

BOY SCOUT PROGRAM HELPS 1987-88



Boy Scouts of America

THE SCOUTING WAY

Scouting is fun but it is also educational. It prepares the boy to be a true Scout and to do the right thing at the right time, no matter what the consequences may be to him.

The troop program can achieve this result if it is put together properly. It should be organized using the patrol method, Scout-planned program, and by keeping Scouting ideals in evidence with

ceremonies and Scoutmaster's minutes. The program also involves information-sharing through Scoutmaster's conferences, boards of review, and example set by leaders.

The patrol method gives the Scout a chance to select his own boy leader and be a working part of a group, learning both to follow and to take the lead.

The Scout Law and the Scout Oath

give the Scout guidelines for living. The Scoutmaster's conference gives the unit leader and Scout the opportunity to talk about how tough it is sometimes to measure up to these high ideals and to learn that everyone has some of the same problems. At the same time, the conference enables the Scoutmaster the chance to suggest to the Scout ways to live by the Oath and Law.



The Sign and Badge of the Boy Scout

METHODS

Outdoors

The Boy Scout program is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and activities practiced at troop meetings come alive with purpose.

Being close to nature helps Scouts gain an appreciation for God's handiwork and mankind's place in it. The outdoors is the laboratory for Scouts to learn ecology and practice conservation.

Ideals

The ideals of Scouting are spelled out in the Scout Oath, the Law, motto, and slogan. The Scout measures himself against these ideals and continually tries to improve. The goals are high, and as he reaches for them he has some control over what he becomes.

Leadership Development.

The Boy Scout program encourages boys to learn and practice leadership skills. Every Scout has the opportunity to participate in leadership situations. Understanding the concepts of leadership helps a boy accept the leadership role of others and guides him toward the citizenship aim of Scouting.

Uniform

The uniform makes the Scout troop

visible as a force for good and creates a positive youth image in the community. The Boy Scout program is an action program, and wearing the uniform is an action that shows each Scout's commitment to the aims and purposes of Scouting. The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals.

The uniform is practical attire for Scout activities, and provides a way for Scouts to wear the badges that show what they have accomplished.

Advancement

Scouting provides a series of surmountable obstacles and steps to overcome them through the advancement method. The Scout plans his advancement and progresses at his own pace as he overcomes each challenge. The Scout is rewarded for each achievement, which helps him gain self-confidence. The steps in the advancement system help a boy grow in self-reliance and the ability to help others.

Adult Male Association

Boys learn from the example of their adult leaders. In his quest for manhood, every boy needs contact with men he can copy. The Scoutmaster and his assistants provide a masculine image of the vitality and virility of the Boy Scout

program. Providing good examples of manhood is one of the methods of Scouting.

Patrols

The patrol method gives Scouts an experience in group living and participating citizenship. It places a certain amount of responsibility on young shoulders and teaches boys how to accept it. The patrol method allows Scouts to act in small groups where they easily can relate to each other. These small groups determine troop activities through their elected representatives.

Personal Growth

As Scouts plan their activity, and progress toward their goals they experience personal growth. The Good Turn concept is a major part of the personal growth method of Scouting. Boys grow as they participate in community service projects and do Good Turns for others. There probably is no device so successful in developing a basis for personal growth as the daily Good Turn rendered to another person.

The religious emblems program is also a large part of the personal growth method. Frequent personal conferences with his Scoutmaster help each Scout to determine his growth toward Scouting's aims.

AIMS

The Boy Scout program works toward three aims. One is growth in moral strength and character. We may define this as what the boy is himself: his personal qualities, his values, his outlook, his hopes for the future.

A second aim is participating citizenship. Used broadly, citizenship means the boy's relationship to others. He comes

to learn of his obligations to other people, to the society he lives in, to the government that presides over that society.

A third aim of the Boy Scout program is development of physical, mental, and emotional fitness. Fitness includes the body (well-tuned and healthy), the mind (able to think and solve problems), and the emotions (self-control, courage, and

self-respect).

The methods are designed to accomplish these aims. Thus it is important that you know and use the methods of the Boy Scout program. Other methods are good, but they may bring different results, results quite different than we are seeking.

BOY SCOUT PROGRAM HELPS 1987-88



Like any other organization, a Boy Scout troop must have well-organized activities if it is to thrive. If the troop's program degenerates into a series of haphazard meetings and outings, the troop will almost certainly shrivel and die.

So it is essential that the Scoutmaster and patrol leaders' council make plans to achieve Scouting's overall objectives and to give purpose to each meeting and outdoor activity. *Boy Scout Program Helps* is designed to help the Scoutmaster and PLC as they sketch out a full year of purposeful, fun-filled activities at their annual planning conference and later as they fill in the details of each month's program for the troop.

For each month beginning with September 1987, program helps offers an outline for three troop meetings and a troop feature event, as well as many ideas for games, Scoutcraft skills, ceremonies, and other tips. The meeting outlines and other ideas are not engraved in stone. Feel free to adapt them to your troop's needs or substitute others.

The program as outlined in these program helps is designed to provide:

- At least 10 days and nights of camping for every Scout.

- Reinforcement of Scouting ideals through Good Turns and service projects.
- Full use of the patrol method in all activities.
- Opportunity for each Scout to learn new skills and to advance.
- Volunteer and parent support of the program.

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PLANNING THE ANNUAL TROOP PROGRAM

Here in broad outline are the steps necessary to plan a year's program full of activities for your troop. Your Scouts will doubly enjoy them if they have a hand in choosing and planning for them from the very beginning.

Each of the five planning steps is important. As you work toward the troop's annual program, check off the steps. Your senior patrol leader should be involved in as many steps as possible.

GETTING READY

1. Scoutmaster meets with senior patrol leader (SPL) to discuss plans and agenda.
2. Review what the troop did in the past year.
3. Write down all dates that might affect troop scheduling.
4. Pick a date, time, and place for the planning conference. The conference will take at least half a day.
5. Talk about program plans with many people—troop committee, unit commissioner, council representatives, and assistant Scoutmasters.
6. Attend roundtable and/or planning training event.
7. Study *Boy Scout Program Helps* and share with PLC.
8. List on Troop Planning Worksheet all dates already established. See the worksheet on pages SCOUT 6-7 INTRO 87.

WHAT DO TROOP MEMBERS WANT?

1. At a troop meeting review the planning process with the assembled Scouts and discuss what was done in the way of troop program last year. Instruct Scouts to write down their ideas and give them to their patrol leader.
2. Patrol leaders collect the ideas and compile them for the PLC meeting.

PATROL LEADERS' PLANNING CONFERENCE

1. The SPL conducts the conference.
2. Have available: *Boy Scout Leader Program Notebook*, *Boy Scout Program Helps*, council calendar, butcher paper

or chalkboard, writing implements, and two annual Troop Planning Worksheets.

- Each patrol leader presents activities suggested by his patrol. These are listed on paper or chalkboard for the group to discuss.
- Display the annual Troop Planning Worksheet. The patrol leaders decide which events of those listed the troop will participate in. The ideas that all agree on are listed on the chart as program highlights or troop activities.
- The suggested themes are discussed and decisions are made as to which themes will be used and when other events such as camporees will be used as themes.
- Once themes are decided, program highlights and troop and patrol emphases are written on the chart.
- Where practical, actual dates are listed for camp-outs, courts of honor, parents' nights, and traditional troop events.
- List possible Good Turns and money-earning projects in the month that they will take place.
- The annual worksheet is an outline. Details are added at the monthly PLC meetings.

SHARE THE PLAN

- At the next troop committee meeting, share the completed year's plan.
- Ask for committee support. The chairman should assign responsibilities to certain committee members for necessary action.
- If the committee cannot provide support for an item on the chart, that item must be reconsidered by the PLC.

PASS THE WORD

- Hold a troop parents' night early in the new program year. Give all parents a copy of your year's program. It will give them a feeling of participation and it will also help them avoid conflicts with the family's plans for the coming 12 months.
- Present the troop plan to your Scouting coordinator, unit commissioner, and local news media.

MONTHLY PROGRAM PLANNING

- Prepare for the monthly patrol leaders' council meeting.
 - Review the annual program plan and Boy Scout Program Helps.
 - Attend your district's monthly Boy Scout leaders' roundtable and discuss program ideas with other leaders.
 - Meet with the SPL to make the agenda.
- Hold the patrol leaders' council monthly meeting.
 - The SPL conducts the meeting using the planned agenda. Have available: one Troop Meeting Plan sheet, Supply No.

4425, for each person for each troop meeting; Patrol and Troop Activities, No. 6543; Boy Scout Program Helps; the Troop Planning Worksheet; and information on coming council events.

- Review information and ideas from the roundtable.
 - Using Troop Meeting Plan sheets, each troop meeting is planned in detail. Patrols are assigned to parts of the troop meeting by the SPL.
 - The highlight event, service project, camp-out, and other activities are planned in detail.
- Share the plan.
 - Meet with the troop committee. A major item on each troop committee meeting agenda is support for the troop program.
 - Share plans with parents through the troop newsletter or special notice. Let them know specific times, places, and help needed.

CALENDAR CONSIDERATIONS

The program planning job may be made easier and you will avoid conflicts in scheduling if important calendar events are blocked out in advance. For example, when the school that most of your Scouts attend has any big annual activity, you should note the date on the troop calendar. Avoid scheduling troop activities that conflict with this school activity.

Select the best month that fits your troop and community to start your troop's program year. The traditional Boy Scout program year has been September through August, but this may not fit every community. You might choose the troop charter year, the calendar year, your chartered organization's fiscal year, or some other arrangement. The program features in the program helps will follow the traditional plan, September through August, but may be moved to fit local needs.

If you use the traditional Scouting program year, take the calendar on pages INTRO 6-7 and begin blocking out dates to be avoided and perhaps circling dates to consider for troop activities, including district and council events in which your troop will take part.

Start with your personal calendar. Block out dates on which you have obligations. Use the reminders on this page to list other important dates that must be considered in your planning.

Conservation Good Turn

Dates: _____

Summer camp or similar big adventure

Dates: _____

Scouting Anniversary Week

Dates: _____

Cub Scout pack meetings

Dates: _____

Webelos den meetings

Dates: _____

District camporee

Dates: _____

Location: _____

Scout show (or other big council event)

Dates: _____

Location: _____

Sustaining membership enrollment

Dates: _____

Fall roundup

Rally Night: _____

Location: _____

Order of the Arrow Conference

Annual meeting dates: _____

Chapter, lodge dates: _____

Pilgrimage or historic trail

Dates: _____

Location: _____

Eagle recognition ceremony

Dates: _____

Other _____

Leader Activities
Dates Location

Boy Scout leader training _____

Showando _____

Junior leader training _____

Boy Scout leaders' roundtables _____

Volunteer recognition _____

Scoutmaster's Personal Calendar

Family birthdays, anniversaries, special occasions _____

Vacation _____

Employment obligations _____

Community responsibilities (service clubs, etc.) _____

Religious holidays and observances

Your own _____

Other faiths represented in your troop _____

School activities (Check school office for calendar.) Sports events (football, basketball, track, baseball, other) _____

Events that might call for troop service projects _____

School plays _____

Music, art festivals _____

School holidays and vacations _____

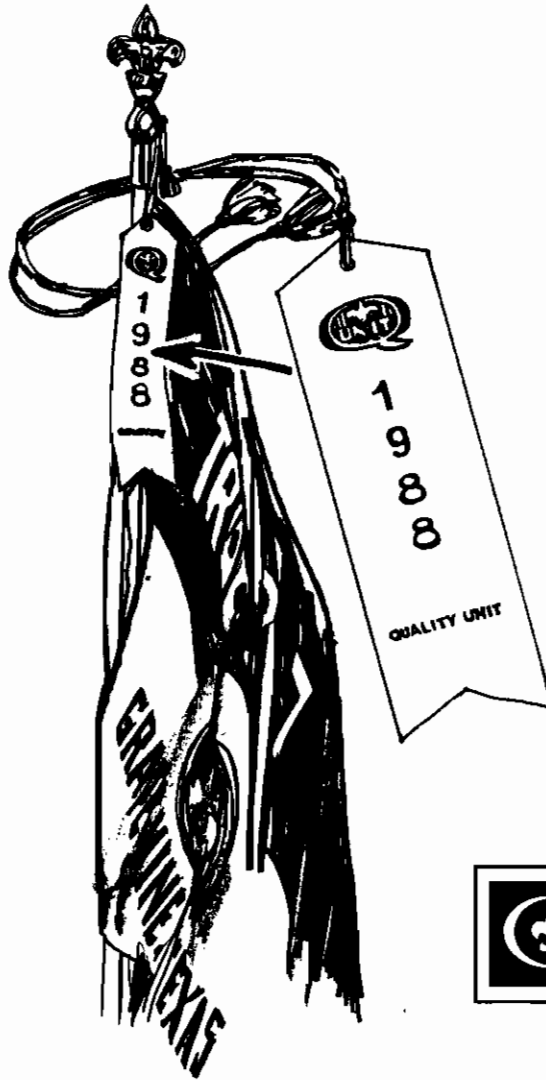
Major examination periods _____

Graduation _____

Your chartered organization

Regular events that may affect the troop _____

Special activities _____



Community calendar (Check chamber of commerce and local officials.)

Fairs and festivals _____

Local holidays _____

Election dates: _____

United Way campaign events _____

Other _____

NATIONAL QUALITY UNIT AWARD

This special award is earned by troops that meet certain requirements for excel-

lence. Troops earning it may fly a pennant streamer, and Scouts and leaders may wear a "Quality Unit" emblem on their uniforms.

At your charter renewal time during 1987 or 1988, you will receive a "commitment sheet." The troop's leaders will be asked to make eight commitments for a quality program during your charter year. If, at the end of the charter year, the troop has achieved at least six of its eight commitments, including three that are mandatory, the troop will be named a National Quality Unit.

The commitments are:

1. Have a Scoutmaster approved by the chartered organization: if he is new, must have taken Scoutmaster Introduction to Leadership training. (Mandatory requirement.)
2. Have at least one assistant Scoutmaster who is qualified to succeed the Scoutmaster. (Mandatory requirement.)
3. Hold at least nine troop committee meetings, two boards of review, and two courts of honor annually. (Mandatory requirement.)
4. Conduct a service project annually, preferably for the chartered organization or community, or participate in World Friendship Fund.

5. Have at least 50 percent of Scouts advancing a rank, or a 10 percent increase in total rank advancement, during the year.
6. Have at least 50 percent of Boy Scouts subscribing to *Boys' Life*, or a 10 percent increase over a year ago.
7. Have at least 50 percent of Boy Scouts camping for at least 10 nights during the year.
8. Show an increase in youth membership in the troop over a year ago.

Troops qualifying as National Quality Units will receive a pennant streamer for the troop flag or for room display. Boy Scouts and leaders will be eligible to wear a special National Quality Unit emblem on their uniforms.

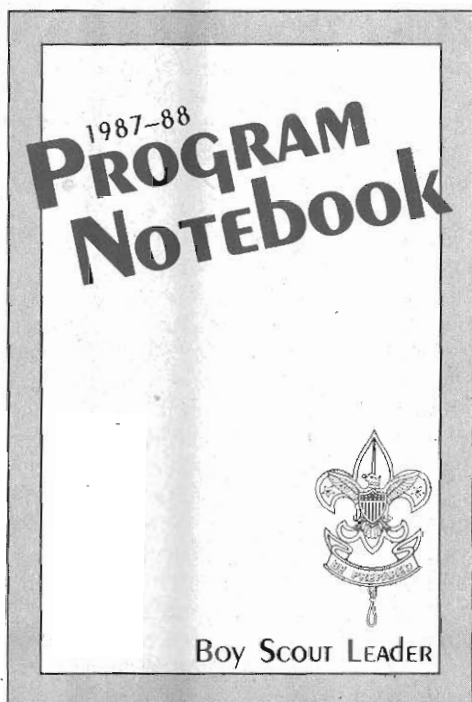
Boy Scouts and leaders will be eligible to wear the "Quality Unit" emblem shown here. In addition, for civilian wear there is a pin with a "Q" and Scout insignia that may be worn on a shirt or blouse.

Also available is a plaque which may be given to the unit as a whole, to your troop's chartered organization, or to an individual leader for excellent work in helping the troop to earn Quality Unit designation.

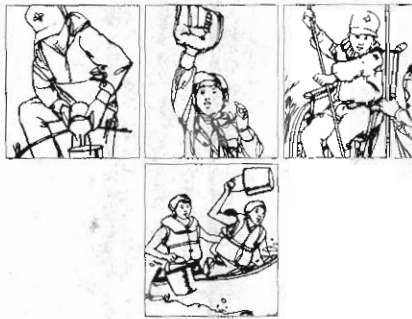
There is no charge for the flag streamer. The emblem, pin, and plaque may be purchased at your Scout council service center, using Form 14-238A.

YOUR THREE PROGRAM ASSISTANTS

There's no big secret to successful Boy Scouting, it's good leadership and excit-



BOY SCOUT PROGRAM HELPS 1986-87



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ing programs. You furnish the leadership. Your three program assistants—*Boys' Life*, *Scouting* magazine with its program helps, and the *Boy Scout Leader Program Notebook*—furnish the program ideas.

Boys' Life goes by mail to Boy Scouts who subscribe through their troop and the local council service center. Registered Boy Scouts and leaders receive a 50 percent discount rate. The monthly magazine is a fine source of skills, stories of activities of other Scouts and troops, fiction, and ideas of things that may be done by individual boys, patrols, and troops. Best of all, it goes directly to the Scouts.

Boy Scout Program Helps comes bound inside *Scouting* magazine. Program helps for the months of September and October comes in the May-June issue of *Scouting*; for November and December in the September issue; for January and February in the November-December issue; for March and April in the January-February issue; and for May through August in the March-April issue. There is no program helps in the October issue. Program helps is sent to every Scoutmaster and assistant Scoutmaster, to every commissioner, and to every professional Scouter.

In addition to the segments of program helps bound into the magazine, *Boy Scout Program Helps* appears as a single volume (Supply No. 7260-87) with all segments bound together. The annual may be purchased from your council service center. Program helps contains a wide choice of ideas you may use to fill out your program. In the helps you will find suggested troop meeting agendas and activity plans. It is intended to provide a base from which to operate.

The *Boy Scout Leader Program Note-*

book is a pocket-size publication which contains space to jot down ideas and plans for members for the patrol leaders' council (PLC) to fill in the details of each monthly program.

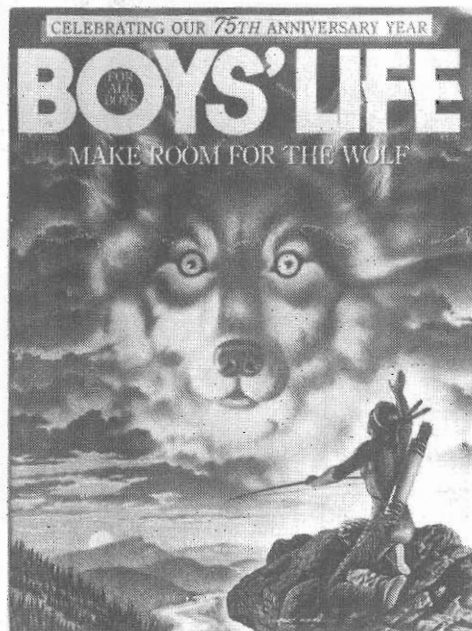
There are from six to nine pages on which you may write the theme for each month, the main troop and patrol activities, and the dates and highlights of each month's outdoor activity, PLC meeting, troop Good Turn, troop committee meeting, and boards of review. There's a calendar page showing holidays and a page to write in troop dates.

The program notebook is one of Scouting's handiest and most useful planning tools. Buy a copy at your local council service center.

BASIC RESOURCES

For nearly every troop meeting and feature event, you and the patrol leaders' council will need several pieces of Scouting literature. Following are the most frequently used items:

- *Official Scout and Leader Uniforms and Equipment Catalog*, No. 70-051F (Call in orders toll free: 1-800-323-0732.)
- *Boy Scout Requirements*, No. 3216C. Brings together the requirements for skill awards, merit badges, and highlights recognitions for special opportunities.
- *The Official Boy Scout Handbook*. A must for every Boy Scout and leader. Excellent program tool. Supply No. 3227.
- *The Official Scoutmaster Handbook*. Indispensable guide to troop leadership. Supply No. 6504.
- *The Official Patrol Leader Handbook*. Excellent activity guide for troops as well as patrols. Supply No. 6505.
- *Fieldbook*. A comprehensive guide to



outdoor fun and adventure. Supply No. 3200.

- *Patrol and Troop Activities*. Time-tested program ideas for troops and patrols. Supply No. 6543.
- *Boy Scout Songbook*. Songs for all Scouting occasions. Supply No. 3224.
- *Scout Ceremonies*. A complete guide to ceremonies for troop meetings and courts of honor. Supply No. 6542.
- *Knots and How to Tie Them*. Excellent description of ropemaking, splicing, lashing and knots used in Scouting. Supply No. 3170.
- *Your Flag*. U.S. flag history and display methods. Supply No. 3188.
- *What Parents Should Know About Our Scout Troop*. Brochure on troop program and operation. Supply No. 6511.
- *Boy Scout Troop Meeting Plan*. Pad of 50 planning sheets of troop activities. Supply No. 4225.

BOY SCOUT PROGRAM THEMES 1987-88

Here are summaries of the Boy Scout monthly themes and highlight activities for the 12 months beginning September 1987.

The summaries may be used to recruit parents and other members of the community to help with your monthly programs. Reproduce the summaries on sheets of paper with enough room for a person to write his or her name next to the themes.

Distribute copies at your next parents' night. Or give copies to patrol leaders at the next PLC meeting, and ask them to get the sheets filled out by their Scouts' parents and bring them to the next troop meeting.

SEPTEMBER 1987—BE PREPARED. Troop meetings include instruction in good citizenship and an open house for parents. The program feature is a Mobilization Camp-out designed to introduce new Scouts to camping by pairing them with experienced Scouts.

OCTOBER 1987—SAFETY AFOOT. In preparation for the highlight event, a Nature Hike, the troop will concentrate on hiking skills, including map and compass, and on nature-related merit badges. On the hike, patrols will practice orienteering as well as learn nature lore.

NOVEMBER 1987—MOVING ON THE SCOUTING TRAIL. New Scouts will learn camp skills and all Scouts will be encouraged to work on advancement during the feature event, a Scouting Trail Camp-out. Also have a Family Night Court of Honor to let Scouts show off new

skills and be recognized for advancement awards.

DECEMBER 1987—CARE AND SHARE. The troop will demonstrate "caring and sharing" with a Good Turn for needy or handicapped persons. During the school holiday, hold a winter camp-out. Make it a "Join-In Jamboree" by staging some of the activities being used at the 16th World Jamboree near Sydney, Australia, Dec. 29-Jan. 9.

JANUARY 1988—FRESH START. During troop meetings, have practice and instruction in first aid and a troop forum on the significance of the U.S. Constitution. For the month's highlight, invite the troop's families to a handicraft or hobby show at which Scouts demonstrate crafts and hobbies.

FEBRUARY 1988—SCOUTING IS ALIVE. To mark the BSA's 78th anniversary, plan a Family Party and Court of Honor and hold a troop See 'n' Do demonstration of Scoutcraft in a park, shopping center, or other public area. Patrols spend the month preparing for their See 'n' Do display.

MARCH 1988—GET FIT. Fun and games—but with a serious purpose. Fitness will be the emphasis at action-filled troop meetings. For the feature event, have a rugged backpacking trek to a historic site in your area. Scouts will strive to earn the Physical Fitness skill award and fitness and sports-related merit badges.

APRIL 1988—SPARS, BARS, AND KNOTS TO YOU. Ropework and pioneering will be the menu for troop meetings. A Pioneering Camp-out will test Scouts' skills at wilderness engineering. During the camp-out, you might also undertake a conservation Good Turn.

MAY 1988—SURPRISES OF SPRING. At troop meetings, the Scouts work on Environment skill award and nature-related subjects, including edible plants. The feature event is a Nature Hike or camp-out. You may also schedule a Troop Service Project to benefit the community or your chartered organization.

