimo in the far North, you need the same kind of fireboard, spindle and handpiece as for the bow drill. But instead of using a bow, you wrap a tough leather strap once around the spindle. While one Scout presses down on the handpiece on top of the spindle, another pulls the strap back and forth to rotate the spindle.

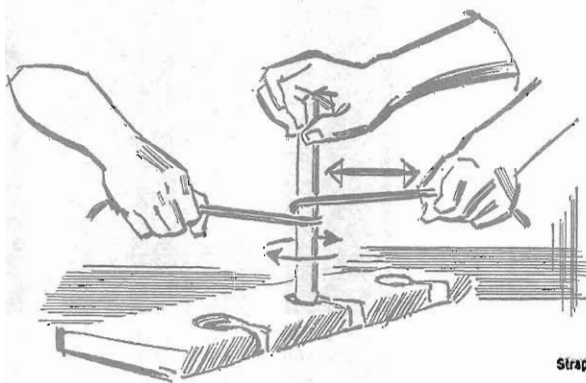
**Fire plow.** Instead of using a drill, the Polynesians of the Pacific use a fire plow. They cut a two-inch branch of softwood and flatten it on one side to make it lie steady on the ground. On the upper side, they scratch a long

groove. The plow itself is a flattened stick, about ten inches long. To make fire, you take a firm hold of the plow with both hands and rub one end of it back and forth in the groove, with increasing pressure, until the wood powder you push toward the front heats up to the point of forming an ember. The ember is then dropped into tinder and blown into flame.

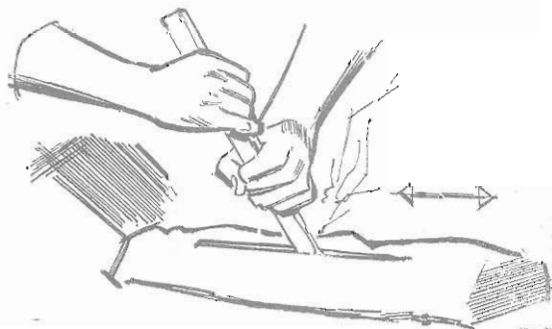
**Fire saw.** Sawing rather than drilling is the method used in the Philippines. Take a joint of dry bamboo and split it in half. One half is your fireboard. Cut a crosswise groove in it and fluff up the fibers on the underside, next to the groove. Place a handful of dry tinder on the ground, then lay the fireboard over it with the groove directly over the tinder. Next whittle one edge of the other half of the bamboo piece to chisel sharpness. You place the edge in the groove of the fireboard; saw quickly back and forth, with increasing pressure, until the tinder below the groove starts to smolder; then turn the fireboard over and set the tinder aflame by blowing on it. You may have quicker success if you work the fire saw with both hands while another fellow holds the fireboard firmly on the ground.