JUNE 1988—TRAILCRAFT FUN. Moving into its summer schedule the troop has such informal activities as swimming practice, motocross races, and softball games. For the feature, have a Troop Camporall highlighted by tracking and stalking games and "rehearsal" for summer camp.

JULY 1988—CELEBRATION UNDER THE STARS. For many troops, it's summer camp time. If your troop is not in camp this month, plan informal activi-

ties like a patrol challenge night, volleyball tournament, and wide game. Your feature for the month might be a Star-Gazing Camp-out with practice in astronomy skills.

AUGUST 1988—BEAT THE HEAT. Follow this theme by spending as much time as possible in and on the water. Troop meetings may include swimming and other water sports. For the highlight event, have a camp-out near a waterfront and hold an Aqua-Olympics with contests in swimming, canoeing, rowing, etc.

SPURRING SCOUT SPIRIT— THE HONOR PATROL

Esprit de corps is very important for your troop and perhaps even more so for the patrols. Encourage all of your patrols to earn the Baden-Powell Patrol star to wear under their patrol medallion. Requirements are explained on pages 16-21 and 199 of the *Official Patrol Leader Handbook*.

In many good troops, there is an added incentive—being named the honor patrol for a specified period, usually a month. The honor patrol may be called upon for ceremonies at troop meetings, it may be given special privileges at outdoor activities, and in some troops the patrol with the best honors record for the year enjoys a special event.

The patrol leaders' council should establish the requirements for the honor patrol designation. Consider your troop's needs and goals in establishing requirements. For example, if advancement is lagging, the PLC might give extra credit for earning skill awards, merit badges, or rank advancements.

Below is a sample point system. Points are totaled at the end of the month, and the patrol with the best score is honor patrol for the next month.

- *Troop Meeting Attendance*—25 points for each troop meeting attended by three-quarters of patrol members.
- *Patrol Meetings*—50 points for each patrol meeting held outside the troop meetings.
- *Advancement*—25 points for each rank advancement by a Scout; 10 points for each merit badge; 5 points for each skill award.
- *Uniforming*—25 points for each uniform inspection at which at least two-thirds of patrol members are fully and correctly uniformed.
- *Patrol Leadership*—25 points if patrol leader attends monthly patrol leaders' council meeting.
- *Service*—50 points if three-quarters of patrol members take part in a troop or patrol Good Turn.

TROOP PLANN

MONTH	PROGRAM THEME	PROGRAM HIGHLIGHT	TROOP AND PATROL MEETINGS	OUTDOOR EVENT	SPECIAL EVENT
S E P T E M B E R	1987 Be Prepared 7 Labor Day 17 Constitution Day 23-25 Rosh Hashanah—J				
O C T O B E R	Safety Afoot 2-3 Yom Kippur—J 3 Scouting Energy Day 7-16 Sukkoth—J 12 Columbus Day 31 Halloween				
N O V E M B E R	Moving on the Scouting Trail 1 All Saints' Day—RC 3 Election Day 11 Veterans Day 26 Thanksgiving				
D E C E M B E R	Care and Share 8 Feast of the Immaculate Conception—RC 15-23 Hanukkah—J 25 Christmas—P, RC, O				
J A N U A R Y	1988 Fresh Start 1 New Year's Day Solemnity of Mary—RC 6 Epiphany—O 18 Martin Luther King Day				
F E B R U A R Y	Scouting is Alive 7 Scout Sunday 13 Scout Sabbath 15 President's Day 17 Ash Wednesday—P, RC				
M A R C H	Get Fit 2 Purim—J 17 St. Patrick's Day 21 Higan—B 27 Palm Sunday—P, RC				
A P R I L	Spars, Bars, and Knots to You 1 Good Friday—P, RC 1-9 Passover—J 3 Easter Sunday—P, RC 8 Buddha Day—B 23 Scouting Environment Day				
M A Y	Surprises of Spring 4-5 Lag Ba'Omer—J 8 Mother's Day 12 Feast of the Ascension—RC 21 Armed Forces Day 21-23 Shavuot—J 30 Memorial Day Observance				
J U N E	Trailcraft Fun 14 Flag Day 19 Father's Day				
J U L Y	Celebration Under the Stars 4 Independence Day 15 Obon Memorial—B				
A U G U S T	Beat the Heat 15 Assumption of the Blessed Virgin Mary—RC				

ING WORKSHEET

DISTRICT OR COUNCIL EVENTS	COMMUNITY CALENDAR	TROOP GOOD TURN	BOARD OF REVIEW	LEADER'S MEETING		
				Patrol Leaders' Council	Troop Committee	District Roundtable

RC—Roman Catholic P—Protestant J—Jewish O—Orthodox B—Buddhist

AUDIOVISUAL RESOURCES

Scouting Badges and Skill Awards—35mm reproductions of badges and awards for courts of honor, ceremonies. AV-621R (20 slides).

Look 'n' do: Environment—Basic skills used in dealing with our environment. The program is divided into four segments. AV-663 (180 slides).

Look 'n' do: Camping—Includes campsite selection, tent pitching, sleeping outdoors, and cold weather. AV-643 (142 slides) with script.

Look 'n' do: Conservation—Shows how to conduct outdoor activities and projects. AV-654 (202 slides) with script.

Look 'n' do: Hiking—Basic hiking skills. AV-631 (129 slides) with script.

Look 'n' do: Cooking—Explains basic camp cooking skills. AV-634 (100 slides) with script.

Look 'n' do: First Aid—Shows treatment for shock, bleeding, stopped breathing, stomach poisoning. AV-636 (145 slides) with script.

Low-Impact Camping—A slide show with audiocassette that provides basic instructions on using camping skills and techniques that have minimal impact on the environment. AV-668 Slides \$24.50, AV-668C Cassette, \$5.50.

THE SCOUT UNIFORM: WHY IT'S IMPORTANT

Clothes don't make the man, and the uniform doesn't make the Boy Scout.

That's obvious to all experienced Scouters. But the fact is that the uniform does make a difference in the boy's attitude toward himself as a Scout and toward his troop.

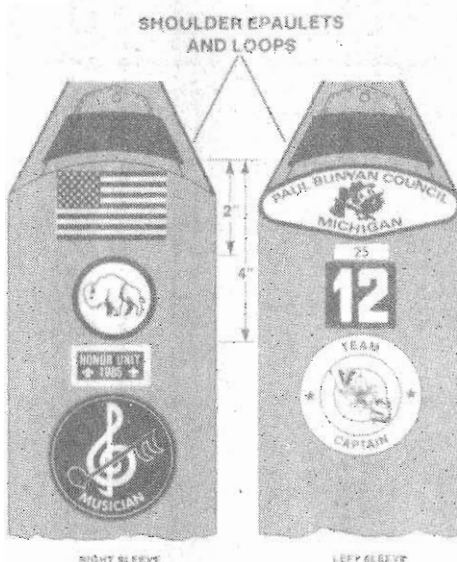
The well-groomed and properly-uniformed Scout feels more pride in himself. And if his troopmates are uniformed, too, he feels more pride in the troop because it looks like a sharp outfit.

This often translates into better behavior by Scouts and better performance, especially when they are at activities with other troops. Yes, the uniform is important in the Scouting program because it promotes Scout spirit and reminds the boy of the ideals to which he has pledged himself.

Securing Uniforms. If some of your Scouts do not have complete uniforms, or do not wear them to all Scouting activities, the patrol leaders' council should ask why.

If some of the boys are from low-income families, the problem may be money. In that case, the PLC could plan a troop money-earning project to buy uniforms. For ideas, see your *Official Scout-*

BOY SCOUT/VARSITY SCOUT UNIFORM INSPECTION SHEET OFFICIAL PLACEMENT OF INSIGNIA

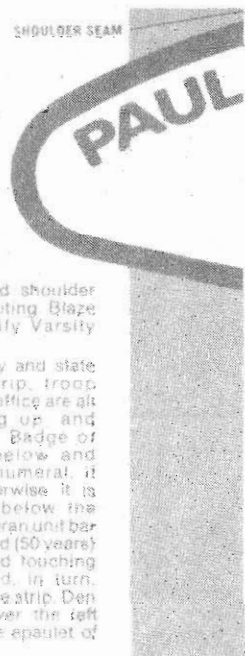


Basic way to conduct uniform inspection is with common sense; basic rule—neatness.

Merit Badge Sash. If worn, only merit badges attached to sash.

Shoulder Epaulets. Red shoulder loops identify Boy Scouting. Blaze shoulder loops identify Varsity Scouting.

Left Sleeve. Community and state strips, or council strip, troop numeral, and badge of office are all worn as shown snug up and touching each other. Badge of office is centered below and touches troop/team numeral; if numeral is worn, otherwise it is positioned 4 inches below the shoulder seam. The veteran unit bar of silver (25 years) or gold (50 years) is positioned above and touching the troop numeral and, in turn, touching council or state strip. Den chief card is worn over the left shoulder and under the epaulet of the official tan shirt.



master Handbook.

Many troops have established uniform exchanges or "banks." As Scouts leave the troop, it buys their uniforms at greatly reduced prices. The parts are then resold at low prices to new Scouts.

Often Goodwill, Salvation Army, and similar used goods stores have Scout uniforms available.

If your troop has a uniforming problem, the answer may be simpler than lack of money. It could be that the troop has never emphasized good uniforming, and so the Scouts get the idea that the slapdash look is fine.

Adult leaders must set the example if they want to reverse this look. The Scoutmaster and his assistants should wear clean, correct uniforms at all events. When the Scouts see that the adults believe in the value of uniforming, they'll get the idea quickly.

Inspections. An excellent way to encourage proper uniforming is by regular uniform inspections. Formal inspections should be held at least quarterly. Quick, informal inspections should be held once a month. In these informal inspections, the senior patrol leader or each patrol leader inspects the Scouts for general appearance and full uniform. This should take only three to five minutes.

For formal, quarterly inspections, use Boy Scout Uniform Inspection Sheets, No. 7283, which are available at your

council service center. Give each Scout a copy of the sheet a week before the inspection. Ask him to use it to check his uniform, including proper placement of badges and insignia. On inspection night, the Scouts return sheets with their names and addresses.

The inspection should be made by the patrol leaders' council, with the senior patrol leader in charge. Patrol leaders join the SPL in his inspection of their patrols. Together they should agree on the score for each Scout, using the guide on the inspection sheet.

When all patrols have been inspected, the SPL and patrol leaders' council add up the scores on each inspection sheet. Finally, the individual scores are added by patrols.

The best uniformed patrol should be commended by the SPL at the end of the meeting. In some troops, the patrol is given a small trophy or patrol flag streamer to keep until the next quarterly inspection. In his comments about the inspection, the SPL may single out exceptional examples of good uniforming, but he should refrain from embarrassing poorly-uniformed Scouts. The results of the inspection might be a topic for the next patrol leaders' council meeting.

If there is any uncertainty about proper placement of badges and insignia, see the booklet, *Insignia Control Guide*, No. 3064A.

SEPTEMBER BE PREPARED

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

GAME OR CONTEST

TIME: _____ (10 mins.)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.
- Prepare for coming event.

TIME: _____ (20 mins.)

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

AFTER THE MEETING

Meet outdoors, if possible. When four Scouts have arrived, start informal soccer game. Add newcomers two at a time.

Explain purpose of silent signals and teach sign for circle formation. Installation or rededication ceremony of leaders starting a new program year (Scout Ceremonies, No. 6542).

Have presentation by counselor for Citizenship in the Nation merit badge. Allow time for boys to sign up for the badge. For new Scouts, have instruction and practice in U.S. flag history and courtesies (pages 416-423, *Official Boy Scout Handbook*). Older Scouts meet with merit badge counselor to discuss Constitution.

Frisbee Baseball (page SCOUT 2 SEP 87).

Patrol leader tells plans for Open House (third troop meeting) and Mobilization Camp-out. Begin working with young Scouts on Citizenship or Community Living skill award. Prepare for Interpatrol Activity.

Patrol Challenge (page SCOUT 3 SEP 87).

Form troop in horseshoe formation by silent signal. Assign Scouts working on Citizenship skill award to prepare opening flag ceremonies for second and third meetings. Scoutmaster's Minute: "Be Prepared for Any Old Thing" (page SCOUT 4 SEP 87). Senior patrol leader leads Scout Oath. Ask Scouts to observe moment of reverence.

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or Boy Scout Leader Program Notebook.

SECOND WEEK

Meet outdoors, if possible. When four Scouts have arrived, start game of Dodge Ball (page 297, *Official Scoutmaster Handbook*).

Form troop in open column of patrols by silent signal. Assigned Scouts conduct flag ceremony. Ask Scouts to observe moment of reverence.

If the troop has many new Scouts, have instruction and practice in camp-out skills, what to bring, how to pitch a tent, make a ground bed, etc. Otherwise, work on requirements for Citizenship or Community Living skill award. Older Scouts assist with instruction.

Crows and Cranes (page 299, *Official Scoutmaster Handbook*).

Help young Scouts make list of personal gear needed for Mobilization Camp-out. Continue work on skill award. P.L.s point out that next week we celebrate the 200th anniversary of our Constitution. Discuss "What is the Constitution?"

Newspaper Study (page 289, *Official Scoutmaster Handbook*).

Form troop in open column of patrols by silent signal. Remind Scouts to invite parents to next week's Open House. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Two Hundred Years of Freedom" (page SCOUT 4 SEP 87). Senior patrol leader leads Scout law.

THIRD WEEK

OPEN HOUSE

As "ticket" of admission, ask Scouts and parents to tie a square knot. Have older Scouts at door to help those who don't know how.

Form troop in single rank formation by silent signal. Assigned Scouts conduct flag ceremony. Ask Scouts and parents to observe moment of reverence.

Invite a community leader to lead discussion of rights and duties of citizens. Focus on requirements for Citizenship and Community Living skill awards. Have question-and-answer period; invite parents to join in.

The Peddler (page SCOUT 4 SEP 87).

Check patrol's preparations for Mobilization Camp-Out. Assign members to buy food. With parents taking part, discuss one of the Ethical Questions on page SCOUT 3 SEP 87. Patrol leader prepares to sum up group's conclusions for Interpatrol Activity.

In turn, patrol leaders report on Ethical Question conclusions.

Form troop in single rank formation by silent signal. Tell final plans for Mobilization Camp-Out. Present skill awards and merit badges earned this month. Scoutmaster's Minute: "Respect for the Flag" (page 311, *Official Scoutmaster Handbook*). Sing "Taps" (Boy Scout Songbook) while two Scouts retire the colors.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: MOBILIZATION CAMP-OUT

The camp-out is primarily aimed at introducing new Scouts to Scout camping. Ask the patrol leaders to use the buddy plan at camp, with each new Scout paired with an experienced Scout.

Invite Webelos Scouts from your "brother" pack (or nearby pack) to join in daytime activities at the camp-out. This is a good chance to get Webelos Scouts thinking about joining your troop.

Patrol leaders' council and troop committee meet this week. Invite Webelos den leader and den chief to help plan joint activities. For agendas for these meetings, see the following.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class.
- Patrol leaders report progress on rank advancement during summer. Discuss plans to get patrol members to First Class.
- Check patrols' preparations for Mobilization Camp-out.
- Outline plans for October. Decide on route and destination for Fall Nature Hike. Plan hike activities.
- Arrange to invite Hiking merit badge counselor to first troop meeting in October and counselor for a nature-related merit badge to third meeting.
- Schedule junior leader training. Review the leadership skill "Sharing Leadership" (page 117, *Official Scoutmaster Handbook*).
- Make plans to get every patrol member to pass Citizenship in the Nation merit badge.
- BSA Photo Contest deadline—October 1.

TROOP COMMITTEE MEETING

See agenda in Troop Committee

Guidebook.

- Conduct board of review for Star, Life, Eagle; counsel Scouts with no progress.
- Check patrol leaders' council on needs for Mobilization Camp-out and October's Fall Nature Hike.
- Offer assistance, if needed, in securing merit badge counselors for troop meetings.
- Arrange for Webelos Survey Den visit.
- Schedule new parent orientation. See Boy Scout Parent Orientation, Supply No. 6510A.
- Review and update troop resources survey.
- If troop's adult leadership roster has vacancies, arrange to recruit.

FEATURE EVENT

MOBILIZATION CAMP-OUT

If you have many new Scouts this month, you'll want to make their first camp-out as much fun and as exciting as possible. The patrol leaders' council should plan plenty of games and contests and a good campfire program for the new Scouts' introduction to Scout camping.

Pair off the new Scouts with veterans in their patrols. Have instruction and practice for them in the fundamentals of camping—choosing a site, pitching a tent, making a ground bed, laying a fire, etc. Have the older Scouts serve as instructors; encourage them to work on Hiking, Camping, Cooking, and First Aid skill awards.

Invite a Webelos den or two to come to the camp-out for daytime activities. Assign a buddy to each Webelos Scout. They might join the Boy Scouts for such contests as:

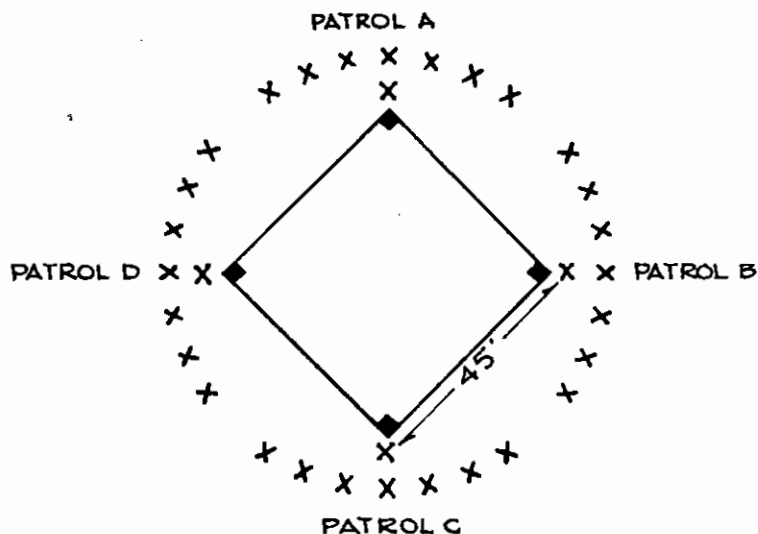
From the *Official Patrol Leader Handbook*:

- Crossing the Gap, page 167.
- Roman Chariot Race, page 124.
- String Burning Race, page 122.
- Bow Saw Relay, page 121.

To climax an afternoon of fun, play the wide game called Flag Raiding.

FLAG RAIDING. This wide game is the "grandfather" of Capture the Flag, which is explained on page 303 of the *Official Scoutmaster Handbook*.

Three flags are used by each side instead of the one in Capture the Flag.



FRISBEE BASEBALL. Mark out a diamond with bases about 45 feet apart as shown. Each patrol has a different home base. Players "bat" by trying to throw the Frisbee so that it lands in the "outfield" (from their perspective) without being caught by an opposing player. An out is made when a Frisbee is caught or lands short of the first-to-second or second-to-third baselines.

Patrols are stationed as shown, and any player may field a Frisbee from an opposing team. Action is continuous, with batters from each patrol throwing and running at the same time. (Watch out for collisions!) Play continues until all patrols have a specified number of outs—which should be at least the number of patrol members.

Some Scouts are posted as guards for their flags; the remaining team members are attackers who try to capture the other side's flags or to sketch the position of their flags and guards.

A Scout who is spotted by the other side's guards within 50 yards of their position is out of the game.

The game ends after a specified time. Scoring is as follows: five points for each flag captured and brought in; five points for each report or sketch of the position of one of the three opponents' flags and guards, and two points for each correct report of the movements of the other side's guards.

Campfire Program. Make it colorful, inspirational, and fun. Light the fire with some ceremony, and then "follow the fire." While the council fire is roaring, schedule lively songs, patrol stunts and skits, handclaps, and games. As the fire dies down, sing songs of inspiration and perhaps tell a story. End with a Scoutmaster's Minute and sing a quiet song, such as "Taps" or "Scout Vesper."

For excellent advice on campfire planning, see pages 125-141 in *Patrol and Troop Activities*. For many good campfire ideas, see pages 178-186 in the *Official Patrol Leader Handbook*.

ETHICAL QUESTIONS

Sometimes the borderline between right and wrong is very difficult to determine. But learning to make the distinction is an important step for young people.

That's why it's suggested that Scouts consider ethical questions this month. It's recommended that during the open house (third troop meeting) the boys and their parents spend some time during patrol meetings talking out an ethical question.

As a resource for the discussion, you might get copies of the booklet, *Youth's Frontier: Making Ethical Decisions*, Supply No. 3620. That booklet, which has a section for boys and another for parents and leaders, suggests ways to consider ethical questions and how boys can decide what to do when they are faced with one. It also has some sample questions.

Here are other questions that might be presented to the Scout family groups.

Question 1. Jason is your best friend, and often he comes home from school with you to hang out at your house. Since both your parents work outside the home, they don't know what goes on. One day Jason brings a couple of marijuana cigarettes to your home and suggests that you both have a smoke. You really like Jason and want to keep his friendship. "Don't be chicken!" Jason jeers. Should you smoke the dope with him? Why, or why not?

Question 2. You're at summer camp and have gone canoeing with a buddy.

Through his own carelessness, your buddy splits a paddle on a rock along shore. When you take the canoe back in, your buddy doesn't want to tell the waterfront staff about the broken paddle. "They have lots of extra paddles," he says. What should you do?

Question 3. Your social studies teacher doesn't pay much attention when he's giving a written test. He just sits up front reading while the class works. You notice that at least three students near you are sneaking looks in their book as they work. You don't want to be a snitch. On the other hand, they are taking advantage of your honesty by cheating because the teacher grades tests on a curve—so many As, so many Bs, so many Fs. Should you whisper to the cheaters to cut it out? Should you tell the teacher? Should you do nothing about it?

Question 4. Nobody likes Mr. Grimes, who runs the candy store on the corner. He's a grumpy guy, and everybody knows he'll cheat little kids out of their nickels if they don't know how to count change. So one day you're in the store and while his back is turned, you have a chance to stick some candy in your pocket. Nobody will

ever know you took it. Should you take it? Remember, Mr. Grimes cheats whenever he can.

INTERPATROL ACTIVITY

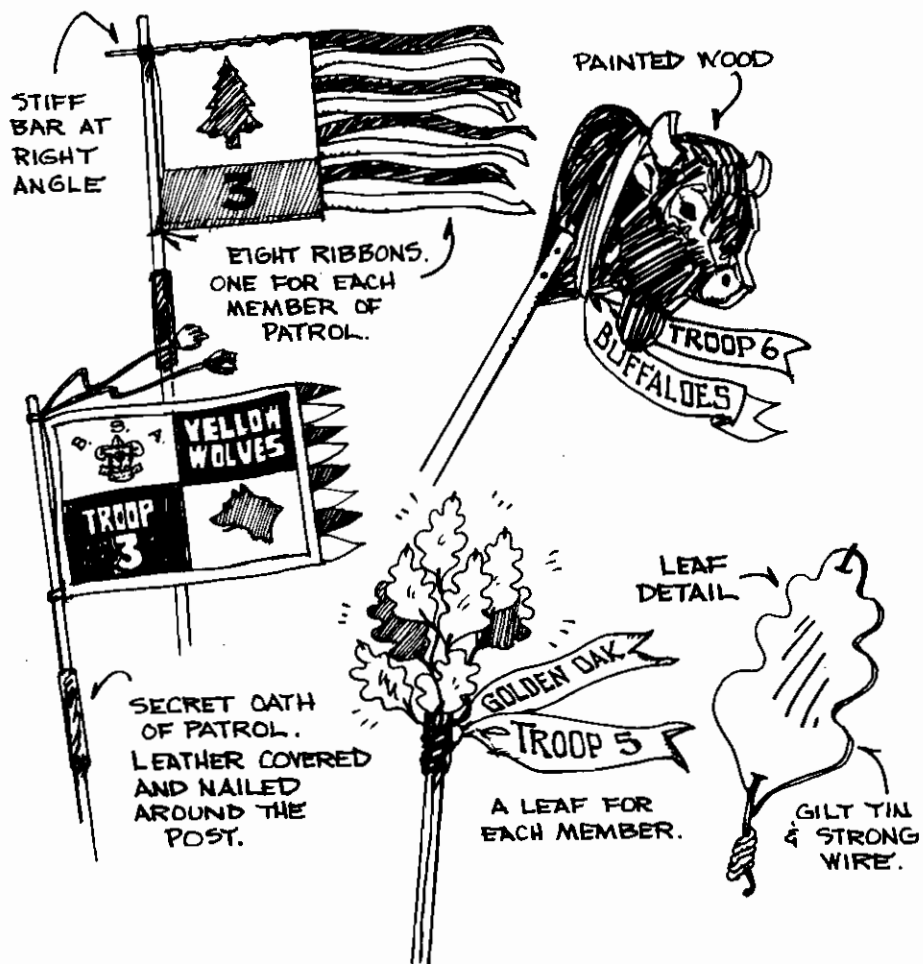
PATROL CHALLENGE. This is an interpatrol quiz based on the Citizenship skill award requirements. Each patrol develops a list of five to 10 questions on flag courtesy and history, rights and responsibilities of citizens, duties of public officials, famous citizens, etc. The questions should have factual answers and not call for opinion.