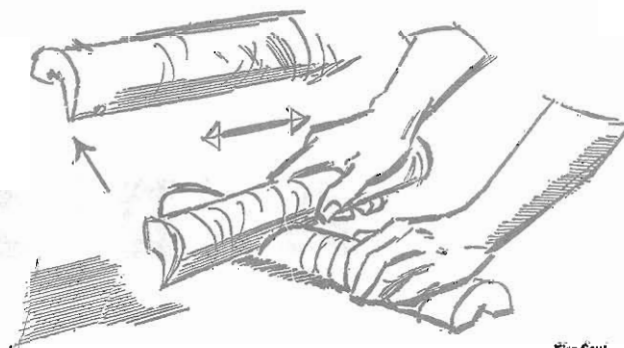
Bow Drill



Strap Drill



Fire Plow



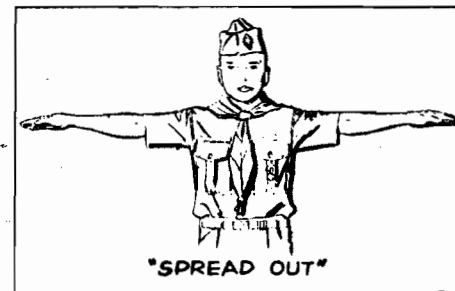
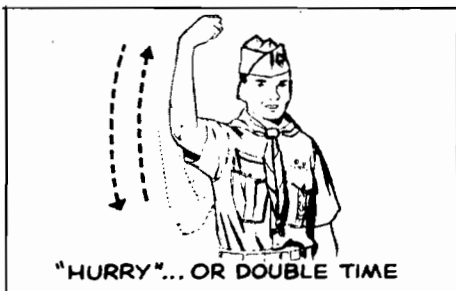
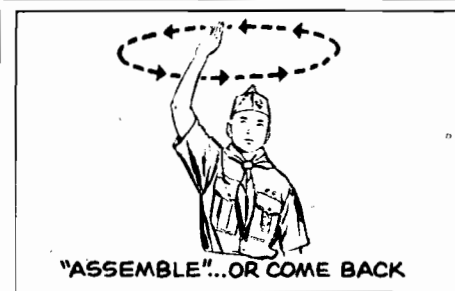
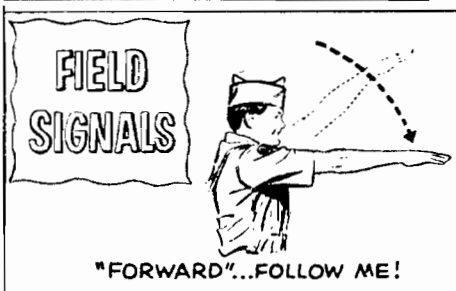
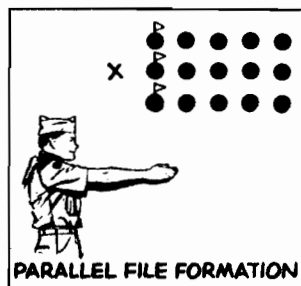
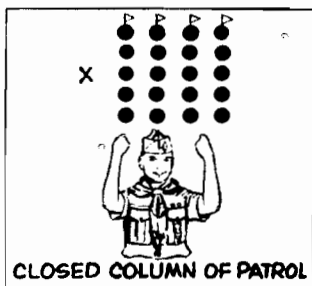
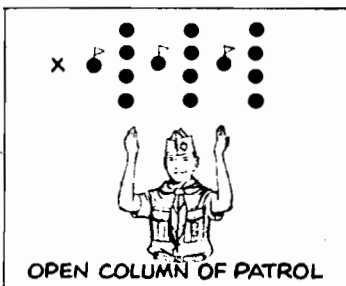
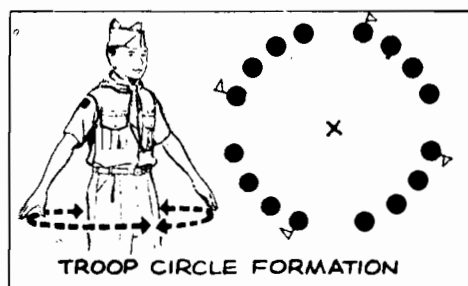
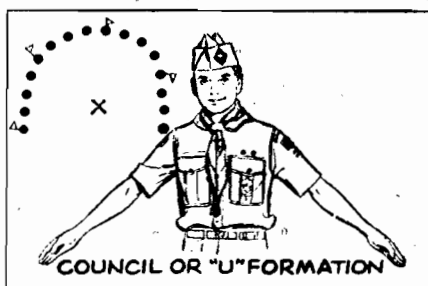
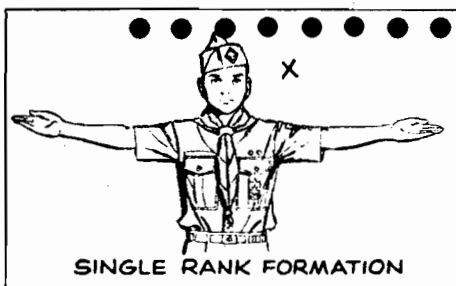
Fire Saw

# Silent Hand and Arm SCOUT SIGNALS

ON HIKES, AT CAMP AND IN TROOP MEETING ROOMS, A NUMBER OF SIMPLE HAND SIGNALS ARE USED. FOR EXAMPLE, WHEN A SCOUTMASTER OR PATROL LEADER RAISES HIS RIGHT HAND IN THE SCOUT SIGN, IT MEANS "ATTENTION", "SILENCE." LEARN AND PRACTICE THESE OTHER SILENT SIGNALS. THEY ENABLE A PATROL OR THE WHOLE TROOP TO MAKE VARIOUS FORMATIONS WITHOUT THE LEADER UTTERING A WORD



## TROOP FORMATIONS





*The surest way to strengthen your patrol? Become a good leader and get your boys to pull together.*

**1 x 8** One times eight—just another way of stating our country's former motto: "*E pluribus unum*"—meaning, as you very well know, "One out of many." That's what a patrol is: one gang out of many boys, working together, enjoying life together, having fun together.

**TOGETHER**—that's the password to that important thing, **PATROL SPIRIT**. It is the key to everything that happens in the gang:

**Having things TOGETHER**—your patrol name, your flag, your signature, your call or yell.

**Making things TOGETHER**—your logbook, your den, your own patrol camping equipment.

**Planning things TOGETHER**—dreaming up big things to do, lining up responsibilities for every fellow in the gang.

**Doing things TOGETHER**—at patrol meetings, on patrol hikes and in patrol camp, at troop activities, working on advancement.

**1 x 8** You'll have extra fun and excitement at *patrol* activities with a gang of eight. But also, you'll get added enjoyment out of *troop* activities when you are able to line up eight fellows to take part in whatever is on the program.

Your patrol is more certain to come out a winner in your troop's interpatrol games and competitions if you can put up a strong team of eight determined fellows. Whether it's a message-relay game or a Tug-of-War contest, you'll be way ahead of a smaller patrol.

And when it comes to putting on a Scoutcraft demonstration at a troop meeting or a campfire entertainment at troop camp, a large patrol is again tops.

The same goes for other troop activities. A full-sized patrol can do a far better job when a troop service project is scheduled or when volunteers are called for for a community Good Turn or when the troop as a whole sets out to earn money for new camp equipment.

**8 x 1** Eight times one—"All for one—one for all." One for all—every fellow with a job to do and a responsibility to carry for the benefit of the whole patrol.

The **PATROL LEADER**—that's you, working with and for the gang, helping each boy.

The **ASSISTANT PATROL LEADER** assists the PL and takes over in his absence.

The **TREASURER** collects the dues and lines up moneymaking projects for the patrol.

The **SCRIBE** handles the patrol's records and keeps the patrol logbook up to date.

The **QUARTERMASTER** has the patrol's equipment in shape, ready for hike or camp.

The **HIKEMASTER** finds out about new hike routes and new campsites for the patrol.

The **GRUBMASTER** knows the patrol's favorite menus and how to do the shopping.

The **CHEERMASTER** is the patrol pepper-upper, keeping the gang in high spirits.



# GET UP TO EIGHT!

**S**couting succeeds where well-trained patrol leaders run active and efficient patrols." That's what I read on the Chief's Page in *BOYS' LIFE* last month.

"Ain't it the truth!" as an old buddy of mine used to say. You betcha!

I have seen thousands of patrols in my day—good, fair and indifferent. In every instance the patrol was a mirror picture of its leader. Where the patrol leader was a top-notch Scout with big dreams for his gang, the patrol was in first-class Go! condition. Where the patrol leader was a good-enough guy, but with no real gumption to get ahead, the patrol was only so-so. And who wants a So-So Patrol when you can have a Go-Go Patrol?

It all goes back to the words "well-trained." Well, how do you get to be "well-trained"?

First of all through your own desire to be "well-trained." The secret of Scout advancement and leadership is "learning by doing." And so, on the hikes and the camping trips of your troop and your patrol, you try out one new trick after another until you've learned them well enough to be able to pass them on to your boys.

Next comes the training you receive from your Scoutmaster in the patrol leaders' council in running your *specific* patrol in your *specific* troop. No one but your own Scoutmaster can give you this training. By working together, adult leader and boy leaders, you get the training that makes it possible for all the patrols to reach the aims you've set for the troop.

But there's still another kind of training that's important: the kind you get by getting together at patrol leaders' conferences with patrol leaders from other troops, to discuss your common problems, to pick up new ideas in general patrol leadership, to learn new Scoutcraft skills.