During the Interpatrol Activity period, the patrols (in turn) read five of their questions, allowing time for other patrols to confer and write their answers. (The extra questions are necessary in case of duplications.)

When all patrols have given their questions, check their answers. Most correct answers win.

MERIT BADGES OF THE MONTH

American Cultures
American Heritage
Citizenship in the Community
Citizenship in the Nation



PATROL FLAGS. If you are forming new patrols this fall, you can buy patrol flags from the BSA's Supply Division. Or have patrols choose an emblem and make the flag. For direc-

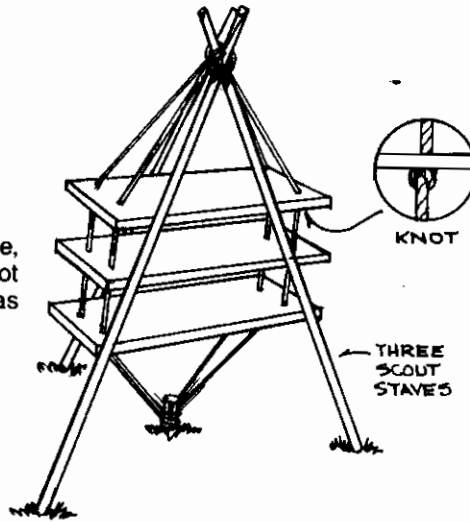
tions, see pages 187-191 of the *Official Patrol Leader Handbook*. Shown here are some imaginative flags from Scouting's early days.

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

PORTABLE CAMP KITCHEN

You need three Scout staves or poles, rope, and three boards about three-by-one-foot with holes drilled for rope. Assemble as shown.



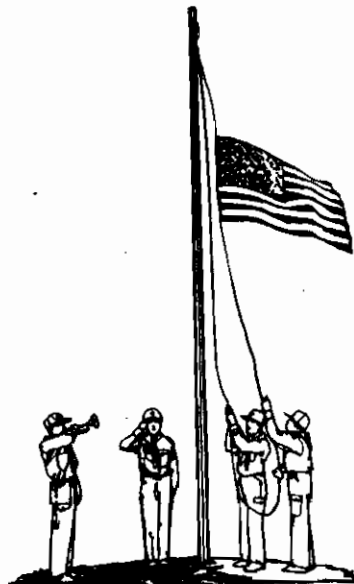
THE PEDDLER

Observation Patrol Teams Quiet
Equipment: Suitcase filled with varied items.
Method: A man enters the meeting room carrying the bulging suitcase. He opens it and begins a sales talk for each item as he hauls it out. Have an assortment—a man's tie, bill-fold, shoes, women's scarves, baseball, pen, trousers, sweater, football helmet, etc. After the Peddler packs up and leaves, each patrol is asked to write down all the articles he showed—in their proper order.
Scoring: Most accurate list wins.



FORMAL RETREAT CEREMONY

Use three Scouts for a formal retreat ceremony in camp. The leader, who will carry the flag from the field, gives the orders. He loosens the halyard and holds the down pull while the No. 2 Scout holds the up pull. No. 3 Scout, who will gather in the flag, salutes as it is lowered. Nos. 1 and 2 fold the flag while No. 3 secures the halyard. All three march off together.



SCOUTMASTER'S MINUTES

BE PREPARED FOR ANY OLD THING. What's the Scout motto? That's right: "Be prepared." Can anybody tell me where it came from?

Well, it was started by the man who founded the Scouting movement almost 80 years ago. His name was Robert Baden-Powell. He was an English general who took the first Scouts camping back in 1907. He was a most interesting man. If you're curious about him, you can learn a little by reading page 475 of your handbook.

Baden-Powell was once asked what the motto meant. What is a Scout supposed to be prepared for?

"Why, for any old thing," Baden-Powell replied.

That's a tall order. Life holds a lot of surprises and we can't be prepared for all of them. But in Scouting you're learning how to handle many surprises and crises. You learn how to give first aid, how to live comfortably outdoors, give service to your community and nation, clean up your environment, do Good Turns for people, and a host of other things. Later this month we're going to talk about being prepared to make choices between right and wrong, too.

Preparing you for life is what Scouting is all about. We're going to do our best to make you prepared for any old thing.

TWO HUNDRED YEARS OF FREEDOM. Can anybody tell me what holiday falls on Sept. 17? It's Citizenship Day or Constitution Day.

Probably you've been talking about the reason for that holiday in school. If you don't already know it, on Sept. 17, 200 years ago, the founders of this country agreed upon the U.S. Constitution.

It is by far the oldest written constitution of any country in the world, and it is the main reason that we enjoy freedom today. The Constitution established our form of government, and perhaps more important, it guarantees the rights of citizenship that we all enjoy.

Most of us take those rights for granted. We can't imagine living in a country where people cannot speak freely, worship God as they wish, or join associations that criticize the government and blast the President. But there are billions of people in the world without any of those rights.

Remember that as you grow older and begin to vote, pay taxes, and perhaps become a leader in government or civic affairs. The Constitution is the foundation stone of this country, which is why the President and many other officials take an oath "to protect and defend the Constitution." Each of us should take the same oath because it is the basis of our liberty.

OCTOBER SAFETY AFOOT

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

SECOND WEEK

THIRD WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME: _____ (15 mins.)

Meet outdoors, if possible. When four Scouts have arrived, start game of touch football. Add newcomers two at a time.

Meet outdoors, if possible. Have early arrivals mix Birdseed for their patrol (page 178, *Official Boy Scout Handbook*). Then start game of Poison (page 296, *Official Scoutmaster Handbook*).

Meet outdoors, if possible. Visitor's night: Scouts invite non-Scout friends. Assign a buddy to each guest. Have boys play Direction Finding (page 105, *Official Patrol Leader Handbook*).

OPENING

- Troop formation
 - Ceremony
 - Uniform inspection
- TIME: _____ (10 mins.)

Form troop in horseshoe formation by silent signal (page 93, *Official Scoutmaster Handbook*). Present colors at open end. Have oldest member of troop lead Pledge of Allegiance.

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders.

Form troop in circle formation by silent signal. Sing "I'm Happy When I'm Hiking" (*Boy Scout Songbook*).

SKILLS DEVELOPMENT

- Skill teaching
 - Patrol demonstrations
 - Guest experts
- TIME: _____ (20 mins.)

Have presentation by Hiking merit badge counselor. Allow time for boys to sign up for the badge. Have instruction in hike footwear, clothing, and safety (Hiking merit badge pamphlet, pages 187-188 in the *Official Scoutmaster Handbook*, and pages 177-183, *Official Boy Scout Handbook*).

Have instruction and practice in reading topographic maps and using compass (pages 184-195, *Official Boy Scout Handbook*). Older Scouts help with instruction or practice writing hike plan (Hiking merit badge pamphlet).

Have presentation by counselor for nature-related merit badge on what to look for on your Nature Hike,

OR,

have Bird Study merit badge counselor or local bird bander explain bird migration in your area. What birds are preparing to leave?

GAME OR CONTEST

TIME: _____ (10 mins.)

Ringleader (page 150, *Official Patrol Leader Handbook*).

Which Direction? (page 289, *Official Scoutmaster Handbook*).

Deer Stalking (page 257, *Official Boy Scout Handbook*).

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
 - Discuss ideas related to program feature.
 - Practice skills for Interpatrol Activity.
 - Prepare for coming event.
- TIME: _____ (20 mins.)

Patrol leader tells plans for Nature Hike. Begin working with new Scouts on Hiking skill award. Prepare for Interpatrol Activity.

Continue working with new Scouts on Hiking skill award. Schedule patrol practice in using map and compass. Practice for Interpatrol Activity.

Check patrol's preparations for Nature Hike. Plan patrol's lunch and assign members to buy food. Practice for Interpatrol Activity.

INTERPATROL ACTIVITY

- Skill contest
 - Display or demonstration
- TIME: _____ (15 mins.)

Play True-False Steal the Bacon, using Hiking skill award questions (pages 28 and 37, *Patrol and Troop Activities*).

Play Map Reading Quiz (page SCOUT 3 OCT 87).

Play Touch (page SCOUT 3 OCT 87).

OR,

if indoors, play Name It (page 291, *Official Scoutmaster Handbook*).

CLOSING

- Announcements
 - Recognitions—skill awards, merit badges, Scout ranks
 - Scoutmaster's Minute
 - Ceremony
- TIME: _____ (10 mins.)

Form troop in horseshoe formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "A Key to Scouting" (page 307, *Official Scoutmaster Handbook*). Ask newest member of troop to lead Scout Oath.

Form troop in open column of patrols by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Scouting's Direction" (page SCOUT 4 OCT 87). Sing "Scout's Good-Night Song" (*Boy Scout Songbook*)

Form troop in circle formation by silent signal. Tell final plans for Nature Hike. Present skill awards and merit badges. Scoutmaster's Minute: "The Wilderness Pledge" (page SCOUT 4 OCT 87). Ask Scouts to repeat Scout benediction: "And now, may the great Master of all Scouts be with us till we meet again."

AFTER THE MEETING

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or Boy Scout Leader Program Notebook.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: NATURE HIKE

The troop will practice hiking skills, including map and compass, and nature lore during a day in the field. New Scouts will aim to earn the Hiking skill award while the veterans may work on requirements for the Hiking, Backpacking, or Orienteering merit badges.

Patrol leaders' council and troop committee meet this week. For agendas for those meetings, see below.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class. Patrol leaders report Scouts working in First Class.
- Check patrol preparations for the Nature Hike.
- Outline plans for November. Decide on site for camp-out and arrange for permission, if necessary. Plan activities for Government Day and Family Night program.
- Arrange to invite a Hiking or Backpacking merit badge counselor to first troop meeting in November.
- Schedule junior leader training, if not already completed. Review how to plan and conduct a patrol meeting (Chapter 4, *Official Patrol Leader Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check patrol leaders' council on needs for Nature Hike. Also check needs for Government Day and Family Night in November and plan the court of honor.
- Establish camp savings plan for summer 1988.
- Schedule orientation for parents of new Scouts (see Boy Scout Parent Orientation, Supply No. 6510A).
- Follow up as needed on recruiting adult leaders.

FEATURE EVENT

NATURE HIKE

This outing has several purposes: To practice hiking skills and hike safety, to complete Hiking skill award requirements, to practice using map and compass, to study nature, and of course to have fun.

An observant outdoorsman can study nature anywhere, even in the heart of a big city. A city troop might take a bird watching hike, for example, looking for the pigeons, starlings, blue jays, sparrows, and nighthawks that are permanent residents. At this time of the year, they might also see some birds just passing through on their annual migrations.

But if you have a choice, plan the nature hike for a wild area—preferably one that is not familiar to your Scouts. They would then have to rely on map and compass to find their way. Ideally, the hike ought to lead them through varied terrain—woods, meadows, streams, ponds, and marshes—so that they see the greatest possible variety of trees, other plants, and animals.

Give each patrol leader a topographic map of the area. If it's practical to do so, mark a different route (but to the same destination) for each patrol. The patrols then would not be able to "follow the leader" to the destination.

When all patrols have arrived at the destination, have lunch and then play some of the Nature Games below. If the troop's adult leaders are not nature experts, invite a counselor for one of the nature-related merit badges to help with the competition. Have field guides to trees, plants, and mammals to check identifications.

Minimum-Impact Hiking. If your hike route is in a real wilderness area, urge

your Scouts to practice minimum-impact hiking. Basically this means: Leave as little sign of your passing as possible.

Suggest that your patrols:

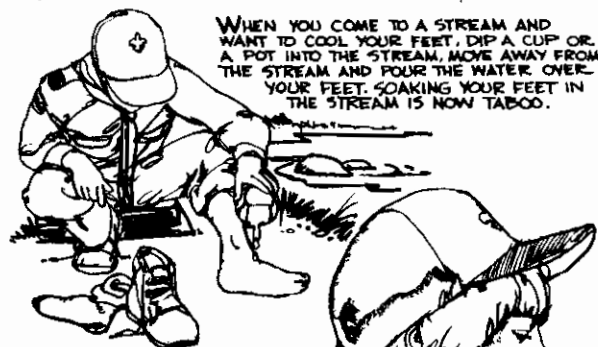
- Leave rocks and flowers where they find them.
- If you need a fire for food preparation, use a chemical stove instead of building a fire.
- Pack out *all* litter and garbage—even the garbage left by others.
- For a latrine, dig a cathole three or four inches deep with a trowel or with the back of the heel, at least 300 feet from any water source. Burn toilet paper in the hole and push dirt back in.
- Stay on the trail, if there is one. Where possible, go over, under, or through water, mud, or obstacles rather than making a new trail around them. Don't shortcut switchbacks on steep trails.
- If there is no trail, spread out and walk abreast rather than in single file. This will reduce the impact of your passing on plant life.

NATURE GAMES

See Nature Object Steal the Bacon on page SCOUT 4 OCT 87. In addition, there are these games on pages 102-103 of the *Official Patrol Leader Handbook*: Nature Scavenger Hunt, Freak Plant Hunt, Leaf Matching, and Nature Memory Hunt.

NATURE GO DOWN. *Equipment:* For each patrol, 10 or more nature items—twig, bark, flower, animal track cast, feather, seed, unusual rock, pine cone, etc.

Method: Patrols are in relay formation. A junior leader takes one nature item and shows it to the first patrol member. If he can identify it, he stays in position. If he can't, he is told to "go down" to the end of the line. In this manner, the leader



WHEN YOU COME TO A STREAM AND WANT TO COOL YOUR FEET, DIP A CUP OR A POT INTO THE STREAM, MOVE AWAY FROM THE STREAM AND POUR THE WATER OVER YOUR FEET. SOAKING YOUR FEET IN THE STREAM IS NOW TABOO.



ALSO, SPEAKING OF WATER... DRINK ONLY WHAT YOU CARRY FROM HOME OR CAMP, UNLESS YOU COME TO A SPRING THAT IS POSTED WITH A "SAFE DRINKING WATER" SIGN.

continues down the line and back until all items that the patrol knows are identified.

Scoring: Winner is the patrol which first identifies all items, or the one with the most correct identifications.

NATURE KIM'S GAME. Equipment: Spread a blanket on the ground, and place on it about 20 nature items.

Method: Patrols are given five minutes to observe the display in silence. Then they are told to go out and collect corresponding items, bring them in, and make their own display. (Items must not be taken from living specimens, animal or plants.)

Scoring: Patrol with the most items wins. (Give extra credit for correct identification.)

INTERPATROL ACTIVITY

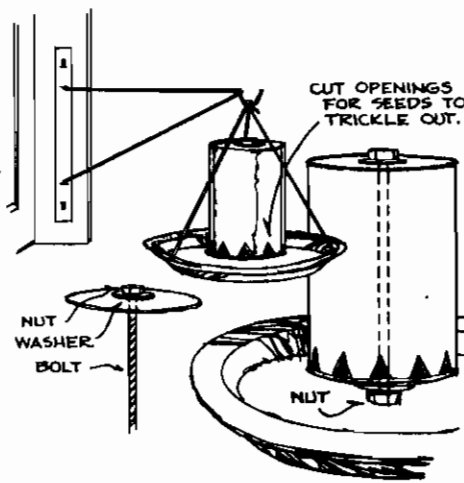
TOUCH. Play in or near woods. Leader calls out the name of a tree and patrols run to find a specimen. First patrol with all members touching the correct tree scores a point. Continue, naming five or more trees.

MAP READING QUIZ

This is an interpatrol contest in reading a topographic map. Make photocopies of the map and give one to each patrol leader. Then read the questions below (or give patrol leaders written copies of the questions.) Patrols try to answer the questions. Winning patrol is the one with the most correct answers. If there is a tie, fastest time wins.

1. You are starting your hike on Saturday at "A" and heading for "Q." To get local information, would you go to "B," "C," or "D"? Why?
2. Would you cross the river at "G" or "H"? Why?
3. Would you be most likely to find firewood at "I" or "U"? Why?
4. Which trail would you take, "J" or "K"? Why?
5. Which is the easier way to reach "P", Trail "L" or "M"? Why?
6. Should you avoid going into "Q"? Why?
7. How high is Hill "P"?
8. What does the symbol at "S" stand for?
9. Does the railroad go over the hill at "V"? If not, where does it go?
10. Where is probably the safest place in the river to go swimming?

ANSWERS: 1. You'd probably go to "C" because it's a church and you'd most likely find someone there than at "B" which is a school and at "D" which is a cemetery. 2. Cross at "G" because it has a footbridge. "H" is a railroad bridge and dangerous to walk across. 3. Find firewood at "U" because it is an orchard. "I" is a rock pile. 4. Take "K" because "J" goes through a swamp. 5. Trail "L" is



WINDOW FRAME BIRD FEEDER. Fall is the best time to start feeding birds. For other simple feeders and the kinds of birds attracted to various seeds, see the Bird Study merit badge pamphlet. You can also write to the National Wildlife Federation, 1412 16th St. N.W., Washington, D.C. 20036, for information on the Backyard Wildlife Habitat Program.

better because it goes up a gradual increase in elevation. Path "M" is a steeper ascent shown by the close contour lines. 6. There is no apparent reason not to go into the camp. 7. Hill "P" is 510 feet high. 8. Windmill. 9. The railroad goes through a tunnel dug into the hill. 10.

The sand beach shown at the word "Wahootchee" is probably the safest spot because water there is shallow, three to five feet deep.

BIRDSEED. High-energy snack foods are great for the trail. One of the most popular is "Birdseed." For the recipe, see page 178 of the Official Boy Scout Handbook.

Here's another snack, suggested by The Leader, Canada's Scouting magazine.

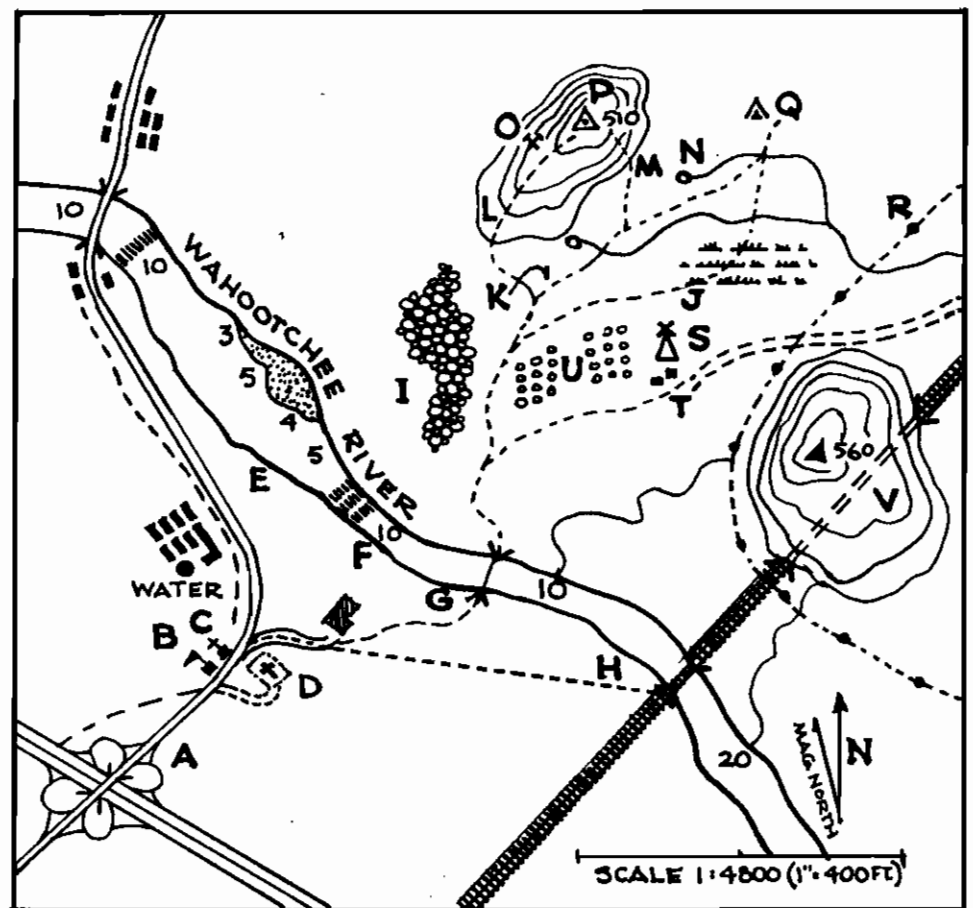
- 2 cups salted peanuts
- 1½ cups large-flake rolled oats
- 1 cup raisins
- ½ cup shredded coconut
- 1 cup shelled sunflower seeds
- ¼ cup honey
- 2 tbsps. cooking oil
- ½ tsp. vanilla

Combine first five ingredients in a large bowl. In saucepan, heat honey and oil to boiling. Boil one minute, remove from heat, and add vanilla. Pour over ingredients in bowl and toss to coat evenly. Spread mixture on flat pan and dry for several hours. Seal in plastic bags.

MERIT BADGES OF THE MONTH

- Backpacking
- Bird Study
- Hiking
- Nature
- Orienteering
- Safety

MAP READING QUIZ

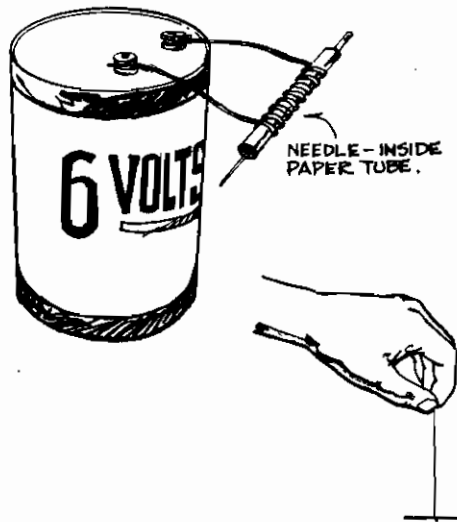


PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

MAKING A COMPASS

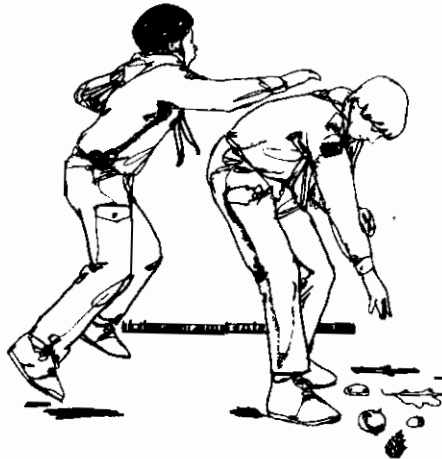
You can magnetize a sewing needle by stroking it against one pole of a toy magnet, but this method is better. Wrap a two-inch square of paper around a thin nail. Then wrap magnet wire or bell wire around the paper as shown and remove the nail. Attach one end of the coil wire to one of the battery terminals and slip the needle into the coil point first. Then attach the other end of the wire to the battery for no more than 10 seconds. (If you leave it longer, the wire will get hot and weaken the battery.) Remove the needle and balance it on a thread. It will swing to a north-south position. Color the north end with a permanent marker pen.



NATURE OBJECT STEAL THE BACON

Nature Half-Troop Teams Active
Equipment: Ten or more nature objects lined up across the center of the playing area.