The big point is to make use of all the opportunities for training that come your way. Make up your mind to become truly "well-trained" for your own sake and for your patrol's.

**S**o much for the "well-trained-patrol-leader" part of the quote from the Chief's Page. Now, how about that "active and efficient patrol" he also spoke about?

The "active" parts fits right into that "well-trained-patrol-leader" business. When a patrol leader knows his stuff, he'll be keeping the gang on the move with plenty of activities. There'll be well-planned and well-run patrol meetings. There'll be patrol hikes and lots of camping.

But for a patrol to be truly "efficient," it needs to be a well-organized gang of the right number of Scouts. The right number of Scouts . . . well, what is the right number?

The more I watch successful patrols, the more I realize how right Baden-Powell was when, from the very start of our Scout movement, he advocated eight boys to a patrol.

Why eight? Here are a number of the reasons:

One, it takes eight fellows to handle the details involved in running a patrol in the most effective manner. With eight to a patrol, each ready to do his part, bigger and better things can be planned for. Camping becomes a cinch, worthwhile projects are easily carried through.

Two, it takes eight fellows to make up full-fledged teams for Scoutcraft games and competitions in the troop and for effective Scout-skill training and advancement in the patrol.

Three, it takes a full patrol of eight to present a real challenge to an older, more experienced Scout to make him eager to go on giving his very best as a patrol leader.

How does your patrol measure up? Is it up to full strength of eight now and organized with a job for each member? If "Yes"—congrats! If "No"—set out to get up to eight, reorganize the patrol and swing into an exciting program that will make the patrol truly "efficient."

And now let's take a look at the many ways in which a patrol of eight will have its fun.

**8 x 1** There is more to this "one-for-all" idea than just taking on a job in the patrol. Every Scout patrol should aim toward becoming a first-class patrol. But to be considered first-class, it needs to consist of First Class Scouts. A good Scout patrol expects its boys to advance and helps them in their advancement.

But the actual advancement is the responsibility of each individual boy—no one can do someone else's advancement for him.

The patrol leader's example is the greatest spur to this advancement. If you move steadily ahead, your boys will follow. It's "Come on!" rather than "Go on!" that counts.

In addition to advancement, expect each of your boys to become an expert in some outdoor skill. Encourage one boy to become the patrol expert in fire by friction, for instance, or in pie baking or in bugling or in lifesaving. Then make use of your experts to teach their skills to the other fellows.

**4 x 2** Four times two—four buddy teams, the perfect arrangement for advancement and for patrol games and competitions.

**ADVANCEMENT:** In first-aid work for Second or First Class, two fellows take turns, one as the victim, the other as the first-aidier. In signaling, one is the sender, the other the receiver, then vice versa. In trailing, one fellow lays the trail, the other follows it. In other skills a Scout who has already passed a test helps another who is just beginning to learn the subject.

**GAMES:** Numerous games, especially in the physical-fitness line, call for the use of buddy teams: Indian hand wrestling, leg wrestling, cockfight, dogfight. Find out who's the patrol "champion" by having the winners of the buddy teams fight it out.

**COMPETITIONS:** Make use of buddy teams in such competitions as water boiling, string burning, orienteering races, knotting.

**4 x 2** Buddy teams are of even greater importance when you have your patrol in camp than at other times.

All swimming in Scout camp is done by buddy teams, with each buddy responsible for the other. They swim close together, watch each other, help each other.

And when the waterfront man calls "Buddy up!" their hands come up together for the safety check.

Hiking about camp is another perfect buddy feature. For a real job of exploring the campsite, send out the boys in buddy teams—one team to bring back information about wildlife, another about trees and wild flowers, the third about rocks and minerals, the fourth about streams and lakes.

The Second Class Test Hike can be passed by a Scout taking a buddy hike with another Scout approved by the Scoutmaster.

The First Class Test Camp can be done in the same fashion.

**2 x 4** Two times four—two half-patrol teams for efficient patrol camping, one of them the "tenting crew," the other the "cooking crew."

In preparation for camp the tenting crew secures parents' consents and permission for the use of a campsite and gets together the needed equipment, ready for packing. The cooking crew plans the menus well ahead of camp and purchases the food the day before.

With all preparations made, the gang takes off, each Scout carrying part of the patrol gear in addition to his own. The moment you arrive on the campsite, everyone gets busy.

The tenting crew pitches the tents, prepares the beds, digs a latrine, collects wood for the evening's campfire. The cooking crew builds a fireplace, sets out cooking equipment and food, brings in water and wood and gets the cooking under way.

By the time camp is in shape, the bull cook pipes up, "Come and get it!"

**2 x 4** The same system of half-patrol teams can be used to advantage in a great number of other patrol activities.

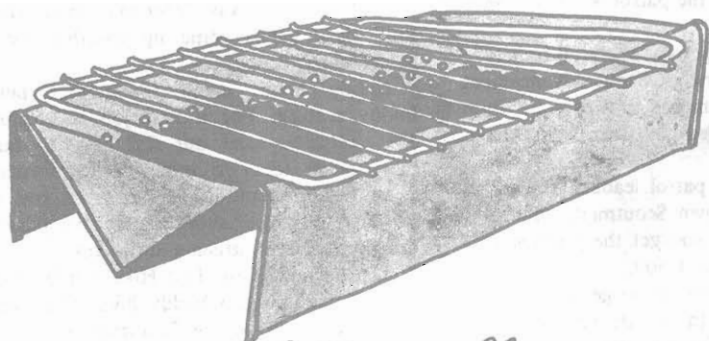
Take committee work, for instance. By that I mean turning each of the half-patrols into a committee for coming up with the best possible patrol program of a month's meetings and outdoor expeditions. After each committee has prepared its recommendations, they are discussed by the whole patrol. The best features, as voted by the whole gang, make up the patrol's program—and it should be a humdinger!

Or take more advanced Scoutcraft, such as pioneering: One half-patrol team lashes together one side of a signal tower or a trestle for a single-lock bridge, the other makes the other side or the other trestle, and the whole patrol finishes the project.

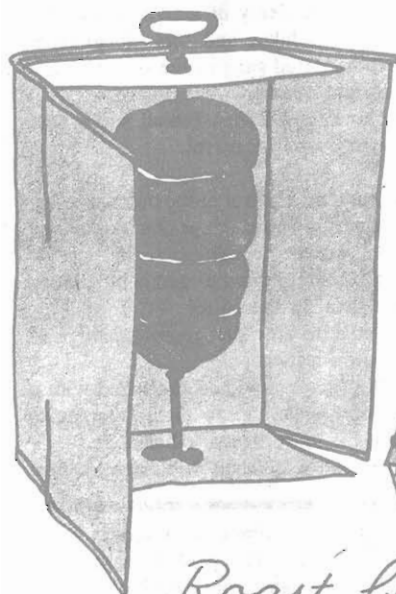
With an eight-boy patrol there's no limit to the excitement and fun you can have.

So: Get up to eight!

## COOK SIMPLY—EAT WELL



*A five-gallon can cut and shaped like this makes an excellent charcoal stove.*



*Roast beef in camp—yum-yum!*

### Green Bar Bill Quick-Stews

Here are the ingredients for a patrol of eight hungry fellows:

#### ONE OF THESE

- 1 lb. ground beef (broken up)
- 1 lb. ground lamb (broken up)
- 1 lb. frankfurters (in ½-inch chunks)
- 1 lb. ham (in ½-inch cubes)
- 1 lb. canned luncheon meat (in ½-inch cubes)
- 1 lb. canned salmon or tuna (broken up)

#### TWO OF THESE

Two No. 2 cans of any of the following vegetables—either two of the same kind or two different kinds:

- |                  |            |              |
|------------------|------------|--------------|
| corn kernels     | lima beans | string beans |
| succotash        | tomatoes   | carrots      |
| red kidney beans |            | peas         |

#### ALL OF THESE

- |  |        |
|--|--------|
| 8 potatoes (peeled and diced)          | salt   |
| 4 medium onions (cut up fine)          | pepper |
| 1 tablespoon butter, margarine or lard |        |

*Make a handle for your pot from clothes hanger wire.*



*Attach handle with a regular copper rivet.*



*...or use wire triangles, tin strips and split rivets.*

I GOT into a terrific argument the other day with a fellow who insisted that a patrol could just about squeeze through an overnight camp or a camporee with a cooking outfit of two 3-gallon pots, two 2-gallon pots and a couple of 10-inch frying pans.