Method: Play like regular Steal the Bacon (page 298, *Official Scoutmaster Handbook*), except that the "bacon" is the collection of nature objects. The leader calls a number and the name of one of the objects, and the opposing players with that number race to get the object and bring it back to their line without being tagged. (Examples: Leader calls, "Seven, acorn!" or "Four, maple leaf!" Scoring: First team to reach specified number of points wins.



PACK HARNESS

"Uncle Dan" Beard, one of Scouting's pioneers, invented this harness for an improvised pack—which could be a laundry bag. The harness is made from upholsterer's webbing. Holes for the lines should be reinforced with grommets or the buttonhole stitch. Tie the bag to the harness and wear as shown.



SCOUTMASTER'S MINUTES

SCOUTING'S DIRECTIONS. Tonight we've been learning how to find directions on a map and use the compass to stay on course. By now I hope most of you can orient a map and use map and compass to travel in unknown territory.

In Scouting we have another kind of "map and compass." They are the Scout Oath, Law, motto, and slogan. They are excellent guides for traveling through life.

Whenever you are wondering what's the right thing to do, consult those "maps and compasses." They won't always provide an easy answer. Sometimes you will have to think through your decision, but it will be easier if you ask yourself, "What if I act according to the Scout Law?" Chances are the Law will help to show you the right thing to do.

THE WILDERNESS PLEDGE. Next week we'll be outdoors again, and it's a good time to remind ourselves that Scouts obey the Wilderness Pledge whenever they are hiking, camping, or on other activities away from the meeting place.

You all should be familiar with the Wilderness Pledge. It says, "Through good camping and hiking practices, I pledge myself to preserve the beauty and splendor of America's wilderness, primitive, and backcountry areas. I commit myself to:

- Set a personal example in following the Outdoor Code.
- Train those I lead in the skills and attitudes needed to protect and preserve wilderness for future generations.
- Assure that parties of which I am a part observe the hiking and camping standards that will leave no trace of our passing."

It seems to me that what it boils down to is that in the Wilderness Pledge we commit ourselves as Scouts not only to preserve the environment but to make it better. For example, not only don't we leave litter ourselves, we pick up other people's litter. And we not only build safe fires, we try to make sure that others do, too. In other words, we take responsibility as Scouts to do whatever we can to keep America beautiful.

That may seem like a tall order. Nobody enjoys picking up other people's litter. It's a lot easier just to say, "Boy, what a mess!" and pass it by. But that's not Scouting's way.

On all our hikes and camp-outs, let's leave the land better than we found it. That's Scouting's way.

NOVEMBER

MOVING ON THE SCOUTING TRAIL

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

GAME OR CONTEST

TIME: _____ (10 mins.)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.
- Prepare for coming event.

TIME: _____ (20 mins.)

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

AFTER THE MEETING

Have several packs and assorted gear. Ask arriving Scouts to show how to pack (page 66, *Official Boy Scout Handbook*). They then join game of Jump the Shot (page 296, *Official Scoutmaster Handbook*).

Form troop in closed column of patrols by silent signal (page 93, *Official Scoutmaster Handbook*). Ask newest member of troop to lead Scout Oath. Ask boys to observe moment of reverence.

Have presentation by Camping merit badge counselor. Allow time for boys to sign up for the badge. For younger Scouts have instruction and practice in camp knots (pages 92-95, *Official Boy Scout Handbook*). Older Scouts assist with instruction or learn advanced knots like Hunter's Bend (page SCOUT 2 NOV 87).

Submarines and Minefields (page SCOUT 4 NOV 87).

Patrol leader tells plans for Government Day, Family Night, Court of Honor, and Scouting Trail Camp-out. Begin working with younger Scouts on Camping skill award. Prepare for Interpatrol Activity.

Play Horse and Rider Relay (page SCOUT 4 NOV 87).

Form troop in closed column of patrols by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Moving on the Scouting Trail" (page SCOUT 4 NOV 87). Sing "Scout Vesper" (Boy Scout Songbook).

SECOND WEEK

Play Knotting for Soccer (page SCOUT 3 NOV 87).

Form troop in troop circle formation by silent signal. Senior patrol leader leads following pledge by repeat-after-me method: "As a member of Troop _____/ I pledge that I will always be an active member of my patrol/ take part in all troop activities/ continue to advance/ and observe the Scout Law at all times."

Have instruction and practice in lashings (pages 96-99, *Official Boy Scout Handbook*). Older Scouts assist with instruction or practice using camp stove (pages 68-71, *Camping merit badge pamphlet*). Stress safety.

Three-legged Soccer (page 154, *Official Patrol Leader Handbook*).

Decide on patrol's demonstration for Family Night and begin preparing it. Continue work on Camping skill award. Prepare for Interpatrol Activity.

Play Tripod Suspension (page 124, *Official Patrol Leader Handbook*).

Form troop in circle formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Stick To It" (page 310, *Official Scoutmaster Handbook*). Sing "By the Blazing Council Fire" (Boy Scout Songbook).

THIRD WEEK

Visitors Night: Scouts bring non-member friends. Assign each visitor a buddy. Using chairs, set up a series of "gates" tied with different knots. Ask Scouts to untie the knot for each gate, then retie it correctly to close the gate.

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders. Urge Scouts to wear full, correct uniform at Family Night Court of Honor.

Patrols show demonstrations they will give for Family Night.

Knot Run (page SCOUT 3 NOV 87).

Check patrol's preparations for Scouting Trail Camp-out. Plan menus and assign members to buy food. Decide on camping tip or gimmick to "show and tell" for Interpatrol Activity.

In turn, patrol representatives show camping gimmick or give tip for comfortable camping.

Form troop in open column of patrols by silent signal. Tell final plans for Family Night Court of Honor and Scouting Trail Camp-out. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Baden-Powell on Honesty" (page SCOUT 4 NOV 87). Ask oldest member of troop to lead Scout Law.

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or Boy Scout Leader Program Notebook.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: FAMILY NIGHT COURT OF HONOR, SCOUTING TRAIL CAMP-OUT

Invite families to see their Scouts receive awards earned since summer camp and entertain them with Scoutcraft demonstrations. For a second highlight, hold a camp-out focusing on advancement on the Scouting trail.

A third possible special event would be Government Day (perhaps earlier in the month) when Scouts spend a day with a local government official.

Patrol leaders' council and troop committee meet this week. Invite Webelos den leaders and den chiefs if joint activities are to be planned. Agendas for those meetings follow.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class. Patrol leaders report on Scouts working on Second Class.
- Check patrols' preparations for Family Night and Scouting Trail Camp-out.
- Outline plans for December. Decide on site for the Winter Camp-out and arrange for permissions, if needed. Choose Good Turn for the needy and make plans for it. Ask help of troop committee, as needed. Begin planning the Scout Forum on the Constitution.
- Arrange to invite counselors for Cooking and Communications merit badges to December troop meetings.
- Discuss the leadership skill "Evaluating" (page 115, *Official Scoutmaster Handbook*). Evaluate the troop's program for the past three months.

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check preparations for the court of honor. Give assistance as needed to the patrol leaders' council for Family Night and the Scouting Trail Camp-out. Invite members of chartered organization. In addition, check needs for next month's Winter Camp-out and Good Turn.
- If necessary, assist the PLC in securing merit badge counselors for December troop meetings.
- Conduct Troop Resource Survey (Supply No. 4437) with community leaders.
- Schedule new parent orientation, if needed, using Boy Scout Parent Orientation, Supply No. 6510A.

FEATURE EVENTS

FAMILY NIGHT COURT OF HONOR

This is an opportunity for the Scouts to show off new Scouting skills and for the troop to get parents excited about its prospects for the coming months. The program will be climaxed by a court of honor at which boys who have earned awards since summer camp will receive them.

To ensure good attendance by families, have every boy in every patrol involved in the Family Night show and receiving some recognition. Here is a suggested program:

Preopening. For each patrol, have an exhibit area for skill award and merit badge projects. If you have photos from the troop's summer camp, show them, too. As families arrive, direct them to the patrol exhibits. If you have not already done so, give each parent a copy of the Troop Resource Survey sheet, Supply No. 4437, and ask them to fill it out and return it. This will give an excellent idea of the skills, talents, and hobbies of parents that might be utilized by the troop.

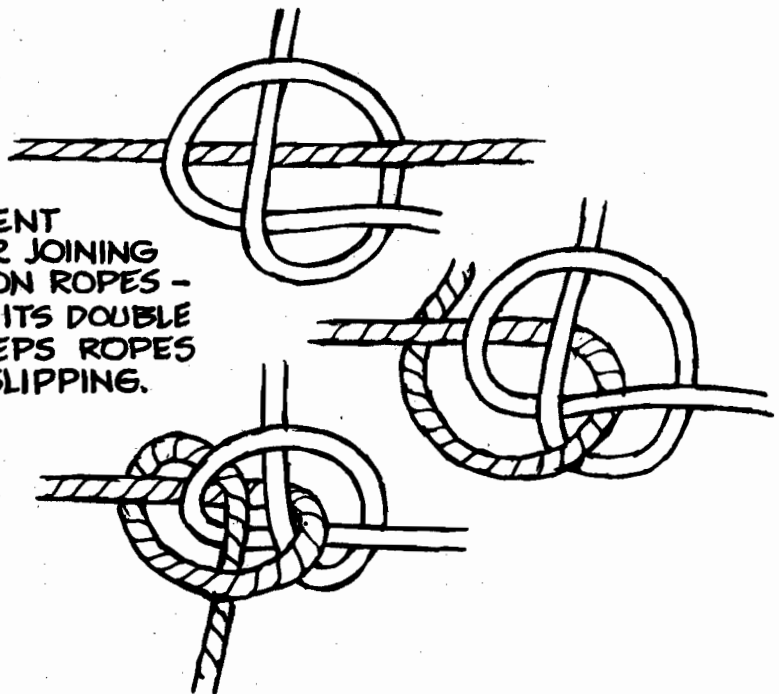
Opening. Honor patrol presents the colors and leads Pledge of Allegiance.

Icebreaker. Lead "Crazy, Mixed-Up Kids." (Ask everyone to slap knees twice, clap hands twice, then grasp left ear with right hand and nose with left hand. Slap and clap again, but this time reverse the hand positions. Increase the speed, alternating hand positions.)

Have a song leader lead "I've Got That Scouting Spirit" (*Boy Scout Songbook*).

Patrol Demonstrations. In turn, patrols perform. Here are possibilities:

PATROL A—U.S. flag history and courtes-



EXCELLENT KNOT FOR JOINING TWO NYLON ROPES - BECAUSE ITS DOUBLE LOCK KEEPS ROPES FROM SLIPPING.

HUNTER'S BEND

sies. Show and tell history of historic flags; demonstrate correct display and folding of flag.

PATROL B—Camping skills. Demonstrate tent pitching, making ground bed.

PATROL C—Demonstrate taking compass bearings; explain meaning of topographic map symbols.

PATROL D—Demonstrate camp knots and their uses; assemble simple pioneering project.

Troop Plans. Senior patrol leader or Scoutmaster makes a brief presentation on the troop's present status and plans for the coming months. Cover the troop's adult leadership needs, if any, and give dates of activities for which transportation or other parent involvement is needed. Allow time for questions. This is particularly important if it is the first gathering of parents in this program year.

Court of Honor. Make it simple but dignified and be sure that each Scout who is receiving an award gets his moment in the sun. For agendas and tips for conducting a court of honor, see pages 26-38 of Scout Ceremonies, Supply No. 6542.

SCOUTING TRAIL CAMP-OUT

Suggest that your boys start "moving on the Scouting trail" by concentrating on advancement at your camp-out. Urge each Scout to strive to move up a rank by the next court of honor in February, or at least to earn several skill awards or merit badges by then.

Have some interpatrol contests that test various advancement skills, such as these from the *Official Patrol Leader Handbook*:

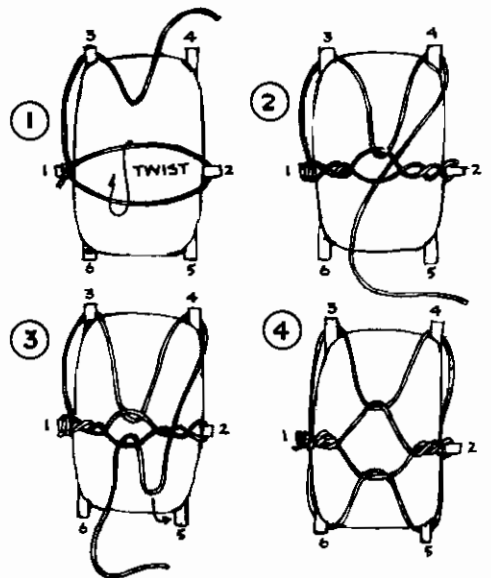
- Knot Loop Relay, page 72
- Mini-Orienteering, page 105
- String Burning Race, page 122
- Roman Chariot Race, page 124
- Morse Relay, page 165
- Flagpole Raising, page 169.

GOVERNMENT DAY

This suggested troop activity is aimed at acquainting your Scouts with local government. Have the troop spend part of a day (or all day) with a local government official. Ask him to tell what the Constitution means to him in his job. If he happens to be a former Scout, he may be able to relate his work and the operation of government to his Scouting experience and the democratic method used in troop operation.

If this activity is not feasible, have the troop attend a public meeting of a governmental body—city council, school board, planning board, etc. Arrange to have an official talk with the Scouts afterward about what they have seen and how the actions taken will affect their families or schools.

GAMES. KNOT RUN. Form troop in large circle. Scouts stand facing inward, with hands behind backs. "It" walks around the circle, carrying a three-foot



DIAMOND HITCH. An excellent way to secure a pack on a frame because it is easy to tighten. When you pull on any section of the line, every other section draws tighter. Start by securing one end of the line to the center left peg of the frame with two half hitches. Then follow the steps shown, ending where you started with two more half hitches.

length of rope. Suddenly he puts the rope into a Scout's hand, calls out the name of a knot, and starts running around the circle. The Scout who was given the rope must tie the knot correctly before "It" gets back to his place. If he fails, he becomes the new "It." If he succeeds, "It" must try again.

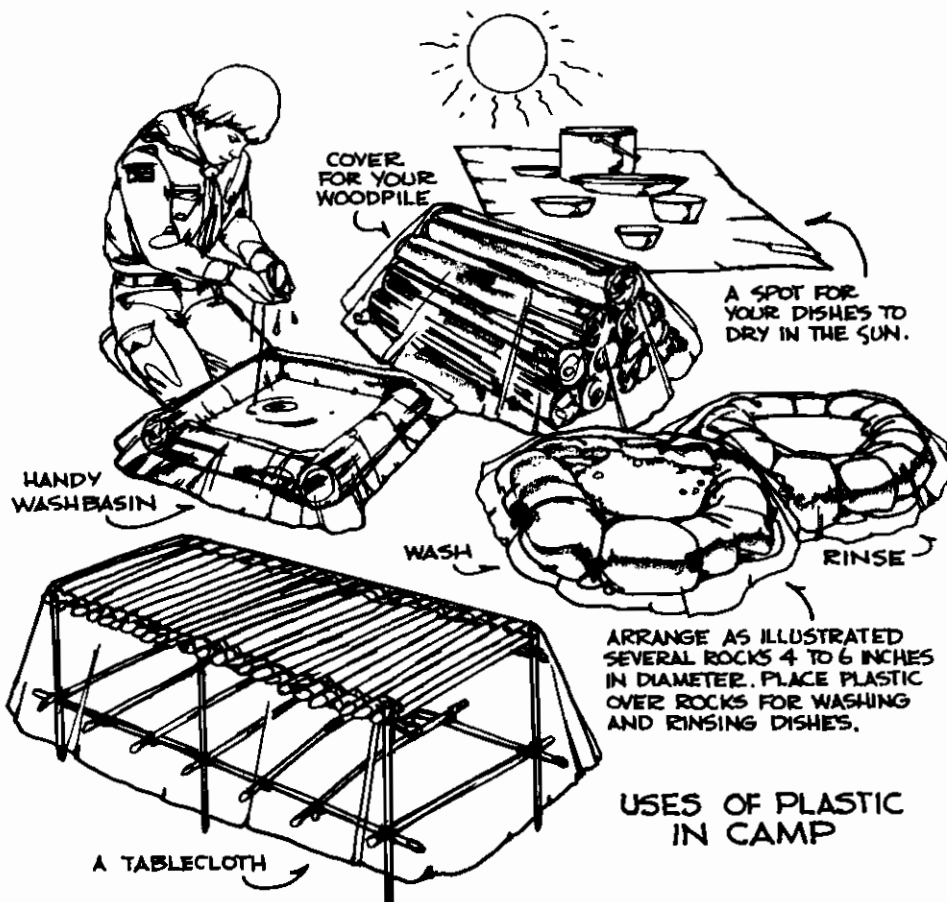
KNOTTING FOR SOCCER. Set up two chairs at each end of the meeting room for soccer goals. Place soccer ball in center of room. Divide players into two teams and line them up relay fashion at either end of the room. Each team selects one player to be its goalie, and he takes his place in the goal.

On signal, the first player on each team is directed to tie a certain knot. As soon as he ties it correctly, he runs to the center and begins kicking the ball toward the other team's goal. Meanwhile, the next player on his team is given a knot to tie, and when he has done it he joins the game. And so on until all Scouts are playing.

If played during the preopening period, add newcomers two at a time.

MERIT BADGES OF THE MONTH

- American Business
- Fingerprinting
- Personal Management
- Public Speaking
- Scholarship
- Stamp Collecting



PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

SUBMARINES AND MINEFIELDS

Fun and Fitness Half-Troop Teams Active Equipment: Blindfolds.

Method: One team, the Mines, is blindfolded and lines up side by side across the room, with feet widespread and sides of feet touching next Scout's. Their hands are at sides.

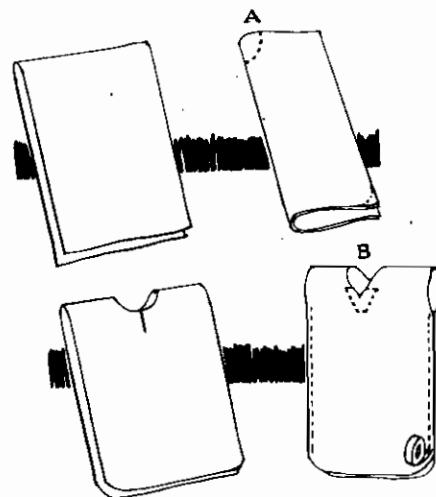
On signal, the other team, the submarines, tries to go under or between Mines without being heard. If a Mine hears a Sub, he tries to blow him up by tagging him. A Sub safely through the Minefield scores a point for his team. Each Mine has two shots. If he swats and misses, one shot is used and he must put the hand on his knee; he can no longer tag with that hand. If he swats and hits, he can use the same hand for his second shot. If a Mine misses twice, he can no longer tag, but neither can Subs go through his area.



POLY PONCHO

For those rainy days in camp. Use six-mil-thick polyethylene sheeting, 1/2-inch-wide filament tape, and duct tape. Cut sheeting twice the measurement from shoulder to feet and as wide as distance from thumbtip to thumbtip when arms are outstretched. Fold and cut as shown in A. Cut four-inch radius quarter pie slice for head (larger for large heads). Trim corners. Open out and seal sides with duct tape (B). Reinforce head and arm holes with filament or duct tape.

For a temporary poncho, cut head and arm holes in a large, heavy-duty plastic trash bag.



HORSE AND RIDER RELAY

Knot-tying Patrol Teams Active Equipment: For each patrol, six-foot rope.

Method: Each patrol divides itself into buddy teams. On signal, the first Horse ties a bowline around his own waist and gives end to his Rider. Rider jumps on Horse's back and they gallop to a hitching rail where the Rider ties a clove hitch without dismounting. When a judge approves both knots, rider loosens hitch, they gallop back and give the rope to the next team in their patrol. Each team repeats until all have run.

Scoring: First patrol finished wins.



SCOUTMASTER'S MINUTES

MOVING ON THE SCOUTING TRAIL. Scouts, our theme this month is called "Moving on the Scouting Trail." What do we mean when we talk about the Scouting trail?

That's right, it's the path that leads from Scout rank through First Class up to the Eagle Scout badge. Very few guys make it all the way. The only ones who do are guys who can set a goal and then work hard to achieve it.

One way to get started toward the goal is to set yourself a more modest goal. If you're Tenderfoot now, make up your mind that you're going to earn Second Class in time for our court of honor at the end of the month—or at least by the court of honor in February. The Chinese have a saying that is appropriate here. They say, "A journey of a thousand miles starts with a single step."

That's a good thing to remember, not only in Scouting but in life. You can't progress if you never get started.

You're going to have plenty of chances to pass advancement requirements in our troop meetings this month—and every month. Take advantage of those opportunities. We're also going to concentrate on advancement during our camp-out late this month. That's another chance to get moving on the Scouting trail.

It's my hope that by the time our February court of honor rolls around, every one of you will be a rank higher than you are today.

BADEN-POWELL ON HONESTY. You may remember that in September I mentioned Robert Baden-Powell, the British general who started Scouting a long time ago. He had a lot of good advice for Scouts, and now I'd like to read what he had to say about honesty.

He said, "Honesty is a form of honor. An honorable man can be trusted with any amount of valuables with the certainty that he will not steal it. Cheating at any time is a sneaking, underhanded thing to do."

"When you feel inclined to cheat in order to win a game, or feel distressed when a game in which you are playing is going against you, just say to yourself, 'After all, it is only a game. It won't kill me if I do lose. One can't win always though I will stick to it in case of a chance coming.'"

"If you keep your head in this way, you will very often find that you win after all from not being overanxious or despairing. And don't forget, whenever you do lose a game, if you are a true Scout, you will at once cheer the winning team or shake hands with and congratulate the fellow who has beaten you."

DECEMBER CARE AND SHARE

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

GAME OR CONTEST

TIME: _____ (10 mins.)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.
- Prepare for coming event.

TIME: _____ (20 mins.)

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

AFTER THE MEETING

Have Scouts play Split the Splinter (page SCOUT 3 DEC 87)

Form troop in horseshoe formation by silent signal (page 93, *Official Scoutmaster Handbook*). Sing "Trail the Eagle" (*Boy Scout Songbook*). Ask Scouts to observe moment of reverence.

Have presentation by Cooking merit badge counselor. Allow time for boys to sign up for the badge. For younger Scouts, review use and care of woods tools and how to make firelays (page 79-83 and 110-113, *Official Boy Scout Handbook*). Older Scouts assist with instruction or work on Totin' Chip requirements (Supply No. 4234).

Balloon in the Basket (page SCOUT 4 DEC 87).

Patrol leader tells plans for Troop Good Turn and Winter Camp-out. Begin working with young Scouts on Cooking skill award. Prepare for Interpatrol Activity.

Play Fuzz-Stick Relay (page 120, *Official Patrol Leader Handbook*).

Form troop in horseshoe formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Heat, Fuel, and Oxygen" (page 318, *Official Scoutmaster Handbook*). Senior patrol leader calls, "Troop attention! Troop dismissed!" To count of "One! Two!" Scouts clap hands once, stamp feet once, and disperse.

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or *Boy Scout Leader Program Notebook*.

SECOND WEEK

Have Scouts make Eskimo Snow Goggles (page SCOUT 4 DEC 87),
OR,
play Dodge Ball (page 297, *Official Scoutmaster Handbook*).

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders. In turn, patrols give patrol calls.

Have presentation by Communications merit badge counselor. Allow time for boys to sign up for the badge. Have instruction and practice in Morse or semaphore code (pages 356-358, *Official Boy Scout Handbook*).

True-False Steal the Bacon, using Communications skill award questions (pages 28 and 36, *Patrol and Troop Activities*).

Decide on patrol demonstration of winter camping skills to be given next week. See "Winter Camping Tips" on page SCOUT 3 DEC 87 for ideas. Practice for Interpatrol Activity.

Play Get the Message (page SCOUT 3 DEC 87).

Form troop in open column of patrols by silent signal. Tell final plans for Troop Good Turn. Assign Scouts working on Communications skill award to prepare ceremonies and unfamiliar game for next week. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Scouting's Plumb Line" (page SCOUT 4 DEC 87). Sing "Taps" (*Boy Scout Songbook*).

THIRD WEEK

Visitor's Night: Scouts bring nonmember friends. Assign each guest a buddy. As "ticket" of admission, Scouts spell their name in Morse or semaphore code. Then pair off Scouts and visitors by size for Dual Contests (pages 300-302, *Official Scoutmaster Handbook*).

Form troop in single rank formation by silent signal. Assigned Scouts lead opening ceremony. Ask Scouts to observe moment of reverence.

In turn, patrols give demonstrations on winter camping skills and tips.

Assigned Scouts explain and lead unfamiliar game.

Check patrol's preparations for Winter Camp-out. Decide on menus and assign members to buy food. Begin "Scouting Forum on the Constitution" (see page SCOUT 2 DEC 87).

Play Rights and Duties (page SCOUT 3 DEC 87).

Form troop in single rank formation by silent signal. Tell final plans for Winter Camp-out. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Freedom for What?" (page SCOUT 4 DEC 87). Assigned Scouts conduct closing ceremony.

FOR MORE PROGRAM AIDS, READ SCOUTING AND BOYS' LIFE AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: WINTER CAMP-OUT

Take advantage of the school holiday between Christmas and New Year's to have a camp-out. Troops in the north may practice skills of comfortable camping in cold and snow. In milder climates, troops may stress wet-weather camping skills.

Earlier in the month, have a troop Good Turn reflecting the "Care and Share" theme for the holiday season.

Patrol leaders' council and troop committee meet this week. (Invite Webelos den leaders and den chiefs if joint activities are to be planned.) Agendas for those meetings follow.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class. Patrol leaders report on Scouts working on First Class.
- Check patrol preparations for the Winter Camp-out.
- Evaluate the troop Good Turn and discuss personal Good Turns.
- Outline plans for January. Arrange to invite First Aid merit badge counselor to first troop meeting in January. Plan Handicraft or Hobby Show.
- Begin planning for Scouting Anniversary Week (Feb. 7-13)
- Discuss ways to use "Patrol Resources" in patrol and troop activities (page 115, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check patrol leaders' council's needs for Winter Camp-out and for January's Handicraft or Hobby Show. Assist PLC, if necessary, in securing First Aid merit badge counselor for first troop meeting in January.
- Schedule new parent orientation, using Boy Scout Parent Orientation, Supply No. 6510A.
- Begin planning to recognize volunteer Scouters and chartered organization during Scouting Anniversary Week.

FEATURE EVENTS

WINTER CAMP-OUT

If it's cold out there and snow is on the ground, this will be a test of your troop's ability to camp comfortably in adverse conditions. If it's mild in your area, plan to practice skills needed for wet-weather camping.

For tips on winter camping, see this page and Chapter 20 in the *Fieldbook*.

This may be an opportunity for Scouts to practice First Class skills and complete rank requirements as result of the camp-out. Make assignments to older Scouts or patrol dads.

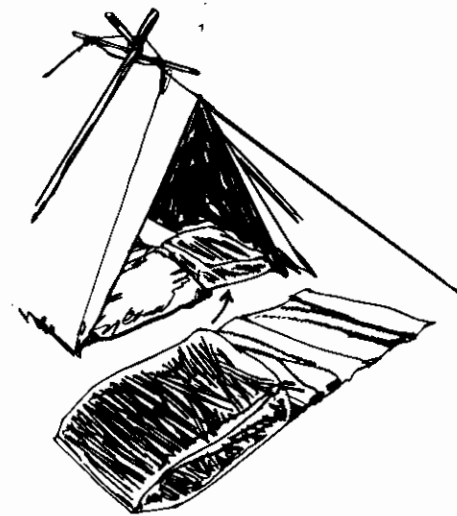
If conditions permit, the highlight of the camp-out might be a Mystery Wide Game as described below.

Mystery Wide Game. Play over a broad wooded area. Patrols use topographic map and compass to find a series of "mystery" points. At each point, they must solve a "mystery" or perform a skill, such as:

- Receive a message in Morse or semaphore and send an appropriate answer.
- Build a small cooking fire with wet kindling and fuel wood.
- Figure out how to retrieve a secret message across a "chasm," using spars and bits of rope scattered in the area.
- Treat an "injured" person.
- Get the whole patrol across an "electrified" fence.

Join-In Jamboree Activities. The 16th World Jamboree will be held near Sydney, Australia, Dec. 30-Jan. 9. As part of your winter camp-out, your Scouts may want to join in the jamboree by sharing some typical activities of an Australian Scout event. Following are examples.

HOLD A CORROBOREE. Originally a corroboree was a ceremonial gathering of



TINDER BAG. To ensure a fast fire in the morning, gather tinder before going to bed. Place tinder in plastic bag. Keep some dry kindling and fuel wood in your tent. Let it storm, you'll have fire in the morning.

Australian aborigines for singing, dancing, and religious ritual. Today the word may describe a Scout camp or campfire.

For your camp-out campfire program, have a corroboree. Have the patrols mime a hunt or other adventure while a narrator tells the story. Sing "Waltzing Matilda" (*Boy Scout Songbook*). Perform a dance similar to American Indian dances to the beat of drums or rhythm sticks.

TRACKING AND STALKING. Australia's aborigines were expert trackers and stalkers. Set up a tracking course and have your Scouts try to follow it.

MAKE ROCK OR BARK PAINTINGS. The aborigines were noted artists, painting animals and plants on rock and bark. Have your Scouts try to paint kangaroos, platypuses, and emus.



BULLROARER. Originally the bullroarer was a sacred object to Australia's aborigines because it represented the voice of an ancestral spirit. To make one, use a wooden ruler or thin wood about 12 inches long and two inches wide. Bore a hole near one end and attach strong cord or thong. Swing the bullroarer around at arm's length to make a whirring sound.

TROOP GOOD TURN

Conduct a Good Turn before the holidays to show that Scouts "care and share." You might do a project for the needy or for persons with a handicap. Here are ideas:

For the Needy

- Collect nonperishable foods or good used clothing for distribution by the Salvation Army or other charitable group.
- Collect and restore good used toys for distribution by a community organization.
- Conduct a money-earning project and give the proceeds to the Salvation Army

or other organization that aids the needy. Project might be a waste collection for recycling, car wash, flea market sale, pancake supper, etc.

For the Handicapped

- Assist in the formation of a Boy Scout troop for boys with handicaps.
- Collect soft toys for children at a school or other institution for the mentally retarded.
- Collect reading materials for retirement or nursing centers.
- Make picture charts to be used as reading aids by children with impaired hearing. Before proceeding, check with a local agency for the deaf to get instructions.
- Schedule regular visits to the home of a child with a handicap to play games, read, or work on crafts.

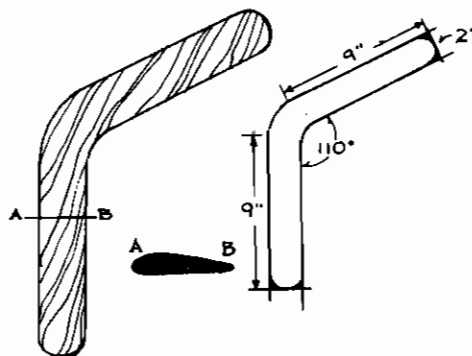
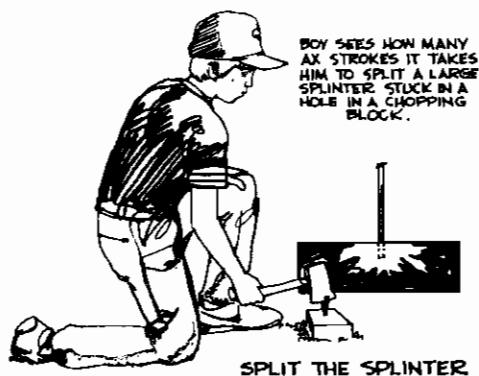
SCOUT FORUM ON CONSTITUTION

In celebration of the 200th anniversary of the U.S. Constitution, it is suggested that troops conduct a democratic forum over the next three months. For information on the Youth Forum, write to: Boy Scout Division, BSA, 1325 Walnut Hill Ln., Irving, Tex. 75038-3096. In December, patrols consider the Constitution's meaning and draft a statement about it.

In January, the patrols report on their statements for a troop discussion. And in February, the troop reports on its overall thinking about the Constitution during a court of honor or at a gathering of your chartered organization.

This month, ask patrols to begin the process by discussing the Constitution during one patrol meeting. Afterwards the patrol leader or an assigned member prepares a statement for a troop discussion next month. Assign an adult leader to help the patrol focus its thinking. Consider such questions as:

1. What does the Constitution mean to us today?
2. What rights do citizens have under the Constitution?
3. What obligations?
4. And most important, what can we do to protect our rights under the Constitution?



BOOMERANG. Cut from plywood about $\frac{3}{8}$ -inch thick. Use sharp knife and sandpaper to shape the arms into an airfoil as shown in A-B.

WINTER CAMPING TIPS

- Before pitching a tent in snow, pack snow with feet or scrape it away until firm layer is reached. Even better, if snow is not deep, dig down to earth.
- Pitch tent with closed back to the prevailing wind. Do not pitch under tree branches.
- For a ground bed, lay down a plastic foam pad or a heavy layer of dead leaves or dead pine boughs. (Do not cut live trees!) Cover that layer with a ground cloth and piece of canvas. Fluff up sleeping bag to get plenty of insulating air into it just before going to bed.
- In temperatures below freezing, use the layering system for nightwear. Wear pajamas or thermal underwear. Insert a flannel liner inside the sleeping bag. Wrap a blanket or tarp around the bag.
- To warm a tent, heat several large, non-porous rocks, put them into a metal container, and bring it into the tent. Never have a fire in or near a tent. Be sure that the bottom of the can is not so hot as to melt a tent's plastic floor.
- Wear mittens instead of gloves and a stocking cap or cap with earflaps.
- In a storm or strong wind, tie neckerchief over nose and ears and let it point down over chin.
- On expeditions away from camp, use the buddy system; buddies can check each other for frostbite (specks of white on the skin) and make sure no one gets lost or wet, with the consequent danger of hypothermia.
- Remember that darkness comes early; if you are using wood fires, gather fuel—twice as much as you think you'll need—early in the afternoon.
- Keep cooking simple. Stick to one-pot meals and foods that can be cooked merely by adding boiling water. Have plenty of hot drink mixes—soups, chocolate, and hot instant fruit juices.

INTERPATROL ACTIVITIES

GET THE MESSAGE. Equipment: as

needed—see below.

Method: Each patrol selects the type of signalling it wishes to use—Morse code, semaphore, or sign language for the hearing impaired. Patrol is then divided into senders and receivers, stationed at opposite ends of the room. The leader whispers a very short message to the senders, and they transmit it to the receivers. Both senders and receivers may use the *Official Boy Scout Handbook* as an aid. Senders take turns in transmitting words so that all Scouts are involved. **Scoring:** First patrol whose receivers get the message correctly wins.

RIGHTS AND DUTIES. Equipment: One red and one green piece of cloth for each two patrols.

Method: The game is a variation of True-False Steal the Bacon. Station half the patrols at one end of the room, half at the other, and have each patrol count off. Put green and red "bacons" across the center. The leader calls out a statement about either a citizen's rights or his duties and then a number. If the statement is about a citizen's rights, all Scouts with the number race to get a green flag and bring it back without being tagged. If it is about a duty, they try to get a red flag. (Example: "Free speech, No. 3!" All Scouts with No. 3 should try to get a green flag. "Respect rights of others, No. 5." All Scouts with No. 5 should try to get a red flag.)

Scoring: One point for the patrol of a Scout who brings back a correct flag without being tagged, one point for a tagger. If several players' numbers are called at the same time, any player may chase any other.

MERIT BADGES OF THE MONTH

- Camping
- Communications
- Cooking
- Dog Care
- First Aid
- Pets
- Signaling



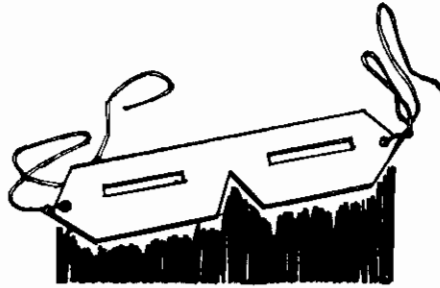
WHEN BOILING SNOW FOR WATER - KEEP STIRRING OR SNOW WILL SCORCH. WHEN COMPLETELY MELTED, BOIL AT LEAST TEN MINUTES TO PURIFY WATER. IT'S EASIER TO MELT ICE THAN SNOW, IF YOU CAN FIND ICE.

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

ESKIMO SNOW GOGGLES

Great for reducing snow glare.
Use thin wood, bark, or cardboard. Cut 1/2-inch-wide slits about 1 1/2 inches long. Attach laces or cord.



BALLOON IN THE BASKET

Fun and Fitness Patrol Teams Active
Equipment: For each patrol, four inflated balloons and a wastebasket. Have different colored balloons for each patrol.

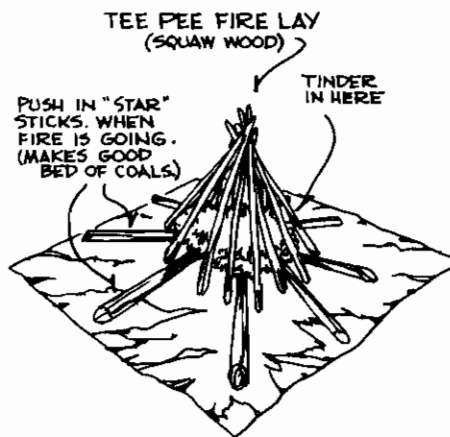
Method: Place wastebasket at far end of the room. Balloons are on floor in front of patrol at the other end of the room. On signal, all patrols try to get their balloons across the room and into their wastebasket. Balloons may not be touched by any part of the body above the waist. Scouts may try to block members of other patrols but may not touch their balloons; if a Scout touches another patrol's balloon, he must drop out.

Scoring: First patrol with all four balloons in its wastebasket wins.



WINTER COOKING FIRE

To keep fire off wet ground, make your firelay on a sheet of heavy-duty aluminum foil. For easy lighting, light a candle stub with a match and use that in the center of your firelay. It won't blow out as quickly as a match in a brisk wind.



SCOUTMASTER'S MINUTES

SCOUTING'S PLUMB LINE. (Show a carpenter's plumb line.) Does anybody know what this is? That's right, it's a plumb line. Carpenters and masons use a plumb line to make sure their work is perfectly straight and vertical.

Suppose you were building a brick wall and you built it just by guesswork. Then I came along with this plumb line and laid it against your wall. Both of us could see that the wall is crooked if the plumb line told us so.

You might get mad about it and throw my plumb line as far as you could. But that wouldn't make the wall any straighter, would it?

In Scouting we have another kind of plumb line, and in a way it shows how straight we are. Scouting's plumb line is the Scout Oath and Law. They tell us how to build our lives straight and true. When we don't follow the Oath and Law, we know it, don't we? If we've been untrustworthy, disloyal, or unfriendly to someone, our plumb line—the Scout Law—is there in the back of our mind to remind us that we are not building our lives in the straight and true way.

The Scout never lived who never once violated the Oath and Law. But those pledges, our plumb line, should always be our guide.

FREEDOM FOR WHAT? We've been talking about the Constitution and the freedoms it gives us as citizens.

But how free are we? What does freedom mean? Does it mean we can do anything we want?

I think we'll agree that the answer is no. Freedom of speech, for example, doesn't mean that we can go into a crowded theater and yell, "Fire!" And freedom certainly doesn't mean that we can steal from people or assault them without fear of being arrested, tried, and perhaps thrown into jail. As somebody once said, "Your freedom to swing your fist ends just beyond the tip of my nose."

So what does freedom mean in the sense of the Constitution? It means, I believe, that we are free to live according to the laws of God, free to worship as we choose, to speak and write the truth as we see it, to choose our life's work, and to travel where we want to go—and to grant the same rights to others.

The Constitution does not give us unlimited rights to act without regard to other people. But it does guarantee us the right to live as free men in a society whose citizens are equal in the eyes of the law.

JANUARY

FRESH START

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

SECOND WEEK

THIRD WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

When three Scouts have arrived, start game of Walking Statues (page SCOUT 3 JAN 88).

As "ticket" of admission, Scouts demonstrate first aid for shock. They then join game of Poison (page 296, *Official Scoutmaster Handbook*).

Visitor's Night: Scouts bring non-Scout friends. Assign Scout buddy to each visitor. As "ticket" of admission, Scouts show how to perform first aid on themselves for an injury—sprained ankle, burned hand, heel blister, broken arm, cut on leg, etc. Scouts and visitors then join game of Do This-Do That (page 297, *Official Scoutmaster Handbook*).

OPENING

- Troop formation
 - Ceremony
 - Uniform inspection
- TIME: _____ (10 mins.)

Form troop in horseshoe formation by silent signal. Honor patrol presents colors and leads Pledge of Allegiance.

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders. In turn, patrols give patrol calls.

Form troop in troop circle formation by silent signal. Ask Scout who recently advanced in rank to lead Scout Oath.

SKILLS DEVELOPMENT

- Skill teaching
 - Patrol demonstrations
 - Guest experts
- TIME: _____ (20 mins.)

Have presentation by First Aid merit badge counselor. Allow time for boys to sign up for badge. For younger Scouts, have instruction and practice in first aid for "hurry cases" (pages 364-368, *Official Boy Scout Handbook*). Older Scouts assist with instruction or practice first aid for hypothermia and frostbite (pages 182-183, *Fieldbook*, and page SCOUT 3 JAN 88).

Hold troop's "Scout Forum on the Constitution" (page SCOUT 3 JAN 88).

Patrols show the hobby and craft projects and demonstration they will have for Handicraft or Hobby Show.

GAME OR CONTEST

TIME: _____ (10 mins.)

British Bulldog (page 299, *Official Scoutmaster Handbook*).

Blackout (page SCOUT 3 JAN 88).

True-False Steal the Bacon, using first aid questions (pages 28 and 31, *Patrol and Troop Activities*).

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
 - Discuss ideas related to program feature.
 - Practice skills for Interpatrol Activity.
 - Prepare for coming event.
- TIME: _____ (20 mins.)

Patrol leader tells plans for Handicraft or Hobby Show. Make list of possible displays and demonstrations the patrol may have. (See page SCOUT 2 JAN 88 for ideas.) Remind patrol spokesman to prepare report for next week's Forum on the Constitution. Practice for Interpatrol Activity.

Ask patrol members to bring samples of their hobby or craft projects next week. Work with young Scouts on First Aid skill award. Practice for Interpatrol Activity.

Continue work on First Aid Skill award. Prepare for Interpatrol Activity.

INTERPATROL ACTIVITY

- Skill contest
 - Display or demonstration
- TIME: _____ (15 mins.)

Play Hurry Cases Relay (page SCOUT 4 JAN 88).

Play Fireman's Drag Relay (page SCOUT 3 JAN 88).

Play First Aid Challenge (page SCOUT 3 JAN 88).

CLOSING

- Announcements
 - Recognitions—skill awards, merit badges, Scout ranks
 - Scoutmaster's Minute
 - Ceremony
- TIME: _____ (10 mins.)

Form troop in horseshoe formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Making a Fresh Start" (page SCOUT 4 JAN 88). SPL asks, "What's the Scout motto?" Troop responds, "Be prepared!" Ask Scouts to observe moment of reverence before dismissal.

Form troop in open column of patrols by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Be 'In Uniform'" (page 312, *Official Scoutmaster Handbook*). As they leave Scouts give Scout handclasp to SPL, salute to Scoutmaster.

Form troop in circle formation by silent signal. Tell final plans for Handicraft or Hobby Show. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Value Your Conscience" (page SCOUT 4 JAN 88). Ask Scouts to observe moment of reverence. Sing "Scout's Good-Night Song" (Boy Scout Songbook).

AFTER THE MEETING

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or Boy Scout Leader Program Notebook.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: HANDICRAFT OR HOBBY SHOW

Invite troop families and non-Scout friends of your Scouts to a night of fun featuring displays and demonstrations of hobbies and crafts. Although not all the hobbies and crafts shown need to be merit badge projects, it's a good way to stimulate Scouts to work on merit badges.

Patrol leaders' council and troop committee meet this week. Invite Webelos den leaders and den chiefs if joint activities are to be planned. Agendas for those meetings follow.

PATROL LEADERS' COUNCIL

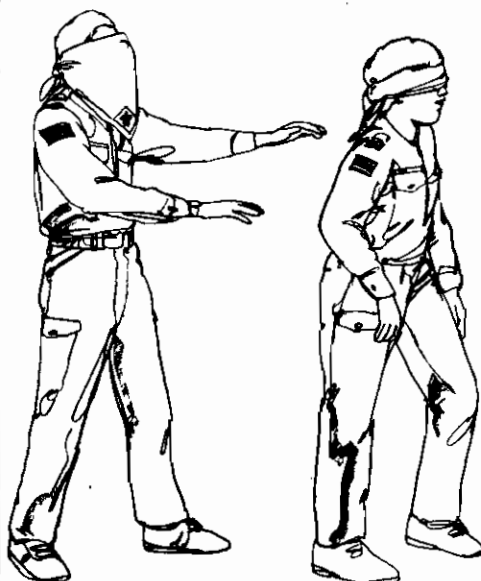
See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class. Patrol Leaders report on Scouts working on First Class.
- Check patrols' preparations for the Handicraft or Hobby Show. Plan displays and review the program.
- Outline plans for February. Plan activities for the Family Party and See 'n' Do, if scheduled. Plan to take part in district or council observance of Scouting Anniversary Week.
- Decide on what merit badge to feature at the first troop meeting in February and arrange to invite counselor.
- Discuss the leadership skill "Setting the Example" (page 117, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check patrol leaders' council's needs for Handicraft or Hobby Show.
- Troop chaplain arranges for troop's participation in Scout Sunday and/or Sabbath observance.
- Plan court of honor for February. Check PLC on plans for Family Party and See 'n'



BLACKOUT GAME

- Do, if scheduled, and offer assistance.
- Review Fair Way flip chart, Supply No. 3698. Check plans for getting troop to summer camp.
- Plan summer camp money-earning project.
- Discuss plans for Scouting Anniversary Week.

FEATURE EVENT

HANDICRAFT OR HOBBY SHOW

This event might be, in effect, a merit badge show at which Scouts display and demonstrate projects for merit badges. Or it could be a display and demonstration of hobbies, such as stamp collecting, coin collecting, model building, baseball card collecting, and so on.

Invite the troop's families, members of the chartered organization, and Webelos Scouts from nearby packs. Encourage all members of the troop to have at least one project in the show.

Here is a suggested program:

Preopening—Have Scouts at their display tables showing crafts and hobbies.

Opening—Honor patrol presents the colors while a Scout who has earned the Bugling merit badge plays "To the Colors." Honor patrol leader leads Pledge of Allegiance.

Game—Patrols, including a "patrol" of Webelos Scouts, compete in Fireman's Drag Relay (next page). Give the Webelos patrol an edge by letting it make one fewer run than the Scout patrols.

Demonstrations—Groups of Scouts show skills learned while working on various merit badges (or crafts and hobbies not in the merit badge program). The demonstrations may be done in turn, as in a stage show, or simultaneously with demonstrations in corners of the room.

Here are examples:

ATOMIC ENERGY MB—Show how to use Scout-made Geiger counter.

BASEBALL CARDS—Explain how value of cards is determined.

CHEMISTRY MB—Test foods for starch or protein.

FIRST AID MB—Show uses of items in first aid kit.

GENERAL SCIENCE MB—Assemble and use an electromagnet.

INDIAN LORE—Demonstrate Indian game or dance.

PLASTIC CRAFT—Show how to cast, cut, and decorate plastic.

PLUMBING MB—Demonstrate pipe threading.

WOODWORKING MB—Demonstrate finishing of a project.

Song—Have Scout who has earned the Music merit badge teach a song and lead the audience in singing it.

Announcements—Have a Scout who is working on the Communications or Public Speaking merit badge explain the

troop's plans for the next few months.
Closing—Honor patrol retires colors while Bugling or Music merit badge holders play "Taps."
Refreshments—If desired, Scouts working on Cooking merit badge might prepare treats.