"That's bunk!" I said diplomatically. "You can get along with far less equipment." I started to prove my point. "What's the bulkiest vegetable you'd use in camp and how much would you need for eight?" I asked.

"I'd think fresh string beans, if you care to fix them," my friend said. "About two pounds."

Whereupon we bought two pounds of string beans with our hard-earned dough, prepared them for cooking and put them in a pot. They fitted into a one-gallon pot with room to spare. We continued our experiments and came to the conclusion that, for most patrol cooking, a gang of eight can get along with four 1-gallon pots and one or two frying pans.

You can probably borrow the pans from home. The pots you can make yourself from No. 10 tin cans. Get friendly with the cook of your local lunch counter or restaurant and ask him to save some for you, tinned inside, not enameled. Then turn them into pots by providing them with wire bails for handles.

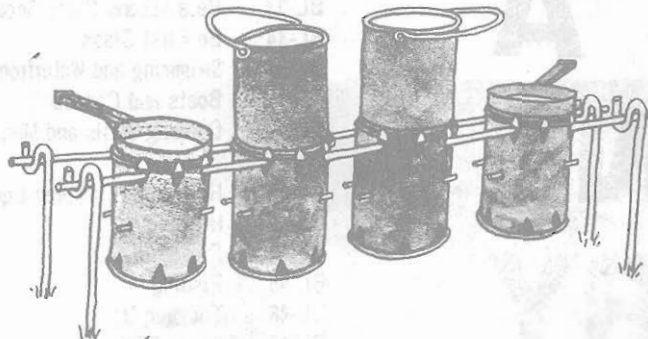
With utensils taken care of, decide on your menus and take off for an overnight or camporee.

### "What'll we cook for a quick patrol meal in camp?"

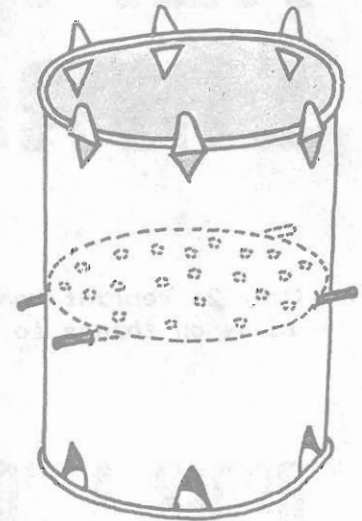
Boy! You've asked the right fellow the right question at the right time!

The answer is simple: Give 'em one of Green Bar Bill's famous "Quick-Stews"—any one of more than a hundred different varieties.

*You can use iron rods for holding a battery of stoves.*

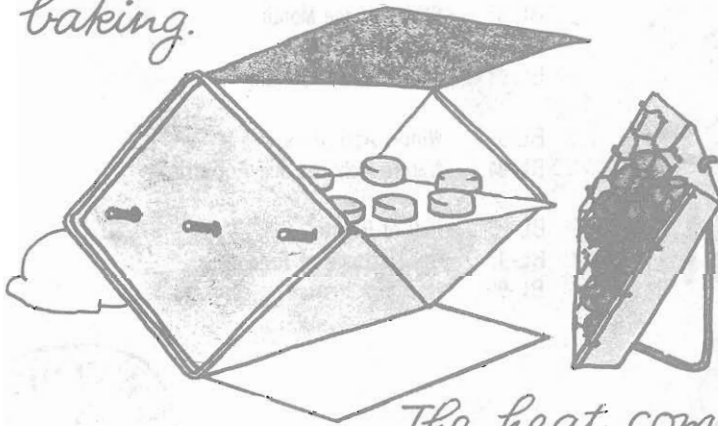


*To save charcoal, put a grate in your stove.*



*Here's a good reflector oven for baking.*

ILLUSTRATED BY B. SIMPSON



*The heat comes from burning charcoal in a shallow bake pan. Chicken wire holds charcoal in place.*

Now this is where the fun comes in:  
Go over the list of ingredients and make up your own meal to fit your taste and your fancy.