SCOUT FORUM ON CONSTITUTION

Take a second step in the "Scout Forum on the Constitution" by having the troop discuss the patrols' reports at one troop meeting. (See page SCOUT 3 DEC 87 for the beginning of the forum in patrol discussions.)

The senior patrol leader or Scoutmaster should focus the thinking of troop members after they have heard the patrol reports. The SPL (or some other junior leader) should be assigned to summarize the troop's conclusions and report in February at the troop's Family Party and court of honor or at a meeting of your chartered organization.

CPR INSTRUCTION

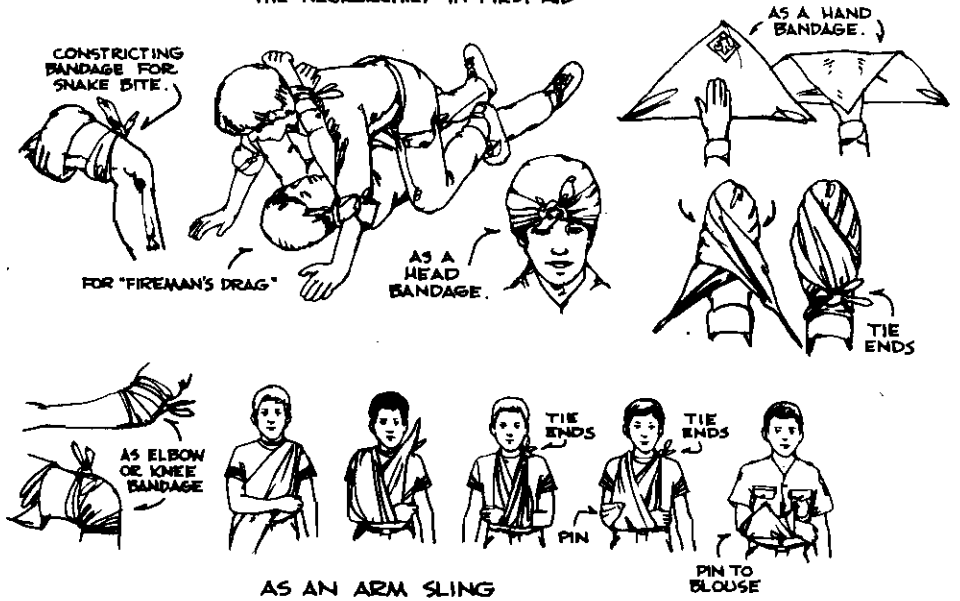
If you have older Scouts who are working on the Lifesaving merit badge, check to find out whether you can schedule instruction for them in cardiopulmonary resuscitation (CPR), the last requirement for the badge. You might be able to secure an instructor from a local chapter of the American Red Cross or American Heart Association.

In some local Scout councils, CPR classes are scheduled for all Lifesaving merit badge candidates. Check your local council.

INTERPATROL ACTIVITIES

FIREMAN'S DRAG RELAY. Equipment: One neckerchief for each two Scouts.
 Method: Pair off members of each patrol and have them practice the Fireman's Drag (Emergency Preparedness merit badge pamphlet).

THE NECKERCHIEF IN FIRST AID



On signal, one boy in the first pair in each patrol ties the bandage and drags the other boy ("victim") to a turning line 20 feet away. There "victim" becomes "rescuer," unties the bandage, ties it again, and drags the other Scout back to the starting line where the next pair is waiting.

Scoring: First patrol finished wins.
FIRST AID CHALLENGE. Equipment: For each patrol a first aid kit, splints. (Also see *First Aid Contest*, Supply No. 3703.)

Method: In preparation for the game, each patrol chooses one member to be a "victim" and decides on his "injuries." If desired, make up the victim as in realistic first aid shown on page 68, Patrol

and Troop Activities. Otherwise, merely attach labels ("not breathing," "fractured leg," "arm laceration," etc.).

Each patrol is then assigned to perform first aid on another patrol's victim. Scoring: All patrols start with score of 100. Judges deduct points for improper first aid, failure to send for help, slowness, sloppy work, etc. Highest score wins.

GAMES. BLACKOUT. Game is played in total darkness or with all players blindfolded. Players are scattered at random around the room. On signal, all players begin to give their patrol calls and try to link hands with their patrolmates. First patrol with all members joining hands wins.

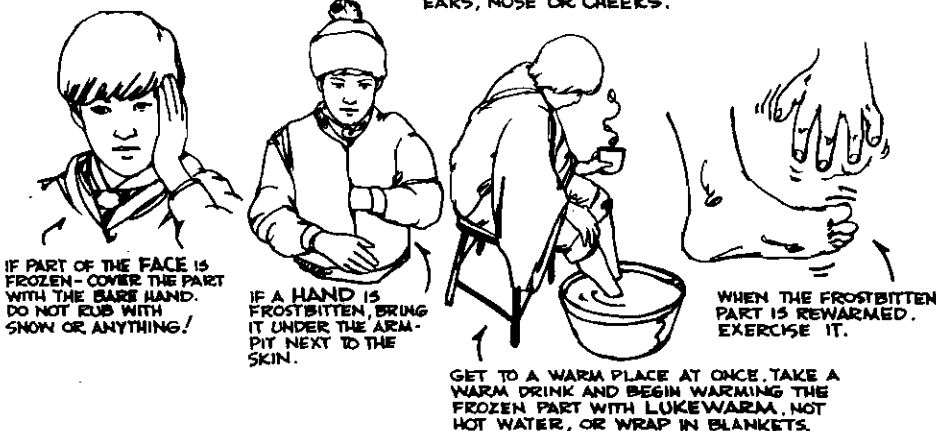
WALKING STATUES. Half of the players start at one end of the room, half at the other. A leader stands in the center. Object is for the players to move toward the leader and touch him without the leader seeing them move. When the leader is looking one way, players behind him advance. If he spins around and sees the slightest movement, the offender must go to his starting line and start over. If this is played as a Preopening game, new arrivals join by going to one of the starting lines.

MERIT BADGES OF THE MONTH

- Basketry
- Computers
- Indian Lore
- Model Design and Building
- Railroading
- Woodwork
- All badges related to crafts and hobbies

FIRST AID FOR FROSTBITE —

A SURE WARNING OF FROSTBITE WHEN YOU'RE OUT IN COLD WEATHER IS A NUMB FEELING IN YOUR EARS, NOSE, FINGERS OR TOES... OR A GRAYISH WHITE LOOK TO YOUR EARS, NOSE OR CHEEKS.



IF PART OF THE FACE IS FROZEN—COVER THE PART WITH THE BARE HAND. DO NOT RUB WITH SNOW OR ANYTHING!

IF A HAND IS FROSTBITTEN, BRING IT UNDER THE ARM—PIT NEXT TO THE SKIN.

GET TO A WARM PLACE AT ONCE. TAKE A WARM DRINK AND BEGIN WARMING THE FROZEN PART WITH LUKEWARM, NOT HOT WATER, OR WRAP IN BLANKETS.

WHEN THE FROSTBITTEN PART IS REWARMED. EXERCISE IT.

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

HURRY CASES RELAY

First Aid Patrol Team Active

Equipment: For each patrol, gauze pad and neckerchief tied as a cravat bandage.

Method: Each patrol designates one member to be "victim" for the tests. On signal, first Scout in each patrol runs to a judge and is told to do one of the following: rescue breathing, control severe bleeding, explain first aid for poisoning by mouth, treat for shock. When he has satisfied the judge, he runs back to touch off the next patrol member. Continue until all Scouts have run at least once. (After performing a test on a "victim," the Scout who performed it becomes "victim" and previous victim joins patrol.)

Scoring: First patrol finished wins.

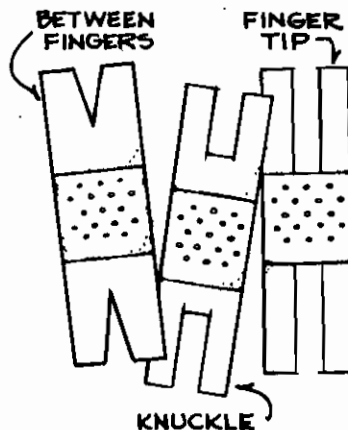


PLACE PLASTIC OVER "VICTIM'S" MOUTH

FITTING ADHESIVE BANDAGES

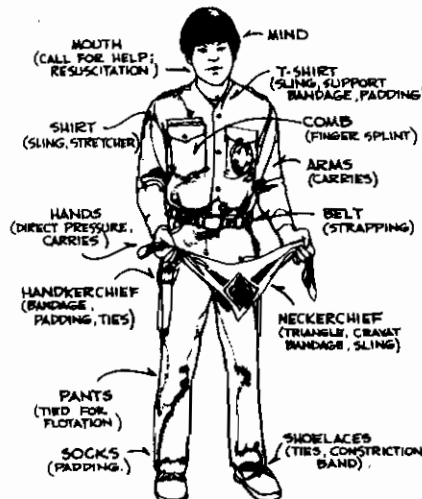
If your supply of adhesive bandages is all rectangular and you have awkward spots to cover, try cutting them as shown.

Tip: The sheer type of adhesive bandage sticks better than the regular type when exposed to water.



PREPARED FIRST AIDER

A trained, fully uniformed Scout is full of first aid resources, as shown here.



SCOUTMASTER'S MINUTES

MAKING A FRESH START. Well, Scouts, the new year is here and it's time for New Year's resolutions. In other words, as our theme this month says, it's time for a fresh start.

I don't know whether you make New Year's resolutions, but if you do, I hope that one of them is to move up Scouting's advancement ladder. Next month we'll be having a court of honor, and I'm looking forward to seeing a lot of you receiving awards then. I'm especially hopeful that those of you who haven't moved up a rank since last spring will get busy this month and do it in time for the court of honor.

All it takes is determination and some work. I'm sure your patrolmates will help you, and of course our leaders will, too. But you have to make the effort, no one can do that for you.

So let's have a fresh start from everybody in the troop this month so that every Scout is called forward at our court of honor in February.

VALUE YOUR CONSCIENCE. It may seem funny to say so, but you're very lucky that it hurts when you hit your finger with a hammer. If it didn't hurt, you could be in big trouble.

It's a rarity when a person can't feel pain, but it does happen. Some years ago, for example, there was an eight-year-old boy in England who couldn't feel pain. For some reason, his nerves did not signal pain to his brain.

If you think he was lucky, think again. The problem could cost him his life. Once he was seriously burned by a red-hot oven door, but he didn't even know it until he was snatched away.

So it is clear that physical pain can save us from mortal danger. But there is another kind of pain, too, and all of us here can feel it. It's a spiritual or moral pain, and it's called conscience. The conscience is one of our greatest gifts. Without our conscience, we would not know enough to keep from getting burned in even more serious ways than that English boy.

So as the old saying goes, "Let your conscience be your guide." It will help you to know whether you are following the Scout Oath and Law. You have no better friend than your conscience.

FEBRUARY

SCOUTING IS ALIVE

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

SECOND WEEK

THIRD WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:
_____ (15 mins.)

As "ticket" of admission, have Scouts take Guesstimate Quiz (page SCOUT 3 FEB 88). They then join game of Poison (page 296, *Official Scoutmaster Handbook*).

Pair off arriving Scouts by size and have Dual Contests (pages 300-302, *Official Scoutmaster Handbook*).

Visitor's Night: Scouts invite non-member friends. Assign buddy for each guest. When four boys have arrived, start game of Ringleader (page 150, *Official Patrol Leader Handbook*).

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

Form troop in circle formation by silent signal (page 93, *Official Scoutmaster Handbook*). Sing "I've Got That Scouting Spirit" (*Boy Scout Handbook*).

Form troop in single formation by silent signal. Honor patrol presents colors and leads Pledge of Allegiance.

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders. Urge Scouts to wear full, correct uniform at Family Party.

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

Counselor for merit badge chosen by patrol leaders' council makes presentation. Allow time for Scouts to sign up for badge. For younger Scouts, have instruction in Family Living skill award requirements. Older Scouts assist with instruction or work on their patrol's See 'n' Do projects.

Have instruction and practice in skills required for See 'n' Do.

Patrols demonstrate their projects for See 'n' Do.

GAME OR CONTEST

TIME: _____ (10 mins.)

Salvo (page SCOUT 2 FEB 88).

Ball Over (page 152 *Official Patrol Leader Handbook*).

Crossing the Ice (page SCOUT 4 FEB 88)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.
- Prepare for coming event.

TIME: _____ (20 mins.)

Patrol leader tells plans for Family Party and Court of Honor and for See 'n' Do. Begin planning patrol's part in See 'n' Do. Prepare for Interpatrol Activity.

Work with younger Scouts on Family Living skill award. Rehearse patrol's See 'n' Do projects.

Check patrol's preparations for Family Party and See 'n' Do. Continue work on Family Living skill award.

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

Play Hazard Hunt (page SCOUT 4 FEB 88).

Honor patrol challenges other patrols in contest using any skill for See 'n' Do projects.

Troop spokesman presents report summarizing troop's thinking on U.S. Constitution (see page SCOUT 2 FEB 88). Ask patrols for comments.

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

Form troop in circle formation by silent signal. Remind Scouts of coming court of honor and urge them to complete work on Scout ranks and merit badges in time for it. Scoutmaster's Minute: "Scouting Is Alive." (page SCOUT 4 FEB 88). Sing "Trail the Eagle" (*Boy Scout Songbook*). Ask Scouts to observe moment of reverence.

Form troop in single rank formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "A Scout is Cheerful" (page 310, *Official Scoutmaster Handbook*). Honor patrol retires colors. Ask Scouts to observe moment of reverence.

Form troop in open column of patrols by silent signal. Tell final plans for Family Party and Court of Honor and for See 'n' Do. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Being a Brother" (page SCOUT 4 FEB 88). Sing "He's Got the Whole World in His Hands" (*Boy Scout Songbook*).

AFTER THE MEETING

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or *Boy Scout Leader Program Notebook*.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: FAMILY PARTY AND COURT OF HONOR, SEE 'N' DO

The troop's highlight activities will be in observance of the 78th anniversary of Scouting in America. Plan a BSA birthday party for the troop's families and Webelos Scouts from Cub Scout packs, and follow it with a court of honor. The See 'n' Do will be a public demonstration of Scouting skills at a local park, shopping center, or vacant lot on a well-traveled street. (If the patrol leaders' council desires, both the party and See 'n' Do might be held during Scouting Anniversary Week Feb. 7-13.)

Patrol leaders' council and troop committee meet this week. Invite Webelos den leaders and den chiefs whenever joint activities are being planned. Agendas for those meetings follow.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*).

- Conduct board of review for Tenderfoot through First Class.
- Check patrols' preparations for Family Party and See 'n' Do.
- Outline plans for March. Select site for Historical Hike and Camp-out and arrange for permissions. Arrange to invite counselor for Personal Fitness, Athletics, or Sports merit badge to first troop meeting in March.
- Begin planning for Order of the Arrow election within the troop. Assign someone to check with council's OA lodge.
- Review the leadership skill of "Controlling the Group" (page 116, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Complete planning for court of honor.
- Check patrol leaders' council's needs

for help on Family Party, See 'n' Do, and next month's Historical Hike.

- Review summer camp plans and budgeting for it.
- Schedule Boy Scout Parents Orientation.

FEATURE EVENTS

FAMILY PARTY AND COURT OF HONOR

Your family party should offer an evening of fun for Scouts, their families, members of the chartered organization, and Webelos Scouts from nearby packs. It is also an opportunity to promote summer camp and to share in the world brotherhood of Scouting by taking a collection for the World Friendship Fund of the Boy Scouts of America. (An explanation of the fund is given below.)

Follow the party with your quarterly court of honor. Suggested ceremonies for the court are on pages 26-38 of *Scout Ceremonies*.

A suggested program for the evening follows.

Preopening—Have some just-for-fun contests like those shown on page SCOUT 3 FEB 88. Encourage parents as well as Scouts to join in.

Opening—Honor patrol presents colors and leads Pledge of Allegiance. Have your song leader lead "I've Got That Scouting Spirit" (Boy Scout Songbook).

Games From Other Lands—Play one or two of the games played by Scouts in other countries (page SCOUT 3 FEB 88).

World Friendship Fund—Give a brief explanation of the purpose and operation of the BSA's World Friendship Fund. Ask patrol leaders to bring their patrol's contribution forward. Then invite parents to contribute, too.



SALVO. You need a paper bag for each Scout. Patrols line up relay fashion. On signal, the last Scout in each patrol blows up his bag and bursts it on the back of the Scout ahead of him. That Scout then blows up his bag and bursts it against the Scout ahead of him, and so on. When it is the turn of the first Scout in line, he blows up his bag, runs to the end of the line, and bursts it on the back of the last Scout. First patrol finished wins.

Scout Forum on the Constitution—The troop's spokesman reports on the troop's thinking about the meaning of the U.S. Constitution today. See page SCOUT 3 JAN 88.

Summer Camp Promotion—Show slides or photos of last year's summer camp and have the senior patrol leader tell about a typical day in camp. If Webelos Scouts are present, point out that they will be eligible for summer camp if they graduate into the troop this spring.

Cover your troop's dates in camp and the camp fee. Distribute camp folders or other literature and give parents a camp reservation card. Urge parents to return them to the troop treasurer as soon as possible.

Court of Honor.

Refreshments—If desired. It would be appropriate for each patrol to bake its own "BSA birthday cake" as a treat for its families.

SEE 'N' DO

To call attention to Scouting and your troop, have each patrol prepare a demonstration of Scouting skills to give in some public place this month.

A See 'n' Do is an audience-participation demonstration. For many ideas, see the booklet *See 'n' Do*, Supply No. 2560.



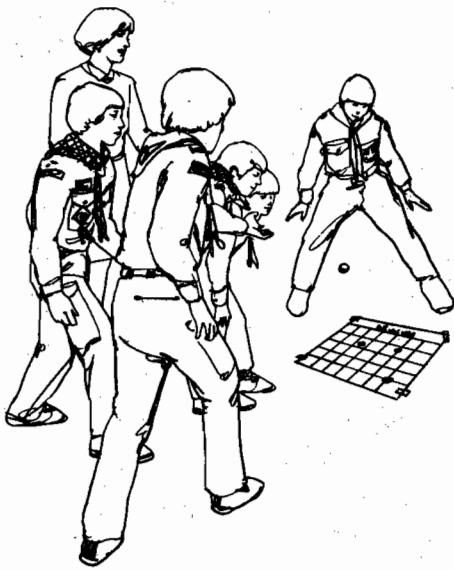
WORLD FRIENDSHIP ACTIVITY

The United States is one of 119 nations that have Boy Scouting, and this anniversary month of the BSA is a good time to emphasize the international aspect of our brotherhood.

If parents of your Scouts have relatives or close friends in another country, you might establish a pen pal link with a foreign troop through them. Exchange letters and photos with them. Later on, your troop might want to consider visiting your pen pals or hosting them in this country. Such exchange visits would make your Scouts eligible for the World Crest award.

Consider a collection to aid the World Friendship Fund of the Boy Scouts of America. The fund is used to pay for

FAMILY PARTY PREOPENING GAMES



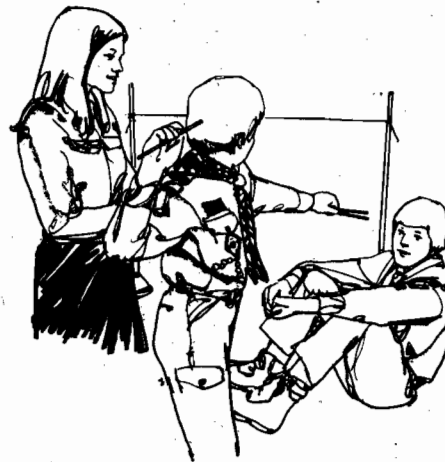
CALENDAR TOSS. Toss bottle caps onto a large calendar page five feet away. Score by adding dates caps land on.



BOMBS AWAY! Drop three clothespins into a milk bottle while kneeling on a chair seat.



CURLING. Slide three beanbags so that they stop on or touch a sheet of paper taped to the floor 20 feet away.



JAVELIN THROW. Throw three drinking straws over a string three feet high and 10 feet away.

training, Scout instructional materials, and uniforms for Scouts in underdeveloped nations. The fund has brought Scouting to blind boys in Pakistan, provided camping gear for camps and training centers in Africa and Latin America, and aided Scouts in other lands in various ways.

You may get brochures explaining the World Friendship Fund from your local council service center. If your troop makes a collection for the fund, it will receive a special certificate. Contributions should be made by check to the World Friendship Fund, Boy Scouts of

America, International Division, 1325 Walnut Hill Lane, Irving, Tex. 75038-3096.

GAMES FROM OTHER LANDS

KIM'S GAME VARIATION (Great Britain).

Equipment: Bag of small objects—pencils, knife, golf ball, paper clips, etc. for each patrol.

Method: Patrols line up relay fashion about 50 feet from a judge, who holds the bag. On signal, the first Scout in each patrol runs to his judge, picks an object out of the bag, examines it, and gives it

back to the judge. The Scout then runs back and tells the next Scout in line what he has seen. That Scout then runs to the judge, takes and examines an object, and runs back to the third Scout, telling him what he has seen and what he has been told by the first Scout. And so on until all patrol members except the last have run. The last Scout runs to the judge and writes on a sheet of paper all the items he can remember having been told about. Patrol with the longest correct list wins. If there is a tie, fastest time wins.

CATCH THE DRAGON'S TAIL (China).
Equipment: None.

Method: Each patrol forms a Dragon by having Scouts line up single file and placing both hands on shoulders of Scout in front of them. The leader counts down by saying "Em" (1) "Er" (2), "San" (3), and "Ko" (Go)! On "Ko," the head of the Dragon tries to catch the tail (last man). If any player lets go, the Dragon dies and a new dragon must be formed, with the head becoming the tail and the second in line becoming the new head. If the head touches the tail without the line being broken, the head remains in place for another round.

PEBBLE (Greece). Equipment: Pebble, marble, or other small object.

Method: "It" is given a small object. All other players stand side by side in a line about 20 feet from a goal line. They hold their hands out, palms up. "It" walks along the line, pretending to put the pebble into each player's hands. Somewhere he actually does give the pebble to a player.

The player who receives the pebble tries to run to the goal line and back to his place without being tagged by the player to his right (not by "It"). The player who gets the pebble from "It" may start running anytime before "It" reaches the end of the line. If he succeeds in getting to the goal and back without being tagged by the player on his right, he becomes the new "It." If he is caught, the player who caught him is the new "It."

TROOP MEETING GAMES

GUESSTIMATE QUIZ. As Scouts arrive at a troop meeting, give each a card asking him to tell without measuring, referring to anyone or thing:

- Height and width of door.
- Length and width of room.
- Height of room.
- Height and weight of Scoutmaster.
- Dimensions of a window.
- The badges required for Eagle.

MERIT BADGES OF THE MONTH

- Any chosen by PLC
- Architecture
 - Citizenship in the World
 - Coin Collecting
 - Sculpture
 - Stamp Collecting

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

HAZARD HUNT

Home Safety Patrol Teams Quiet

Equipment: Room separate from the main meeting room in which several typical home hazards may be found—junk scattered in walkway, kitchen knife on table, matches lying about, frayed electrical cord on appliance, broken glass on floor, etc. See pages 434-435, *Official Boy Scout Handbook*.

Method: Patrols are taken individually to the room and *silently* inspect it for five minutes. They then return to main room and make a list of all hazardous conditions they found. Scoring: Longest correct list wins.



FUZZ STICK MATCH

By the time he has reached Tenderfoot rank, the Scout should be familiar with fuzz sticks and their purpose. (If any Scouts are not, show them page 81 in the *Official Boy Scout Handbook*.)

Here's a variation that was shown in *Boys' Life* in 1915. Make the fuzz stick from a wooden match head. Slice tiny feathers or "fuzz" near the match head. *Boys' Life* readers were assured that the first strike gives a good blaze every time.

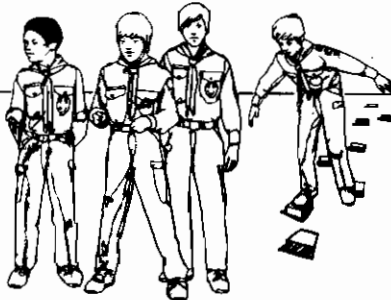


CROSSING THE ICE

Fun and Fitness Individual Active
Equipment: Eight to 10 blocks of wood about six inches square laid about 30 inches apart on a winding course.

Method: Agent 007 is trying to cross the ice-covered river to reach the pirates' camp without being detected by them. The "pirates" stand with backs to the river as 007 comes across. If any pirate hears a sound, he raises one finger. If he hears another sound, he raises two fingers. If a Scout raises three fingers, 007 is captured and a new 007 tries it.

Scoring: The 007 who gets farthest across the river without getting three fingers wins.



SCOUTMASTER'S MINUTES

SCOUTING IS ALIVE. Our theme this month is called "Scouting is Alive," but I think it ought to be "Scouting is alive and well and living in (your community)."

I guess the theme is supposed to remind us that 78 years after the first troops were started in the United States, Scouting still offers fun and adventure to boys. Certainly that's what we do in this troop.

But maybe this is a good time, as we think about this theme, to ask ourselves, "Are we alive in Scouting?" Do we take part in all patrol and troop activities? Are we advancing on the Scouting trail? Are we trying to live by the Scout Oath and Law? In other words, are we "alive" Scouts? Or are we deadwood?

Late this month we're going to have a court of honor to recognize those Scouts who have earned advancement and shown the Scout spirit that is required to make this troop alive and well. I hope that each one of you will be on the list to receive a rank advancement, merit badge, or other award.

Let's remind ourselves that every time we repeat the Scout Oath, we pledge, "On my honor, I will do my best..." That's a good guide for living, not just in Scouting but in everything we do.

BEING A BROTHER. Did you know that you have millions of brothers? Who do you think they might be?

That's right, Scouts all over the world. We often speak of the World Brotherhood of Scouting, and that's exactly what it is—millions of boys and men who are divided by nationality and religious belief, but united in the ideals of Scouting.

Many millions of those brothers of yours in Scouting are very poor. To help them enjoy Scouting, the Boy Scouts of America has a special treasury called the World Friendship Fund. Through that fund, your brothers can get training materials, tents, even uniforms in some cases. It's one way we can show our loyalty to Scouting and our brotherhood with other boys and men.

At our Family Party, we are going to ask you to give a small amount to help our brothers. If you can afford a dollar, give that. If the best you can do is a quarter or a dime, fine. But I hope that everyone here will try to contribute something.

We in the United States are among the luckiest people on earth. Some of us may be poor, but nearly all of us would be considered wealthy by the standards of some other countries. Show your appreciation of your good fortune, and your willingness to help other Scouts, by bringing something for the World Friendship Fund to the party.

MARCH GET FIT

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

SECOND WEEK

THIRD WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

GAME OR CONTEST

TIME: _____ (10 mins.)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.
- Prepare for coming event.

TIME: _____ (20 mins.)

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

AFTER THE MEETING

Pair off arriving Scouts by size for Hand-to-Hand Combat (page SCOUT 3 MAR 88).

Form troop in closed column of patrols by silent signal (page 93, *Official Scoutmaster Handbook*). Honor patrol presents colors and leads Pledge of Allegiance. Ask Scouts to observe moment of reverence.

Have presentation by counselor for Personal Fitness, Athletics, or Sports merit badge. Allow time for Scouts to sign up for the badge. Ask counselor or other expert to lead discussion of dangers of drug and alcohol abuse (Personal Fitness merit badge pamphlet and pages 514-516, *Official Boy Scout Handbook*).

Swat'Em (page 150, *Official Patrol Leader Handbook*).

Patrol leader tells plans for Historical Hike or Camp-out. Assign one or two patrol members to find answer for one of Historical Hike Questions and prepare report for third troop meeting (see page SCOUT 3 MAR 88). Work with young Scouts on Physical Fitness skill award.

Play Crosses in the Circle (page SCOUT 4 MAR 88).

Form troop in closed column of patrols by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Road Test Yourself" (page SCOUT 4 MAR 88). Honor patrol retires colors while troop sings "God Bless America" (*Boy Scout Songbook*).

Have Scouts do push-ups, sit-ups, and standing long jump and record results in their *Official Boy Scout Handbooks* on page 503.

Form troop in single rank formation by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders.

For younger Scouts, have discussion of diet, rest, and cleanliness (pages 506-512, *Official Boy Scout Handbook*). Older Scouts practice fitness tests in Requirement 7, Personal Fitness merit badge.

Free Lift (page SCOUT 3 MAR 88).

Remind patrol spokesman to be ready to report next week on Historical Hike Questions. Continue work on Physical Fitness skill award.

Honor patrol challenges other patrols to its favorite fitness game.

Form troop in single rank formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Everyone Can Win" (page 311, *Official Scoutmaster Handbook*). Senior patrol leader calls, "Troop, attention! Troop dismissed!" To count of "One, Two!" Scouts clap hands once, stamp feet once, and disperse.

Visitors Night: Scouts invite non-member friends. Assign buddy to each guest. Have boys to try fitness Stunts With Staves (page SCOUT 2 MAR 88).

Form troop in circle formation by silent signal. Sing "John Jacob Jingleheimer Schmidt" (*Boy Scout Songbook*).

For younger Scouts and visitors, have fitness tests for Physical Fitness skill award (pages 502-503, *Official Boy Scout Handbook*). Older Scouts assist with testing.

Crows and Cranes (page 299, *Official Scoutmaster Handbook*).

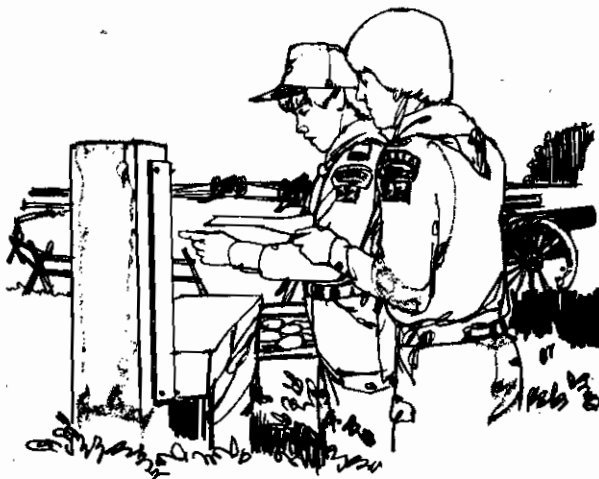
Check patrol's preparations for Historical Hike or Camp-out. Decide on menus and assign members to buy food. Continue work on Physical Fitness skill award.

Patrol spokesmen give reports on Historical Hike Questions.

Form troop in circle formation by silent signal. Tell final plans for Historical Hike or Camp-out. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Fit for Life" (page SCOUT 4 MAR 88). Senior patrol leader leads Scout Oath. Ask Scouts to observe moment of reverence.

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or *Boy Scout Leader Program Notebook*.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: HISTORICAL HIKE OR CAMP-OUT

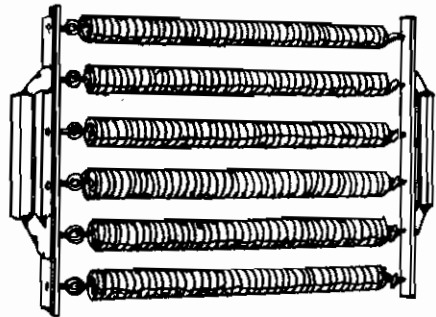
Plan a day hike or overnight camp-out at some site of local historical significance. In line with the fitness theme, backpack to and from the site, if that is feasible.

Patrol leaders' council and troop committee meet this week. Invite Webelos den leaders and den chiefs if joint activities are to be planned. Agendas for those meetings follow.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class. Patrol leaders report on their Scouts to encourage them to make First Class by May.
- Check patrol preparations for the Historical Hike or Camp-out. Assign older Scouts to help younger ones on the trail to First Class.
- Check on how many Scouts are signed up for summer camp.
- Plan for the troop's Order of the Arrow election. If no date has been set, check with the council's OA lodge.



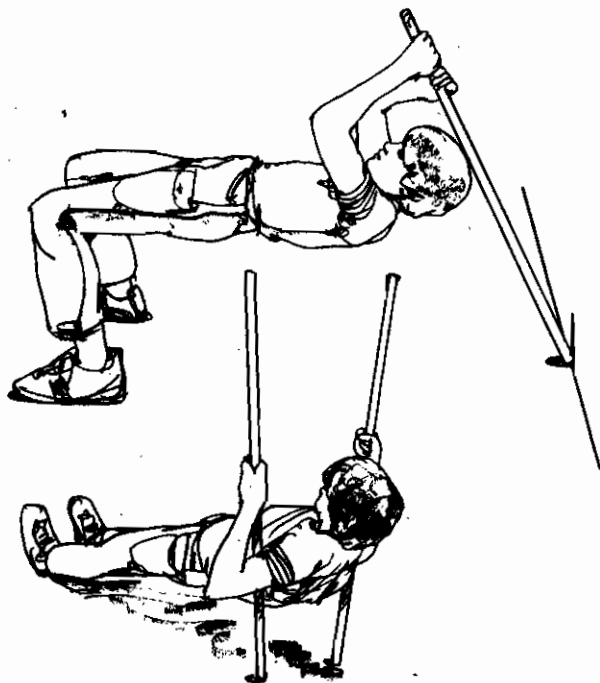
SPRING RESISTER. Made with No. 7 screen door springs 16 1/2 inches long. They are connected to frames with eyebolts. Grips are large screen-door handles.

- Outline plans for April. Decide on site for the Pioneering Overnight and arrange for permissions, if necessary. Arrange to invite a Pioneering merit badge counselor to first troop meeting in April. Consider whether to plan a conservation Good Turn for Scouting Environment Day (first Saturday in April).
- Discuss Styles of Leadership (pages 113-114, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle. Review Scouts not advancing.
- Check patrol leaders' council's needs



FITNESS STUNTS WITH STAVES. Use Scout staves or broomsticks. Jam a staff against wall and try to push

body to upright position (top). With body rigid, try to "climb" staves to upright position (bottom).

- for assistance with Historical Hike or Camp-out and next month's Pioneering Overnight.
- Review summer camp signups. Do Scouts who are not yet signed up need help?
- Schedule Boy Scout Parents Orientation.

FEATURE EVENT

HISTORICAL HIKE OR CAMP-OUT

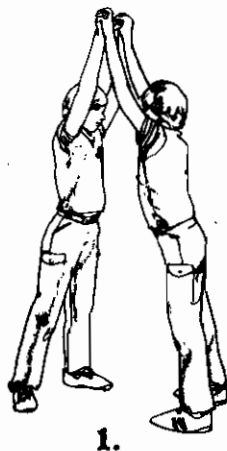
The hike or camp-out has two purposes: To visit a historic place in your area, and perhaps help restore it, and to give the Scouts a rugged backpacking outing to improve physical fitness.

The destination for your Historical Hike need not be a major national shrine. It could be an abandoned cemetery, the ruins of an old fort or original settlers' homestead, the remnants of an Indian village, or a trail used by trappers or loggers. Ask the advice of the county historical society or librarians at the local public library.

If the troop does some restoration work at the site, you may be eligible for the Historical Trails Award (see next page).

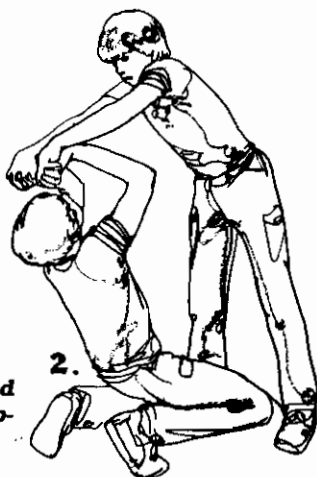
Another possibility for your Historical Hike is one of the existing historic trails approved by the Boy Scouts of America. More than 250 trails in 37 states have been approved. To find the one nearest you, ask at your local council service center for a copy of *Nationally Approved Historic Trails*, Supply No. 20-135. That booklet tells where to write for information about each trail.

HAND-TO-HAND COMBAT

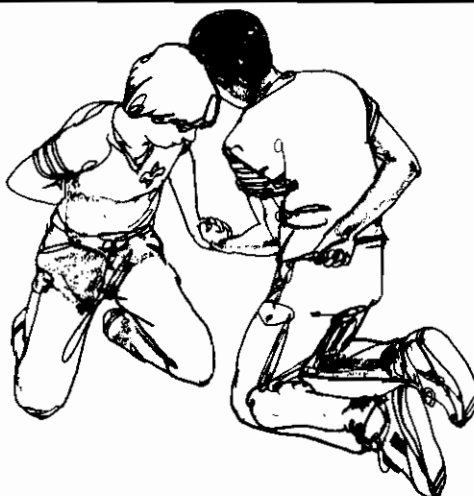


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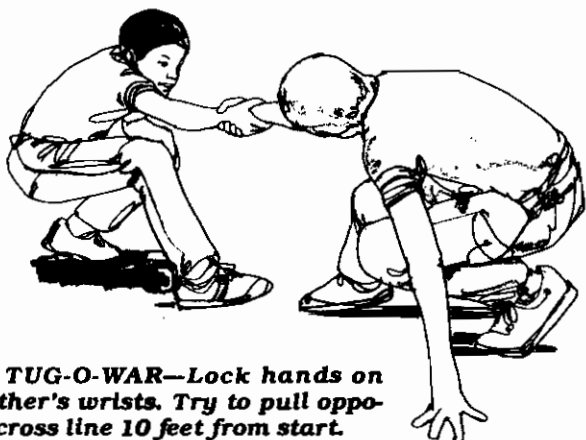
OVERHEAD—Clasp hands overhead with arms straight (1); try to force opponent to his knees (2).



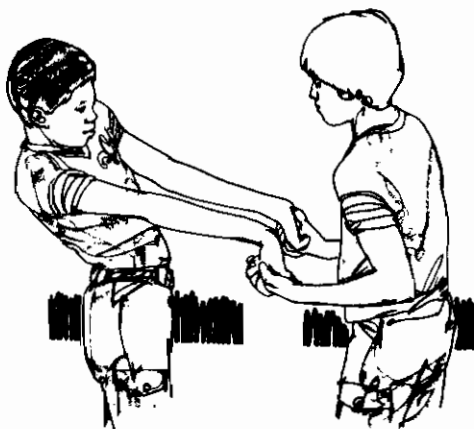
2.



KNEELING WRESTLE—Players kneel and place one arm behind backs. They grasp each other's free hand and try to force each other to topple or touch free hand to ground.



HAND TUG-O-WAR—Lock hands on each other's wrists. Try to pull opponent across line 10 feet from start.



WRIST STRENGTH—Clasp fingers at waist level with elbows bent. Force opponent to straighten arms.

Planning the hike route will, of course, depend on the destination. But if it is practical to do so, backpack in and out so that your Scouts get a physical workout as well as education.

Typical questions are:

1. What is the history of the hike destination.
2. How far is the hike? What's the terrain?
3. Is there an existing campsite at the destination? Is there water?
4. Does the site need restoration work? If so, what tools and materials will be needed?

HISTORIC TRAILS AWARD. The requirements are:

1. Locate a historic trail or site and study information relating to it. Secure a Local Tour Permit (Supply No. 4426) in advance, if needed.
2. Hike or camp two days and one night along the trail or in the vicinity of the site.
3. Cooperate with an adult group such as a historical society to restore and mark all or part of this trail or site. This may be done during the hike or overnight camp or by cooperating with such a group to

plan and stage a historical pageant, ceremony, or other public event related to this trail or site. (Such event should be large enough to merit coverage by the local press.)

4. Your unit leader must then file the Historic Trails Award Application (Supply No. 4408) with your council office.

GAME. FREE LIFT. Equipment: None. Method: All Scouts move around at will within specified area. On signal, each Scout tries to lift another so that both his feet are off the ground. Once lifted, a Scout is eliminated. Punching and Kicking are not permitted. Last Scout left wins.

MERIT BADGES OF THE MONTH

American Heritage
Backpacking
Cycling
Handicapped Awareness
Personal Fitness
Skating



HISTORICAL HIKE QUESTIONS

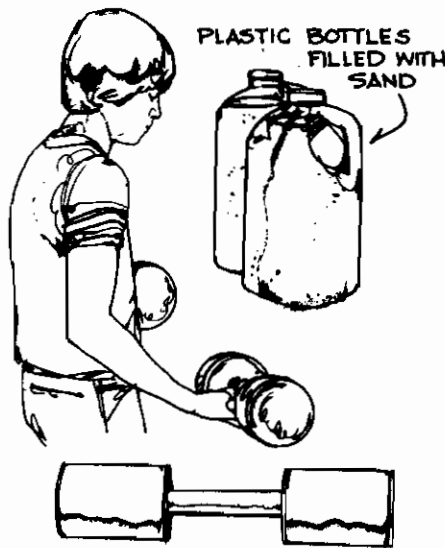
In the troop meeting plans on page SCOUT 1 MAR 88, it is suggested that the patrol leaders' council put the patrols to work in planning the Historical Hike. At the first March troop meeting, assign each patrol to find out the answers to a question about the hike plan and make a report at the third meeting.

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

HOMEMADE EXERCISE EQUIPMENT

Jug weights are plastic bleach bottles of varying sizes filled with sand. Dumbbells are cans filled with sand-mix concrete and joined with section of broomstick. No. 2½ cans make dumbbell weighing about seven pounds. Set can upright, put stick in place. Pour concrete and allow to harden. Repeat procedure for other end.

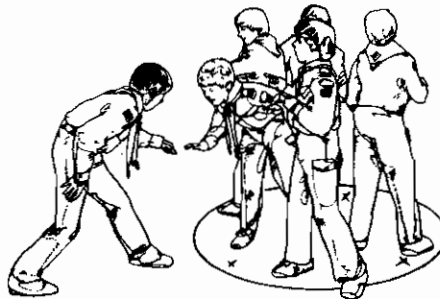


CROSSES IN THE CIRCLE

Fun and Fitness Patrol Teams Active Equipment: For each patrol, one piece of chalk.

Method: Mark a circle six feet in diameter on the floor for each patrol. Object of the game is to mark crosses in the circle of any other patrol. Each patrol defends its circle by pushing opponents away; no punching or kicking is permitted. Crosses may not be erased by defenders. The patrol's piece of chalk may not be broken and divided among patrol members, but it may be passed around. Time limit for each round is one minute. Draw new circle if crosses are marked during the round.

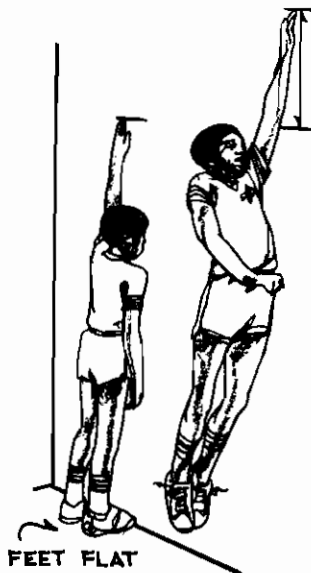
Scoring: For each round, one point to the patrol with the fewest crosses in its circle.



JUMP AND REACH

Excellent test of agility, leg strength, and coordination. Scout stands facing a wall, extends one arm as far as he can reach, and makes a mark with chalk. He then stands with his side to the wall, leaps as high as he can, and makes another mark. His score is the difference in inches between the marks.

If played as an interpatrol contest, patrol's score is the average of all members' scores.



SCOUTMASTER'S MINUTES

ROAD TEST YOURSELF. Did you know that car manufacturers try out their new models on some of the worst roads in the world? They can't find any ordinary roads that are bad enough for the purpose, so they build special tracks with ruts, bumps, and potholes that are incredibly bad.

Now why do they do that, do you suppose? That's right, they want to give their cars the toughest possible test so that they can learn about weak spots. The idea is that they will fix the weak spots before the cars go on sale.

Are you like a new car model that never was tested? Are you cheerful when the going is easy but a grumbler and griper when there is trouble? Are you like a shiny new car that falls to pieces when it gets a tough road test?

In a way, Scouting is like a road test. We challenge ourselves with rugged backpacking trips and other adventures to see whether or not we can take it. Scout like to find out what our limits are, and if we find weak spots, we try to correct them.

That way, we'll be ready for life's bumps and potholes. Then people will say of us, "Those guys can take it."

FIT FOR LIFE. One of the goals of Scouting is physical fitness, and we've been paying special attention to it this month. It's fun to test yourself against standards to see how fit you are and to compete against other Scouts in fitness games and contests.

But there's a more important reason for all this physical activity. It's to make you fit for life. If you become physically fit now, the chances are you will be physically fit when you reach full manhood.

You should remember, though, that physical fitness is not just being strong and athletic. It's also knowing how to take care of your body—what to feed it, how much rest it needs, and what *not* to put into it. I'm thinking, of course, of drugs, alcohol, and tobacco smoke.

Probably you will face a lot of pressure in the next few years to try drugs, smoking, and alcohol. No doubt some of you have already.

Some guys you think of as friends will tell you that trying drugs is cool. Actually, it's about as cool as sticking your hand in a campfire. Don't learn that the hard way. Stay away from drugs and drinking and stay fit for life.

APRIL

SPARS, BARS, AND KNOTS TO YOU

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

SECOND WEEK

THIRD WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

GAME OR CONTEST

TIME: _____ (10 mins.)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.

TIME: _____ (20 mins.)

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

AFTER THE MEETING

Meet outdoors, if possible, preferably where pioneering is possible. Have Scouts demonstrate safe use of saw and ax (pages 82-87, *Official Boy Scout Handbook*).

Form troop in council formation by silent signal (page 93, *Official Scoutmaster Handbook*). Senior patrol leader recites Scout Oath but starts from "...to do my duty." When he finishes, Scouts make Scout sign and say together, "On my honor I will do my best."

Have presentation by Pioneering merit badge counselor. Allow time for Scouts to sign up for the badge. Younger Scouts review and practice clove hitch, two half hitches, and timber hitch (pages 92, 95, *Official Boy Scout Handbook*). Older Scouts review lashings pages 98-99, handbook).

Ball Over (page 152, *Official Patrol Leader Handbook*).

Patrol leader tells plans for Pioneering Camp-out. Begin working with younger Scouts on Conservation skill award. Practice for Interpatrol Activity.

Play Log Hitching Race (page SCOUT 3 APR 88).

OR,
Knot "Champ-Nit" (page 291, *Official Scoutmaster Handbook*).

Form troop in council formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "The Knot That Tells a Story" (page SCOUT 4 APR 88). Scouts cross arms, grasp neighbors' hands, and repeat Scout benediction: "And now, may the great Master of all Scouts be with us till we meet again."

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or Boy Scout Leader Program Notebook.

Meet outdoors, if possible, preferably where pioneering is possible. As "ticket" of admission, Scouts tie any of the knots on pages 92-95, *Official Boy Scout Handbook*. They then play with softball and bat.

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders.

For younger Scouts, have instruction and practice in making lashings (pages 98-99, *Official Boy Scout Handbook*). Older Scouts help with instruction or make toggle rope (page 100, handbook).

Take the Mat (page SCOUT 3 APR 88).

Choose pioneering projects to show next week and practice making them. Continue work on Conservation skill award. Practice for Interpatrol Activity.

Play Roman Chariot Race (page 124, *Official Patrol Leader Handbook*).

OR,
Lashing Relay (page SCOUT 3 APR 88).

Form troop in open column of patrols by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Working Together" (page 313, *Official Scoutmaster Handbook*). Sing "Kum Ba Yah" (*Boy Scout Songbook*).

Meet outdoors, if possible, preferably where pioneering is possible. Visitor's Night: Scouts invite nonmember friends. Assign buddy to each guest. Let boys play with softball and bat.

Form troop in closed column of patrols by silent signal. Honor patrol presents colors and leads Pledge of Allegiance.

Patrols make one or more of the simpler pioneering projects on page 97, *Official Boy Scout Handbook*, or the Single Trestle Bridge on page SCOUT 3 APR 88. If spars are not available, make models using dowels or garden canes and heavy cord.