Want a quick *Irish Stew*, for instance? In that case you use ground lamb, peas and carrots, with the potatoes and the onions that go into all the recipes.

Prefer a *Chili Con Carne*? Then it's ground beef, tomatoes, kidney beans. Frankfurter chunks and tomatoes give you *Frankfurter Stew Creole*. Indian-style *Salmon Chowder* takes salmon, corn, lima beans. For *Ham Stew Mongole* you need ham and peas. And these are just a few of the numerous combinations possible. Try other combinations and settle on your patrol's favorites, with your gang's own name for them.

And now for the cooking instructions:

Place the diced potatoes over the fire in a No. 10 tin-can pot with enough salted water to cover. Melt the butter in a pan or another pot and brown the onions in it. Add the meat and cook onions and meat together.

When the potatoes are done, drain off water. Mix meat and onions and your choice of vegetables in the pot with the potatoes. Hang pot over a slow fire until everything is heated thoroughly, stirring often. Season with pepper and salt. Serve and watch the gang go to it!

Just one point to watch: Before adding such vegetables as tomatoes, peas and string beans, drain the liquid off into a cup and later add enough of it to give the stew the desired consistency. If you don't do it this way, you'll wind up with a thick soup rather than a stew—which isn't bad either.

**From time to time I hear from patrol leaders who tell me plaintively:**

"It's all right for you to talk about fires—but what are we poor fellows to do? In our state we aren't permitted to light open fires in the woods at the time of the year when all down timber is as dry as tinder."

We've learned the answer to that one at our na-

tional jamborees. It's charcoal, of course. Only problem with that solution is that a charcoal fire, unlike a wood fire, requires some kind of stove. What kind? There are dozens of them on the market—but why buy one when you can make your own?

For the simplest kind of charcoal stove, a No. 10 tin can is just the thing—especially if you are cooking in a No. 10 tin-can pot. Make holes along the bottom with a juice-can opener for draft. Make similar holes along the top edge, from the inside out. Flatten the tongues that result from this latter cutting with a hammer and bend them up to fit around the bottom of your tin-can pot. For safety in handling the stove, cut off the sharp tips of the tongues with tin shears. If you want to save charcoal, make a perforated grate from a tin-can top and rest it on a couple of wires pushed through the stove halfway down.

**Now don't stop at stews if you go in for charcoal cookery.** And don't stop at No. 10 tin-can stoves—a five-gallon can will make a larger, trough-shaped stove, good for broiled steaks and barbecued chicken.

For even more interesting meals, you can turn a five-gallon can into a reflector oven. Put up vertically, you can use it for roasting, suspending a beef roast or a roasting chicken in it from a piece of wire. Put up horizontally, you can bake biscuits and pies and other goodies in it. The heat is provided by propping up in front of the oven a shallow charcoal fire burning in a bake pan, with a piece of wire netting in front to keep the charcoal in place.

With all these cooking suggestions, how about it: when do we eat?



# BUILD A REPRINT LIBRARY

*Over 25 reprint booklets filled with ideas on things to do and make!*

## ORDER A COMPLETE SET



PUBLISHED BY THE BOY SCOUTS OF AMERICA • NEW BRUNSWICK, N.J. 08903

- BL-23 Webelos Scout Helps
- BL-25 Fun With Tools
- BL-26 Stunts and Skits
  
- BL-30 Model Railroading
- BL-33 Be a Second Class Scout
- BL-34 Be First Class
- BL-37 Swimming and Waterfront Activities
- BL-38 Boats and Canoes
- BL-41 Cooking Skills and Menus
  
- BL-42 Hiking and Camping Equipment
- BL-43 Handicraft
- BL-44 Pioneering
- BL-45 Fishing
- BL-46 Toughen Up
- BL-49 Sports Tips
- BL-51 Patrol Activities
  
- BL-74 Litepac Camping Equipment
- BL-81 Slides of the Month
- BL-84 Indian Lore
- BL-91 Short Wave Listening
  
- BL-92 Winter Activities
- BL-94 Nature Hobbies and Activities
  
- BL-95 Bill of Rights
- BL-97 Our Heritage of Freedom
- BL-99 Law and Justice