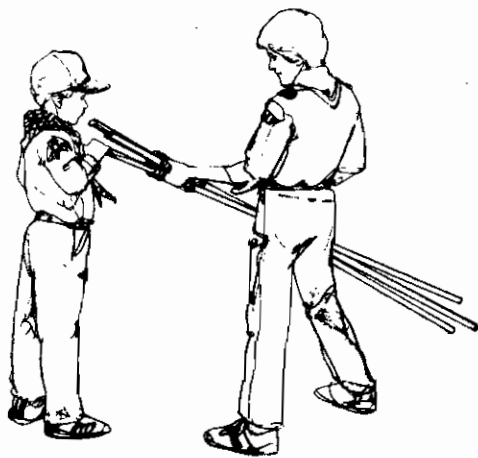
Circle Out (page 149, *Official Patrol Leader Handbook*).

Check patrol's preparations for Pioneering Camp-out. Plan menus and assign members to buy food. Continue work on Conservation skill award. Decide on patrol's project for Interpatrol Activity.

Play Creativity (page SCOUT 4 APR 88).

Form troop in closed column of patrols by silent signal. Tell final plans for Pioneering Camp-out. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Solid to the Core" (page SCOUT 4 APR 88). Ask Scouts with longest tenure to lead Scout Oath. Ask all to observe moment of reverence.

FOR MORE PROGRAM AIDS, READ SCOUTING AND BOYS' LIFE AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: PIONEERING CAMP-OUT

The chief purpose of this camp-out will be to teach Scouts how to use wood and rope to make camp conveniences and such large structures as bridges. Invite Webelos dens from nearby packs to share in an afternoon of fun.

Patrol leaders' council and troop committee meet this week. Invite Webelos den leaders and den chiefs to help plan joint activities. Agenda for those meetings follow.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*.

- Patrol leaders report on patrol members' progress toward First Class.
- Conduct board of review for Tenderfoot through First Class.
- Check preparations for Pioneering Camp-out. Is your rope and spar supply sufficient?
- Invite boys completing the fifth grade to the May Visitor's Night or open house.
- Plan activities for May. Decide on route and destination for Nature Hike or Camp-out. Arrange to secure permissions, as needed. Decide on service project for your chartered organization or community. Ask help of troop committee, if needed.
- Arrange to invite counselor for one of the nature-related merit badges to first troop meeting in May.
- Review planning for summer camp.
- Discuss counseling and how it may help the troop (page 117, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check patrol leaders' council's needs for assistance on Pioneering Camp-out and next month's Nature Hike or Camp-out.
- Schedule Boy Scout Parent Orientation, Supply No. 6510A.

- Plan court of honor to be held at Nature Hike or Camp-out.
- Review summer camp plans.

FEATURE EVENT

PIONEERING CAMP-OUT

The site might be your local council's camp, if a supply of pioneering spars is available there, or any wooded area where you can expect to find a lot of downed tree branches. If you plan to do large projects like monkey bridges and towers, you will need lots of rope up to one inch in diameter.

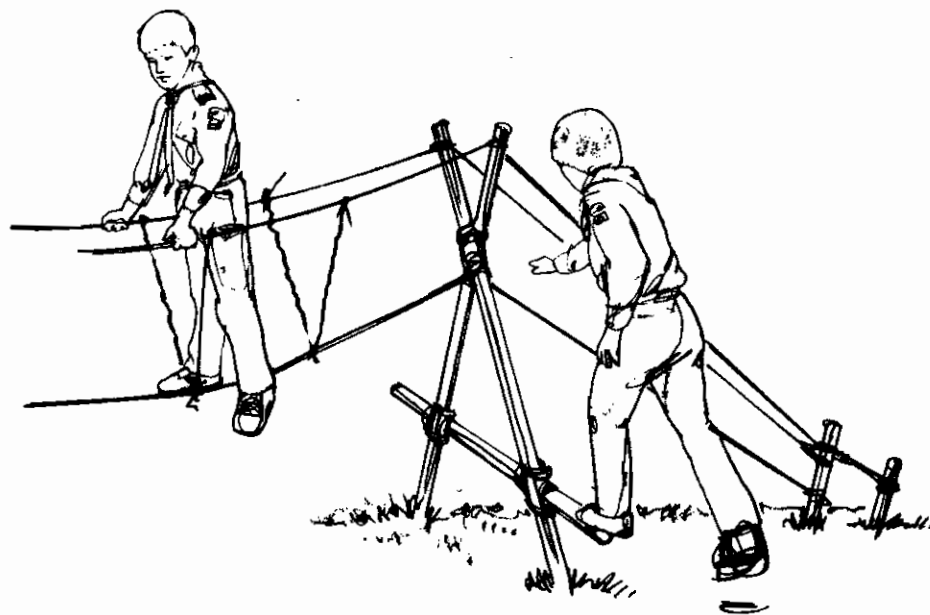
You might also want to make a special gateway for your campsite, especially if the troop is at the spring camporee. A couple of sample gateways are shown on page SCOUT 3 APR 88.

If your Scouts have never done any pioneering, try some of the camp projects shown on page 97 of the *Official Boy Scout Handbook* and the small monkey bridge illustrated below. For your cooks, make the Chippewa Kitchen on page SCOUT 4 APR 88.

CONSERVATION GOOD TURN

The fourth Saturday in April each year is designated Scouting Environment Day to remind troops of our responsibility to the natural world. It's a good time to undertake a conservation Good Turn.

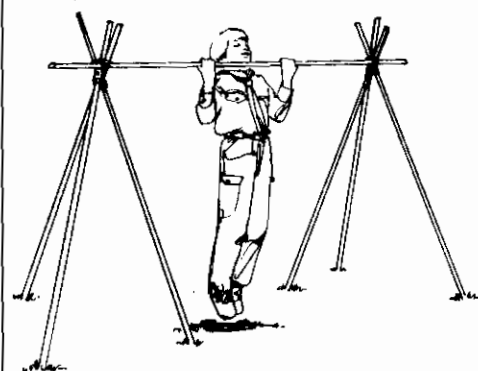
If your Pioneering Camp-out will be



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

Monkey bridge construction is explained in the Pioneering merit badge pamphlet. For a bridge spanning 10 feet you will need:

- One-inch rope 40 feet long for foot rope
- Two 3/8-inch polypropylene ropes 40



CHINNING BAR CONTEST. For each patrol you need seven spars about seven feet long and two lashing ropes. On signal, patrols make two tripods and lay crossbar over them. Then patrol members take turns doing as many pull-ups as they can, until 40 pull-ups have been completed. First patrol finished wins.

held the fourth Saturday, April 24, consider whether you might include a conservation project. If you are camping at the local council camp, check with the ranger; he may have suggestions.

If you are camping elsewhere, look around for possible projects—eroded trails, littered streams, overused campsites that need a replanting of ground

feet long for hand ropes

- Three 1/4-inch polypropylene ropes nine feet long for stringers

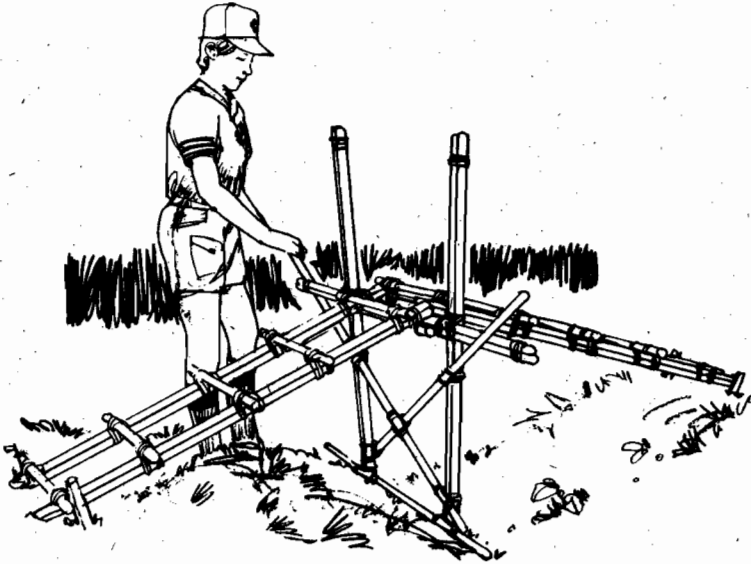
- Two 3/8-inch ropes five feet long for holdfasts

- Four three-foot stakes for holdfasts

- Lashing ropes

- Four 10-foot poles with four-inch butts

- Two four-foot poles for crosspieces
- Two burlap pads to be placed in crotches of shear legs to reduce chafing of rope



SINGLE TRESTLE BRIDGE. This bridge will support the weight of most Scouts. By using Scout staves or deadwood saplings you needn't scour the woods for large spars. For strength bind two staves together with shear

lashing. All other lashings are square except for where the staves of the trestle meet in the center. Use a diagonal lashing there. Anchor the bridge runners where they touch the sides of the banks to support the entire structure.

cover, and so on. (Of course, you'll need permission of the owner to do the job.)

Other possible conservation projects, which could be done either on Environment Day or another time, are:

- Beautify your community by planting trees and shrubs, which will also provide food and cover for birds and other wildlife.
- Build and set out bird nesting boxes. See the Bird Study merit badge pamphlet for suggestions.

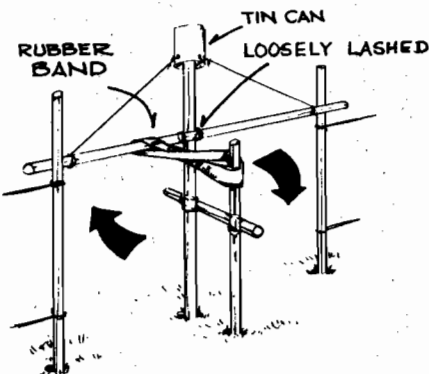
- Plant geraniums and other flowers on the grounds of your chartered organization or elsewhere in the community.
- Clean up a local park, or clear litter out of a stream.
- Do a trail erosion control project at a local park.
- For other ideas, see the Fish and Wildlife Management and Soil and Water Conservation merit badge pamphlets.

GAMES. LOG HITCHING RACE. Equipment: Log six inches in diameter, five feet long; 20 to 30 feet of 1/4-inch rope.

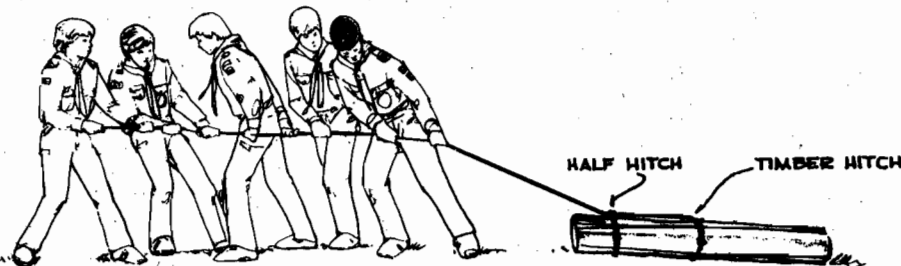
Method: In turn, each patrol ties a timber hitch and a half hitch on the log and drags it around a turning point 50 feet away and back to the start.

Scoring: Patrol with the fastest time wins.

TAKE THE MAT. Equipment: None. Method: Mark a two-foot square on the ground. Divide troop (12-20 Scouts) into two teams and line them up on opposite sides of the square. All on one team should be distinguishable in some way, let's say, all wear shirts or all wear neckerchiefs. On signal, all players rush toward the square and try to get as many team members as possible onto the "mat" or square and keep off opponents.



SELF-CLOSING GATE. Here's a simpler, self-closing gate. It requires a strip of inner-tube or other heavy rubber.

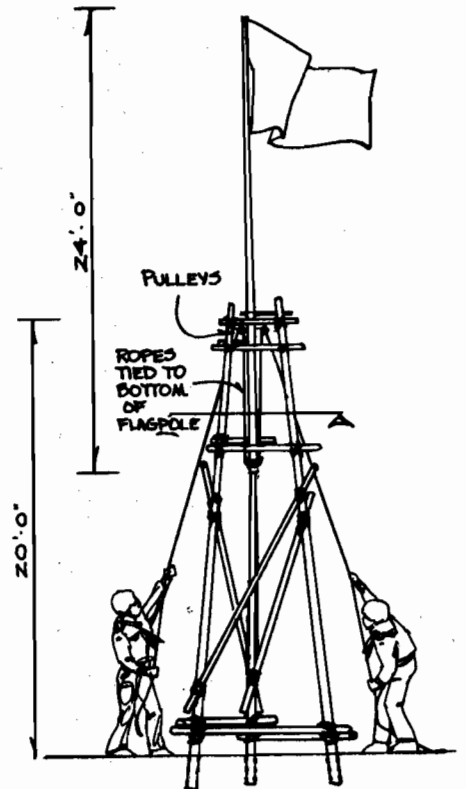
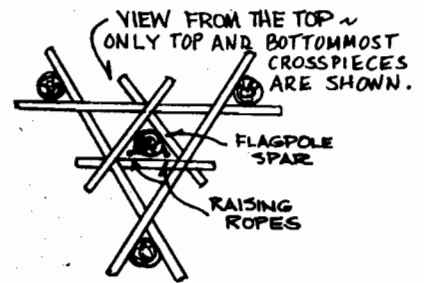


At the end of one minute, the team with the most members on the mat wins that round. Scoring: One point for winner of each round. Play about five rounds to determine winning team.

LASHING RELAY. Equipment: For each patrol lashing rope and three spars.

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

Scoring: First patrol finished wins.



CAMPOREE GATEWAY

CAMP GATEWAYS. Here's an ambitious project for a camporee gateway. Note that you need two pulley blocks to raise the flagpole spar.

MERIT BADGES OF THE MONTH

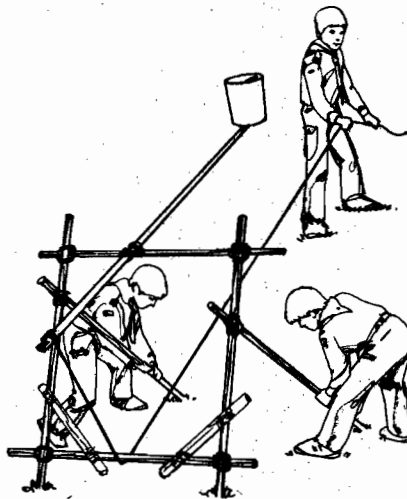
- Camping
- Cooking
- Fish and Wildlife Management
- Pioneering
- Soil and Water Conservation

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

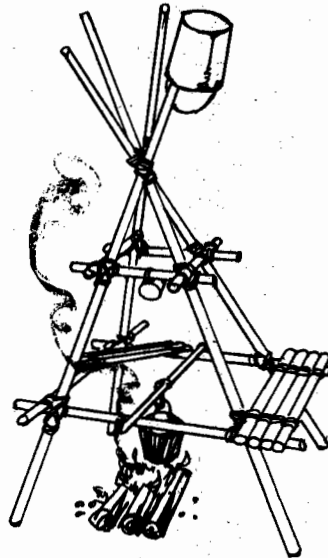
CREATIVITY

Pioneering Patrol Teams Active
Equipment: Assorted spars, ropes, lashing cord, tin can (must be same for each patrol).
Method: Using materials supplied, patrols construct a device of their choosing to do a job—catapult a 10-pound weight 20 feet, weigh some object, reach across a "chasm" and retrieve an object, etc.
Scoring: First patrol to do the job wins.
Variation: Patrols make any useful device they wish.



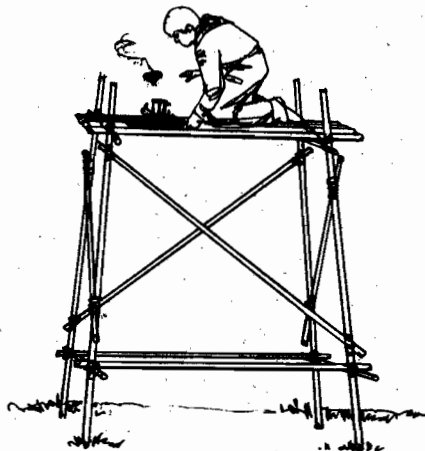
CHIPPEWA KITCHEN

Excellent for patrol cooking. Note that it has a cutting board and serving table, as well as a movable rod so that pots can be moved to and from the fire without touching them. Hang pots and pans on top and sides. You can continue to cook in a rainstorm by draping a plastic sheet over the kitchen.



HIGH HOT CHOCOLATE

Pioneering Patrol Teams Active
Equipment: For each patrol, poles, and lashing ropes for tower eight feet high; small pot, water, cup, spoon, instant chocolate mix, sand or rocks, plywood square.
Method: Patrol assembles its tower.
One member then climbs up and makes a fireplace with sand or rocks on the plywood square. He then makes a fire, boils a cup of water, and makes hot chocolate.
Scoring: First patrol to give the Scoutmaster a cup of hot chocolate wins.



SCOUTMASTER'S MINUTES

THE KNOT THAT TELLS A STORY. Scouts, if your rank is between Second Class and Life, take a look at your badge of rank. What do all those badges have in common?

That's right, they all have the "Be Prepared" scroll with a knot dangling from it. Does anybody remember what the knot is supposed to remind you of?

Right again. It's a reminder that you have pledged yourself to do a Good Turn every day. If the knot could talk, it would tell us of billions of Good Turns stretching back 78 years. Are you adding a chapter to that story each day?

Our troop often does big Good Turns for our chartered organization or the community. But does that mean you can forget about Good Turns the rest of the time? Of course not. As Scouts you have pledged to do a Good Turn daily. Obviously that doesn't mean you have to spend several hours on some major project.

But it does mean that at home, in school, and when you're with friends you will go out of your way to do a simple kindness—take out the garbage without being asked, help a buddy with his homework, or run an errand for your mother without grumbling.

Those little Good Turns make life more pleasant for other people. They also add another link in that long string of Good Turns going back to Scouting's beginnings.

SOLID TO THE CORE. Every once in a while when you're working on a pioneering job, you'll find a spar that looks great but that turns out to be weak and unreliable.

Maybe its center has been eaten away by insects. Or it may have natural splits inside that you can't see. You can test a spar for soundness by holding one end and rapping the other end sharply on a rock. If it's sound, you'll hear it ring.

Some people are like defective spars. They look great on the outside and they may have appealing personalities, the kind of guys and girls you think you would like to know. But when you do get to know them better, you find they're like a defective spar, weak inside. They don't have the strength of character to resist things you know are wrong, and chances are they will want you to do those things, too.

When that happens, do the same thing you do when you have a defective spar—cast it aside and find a sounder one. In other words, choose friends who are solid to the core.

MAY

SURPRISES OF SPRING

(Use Troop Meeting Plan sheet, Supply No. 4425, in adapting the suggested program for your troop.)

FIRST WEEK

SECOND WEEK

THIRD WEEK

PREOPENING

- Program patrol leader responsible for preopening.
- Service patrol prepares meeting room or location.
- Provide activity for early arrivals—games, contests, identifications.

STARTING TIME:

_____ (15 mins.)

OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: _____ (10 mins.)

SKILLS DEVELOPMENT

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: _____ (20 mins.)

GAME OR CONTEST

TIME: _____ (10 mins.)

PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for Interpatrol Activity.
- Prepare for coming event.

TIME: _____ (20 mins.)

INTERPATROL ACTIVITY

- Skill contest
- Display or demonstration

TIME: _____ (15 mins.)

CLOSING

- Announcements
- Recognitions—skill awards, merit badges, Scout ranks
- Scoutmaster's Minute
- Ceremony

TIME: _____ (10 mins.)

AFTER THE MEETING

Meet outdoors, if possible. Pair off Scouts by size for Dual Contests (pages 300-302, *Official Scoutmaster Handbook*).

Form troop in single rank formation by silent signal (page 93, *Official Scoutmaster Handbook*). Ask newest member of troop to lead Scout Oath.

Have presentation by counselor for nature-related merit badge. Allow time for Scouts to sign up for the badge. For younger Scouts, have discussion of food chains and oxygen-carbon and water cycles. Older Scouts may make Sealed World (page SCOUT 4 MAY 88).

Rubber Ball Relay (page 156, *Official Patrol Leader Handbook*).

Patrol leader tells plans for Nature Hike or Camp-out and Troop Service Project. Work with younger Scouts on Environment skill award.

Play Nature Memory Hunt (page 103, *Official Patrol Leader Handbook*),

OR,

Name It (page 291, *Official Scoutmaster Handbook*).

Form troop in single rank formation by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "The Littlest Factory" (page SCOUT 4 MAY 88). Ask senior member of troop to lead Scout Law. Ask Scouts to observe moment of reverence.

Meet outdoors, if possible. As "ticket" of admission, ask Scouts to find at least five living things in square yard of ground. They then join game of Ball Over (page 152, *Official Patrol Leader Handbook*). Add newcomers two at a time.

Form troop in open column of patrols by silent signal. Senior patrol leader conducts informal uniform inspection with aid of patrol leaders. Ask Scouts to observe moment of reverence.

Have instruction and practice in identifying edible wild plants found in your area. Show how to prepare them for eating. See pages 134-141, *Official Boy Scout Handbook*, *Wilderness Survival* merit badge pamphlet, and page SCOUT 3 MAY 88.

Nature Questions (page 292, *Official Scoutmaster Handbook*).

Continue work on Environment skill award. Prepare for Interpatrol Activity.

Play Edible Plant Who's Who (page SCOUT 4 MAY 88).

Form troop in open column of patrols by silent signal. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "Welcoming the Webelos" (page SCOUT 4 MAY 88). Senior patrol leader calls, "Troop, attention! Troop dismissed!" To count of "One, Two!" Scouts clap hands once, stamp feet once, and disperse.

Meet outdoors, if possible. Visitor's Night: Scouts invite non-member friends. Assign a buddy to each guest. Let boys play with softball and bat.

Form troop in circle formation by silent signal. Ask guests to step into center. In turn, patrols give patrol calls in their honor.

Have presentation on what to look for on Nature Hike—nesting birds, animal tracks and signs, tadpoles and adult frogs and toads, etc.

OR,

Have presentation on nature photography by Photography merit badge counselor.

Steal the Bacon (page 288, *Official Scoutmaster Handbook*).

Check patrol's preparations for Nature Hike or Camp-out. Plan menus and assign member to buy food. Continue work on Environment skill award.

Play Blindfold String Trail (page SCOUT 4 MAY 88),

OR,

Ships in the Fog (page 157, *Official Patrol Leader Handbook*).

Form troop in circle formation by silent signal. Tell final plans for Nature Hike or Camp-out. Recognize Scouts who have passed requirements for skill awards and merit badges. Scoutmaster's Minute: "The Good Turn" (page 315, *Official Scoutmaster Handbook*). Ask Scouts to cross arms, grasp neighbors' hands, and repeat Scout benediction: "Now may the great Master of all Scouts be with us till we meet again."

Service patrol stores equipment, cleans area. Patrol leaders' council meets briefly to check details for next meeting, using Troop Meeting Plan sheet or Boy Scout Leader Program Notebook.

FOR MORE PROGRAM AIDS, READ *SCOUTING AND BOYS' LIFE* AND ATTEND DISTRICT ROUNDTABLE.



FOURTH WEEK: NATURE HIKE OR CAMP-OUT: TROOP SERVICE PROJECT

Nature is teeming with new life, so it's a great time to get the troop out for a day or weekend of observation and experimentation. A troop service project to benefit your chartered organization or community may be held either this week or earlier in the month.

Patrol leaders' council and troop committee meet this week. Invite Webelos den leaders and den chiefs in planning joint activities. Agendas for those meetings follow.

PATROL LEADERS' COUNCIL

See agenda on pages 37-42, *Official Patrol Leader Handbook*).

- Conduct board of review for Tenderfoot through First Class. Patrol leaders review plans for patrol members to complete First Class.
- Check patrol preparations for Nature Hike or Camp-out. (Also for the Troop Service Project, if it was not held earlier.)
- Plan for Open House in May for fifth grade graduating class.
- Outline plans for June. Decide on site for troop camporall, preferably where the troop can swim. Arrange permission if necessary.
- Arrange to invite counselor for Swimming or other outdoor merit badge to first June troop meeting.
- Plan picture taking of summer activities. Encourage entries in BSA Photo Scholarship Awards.
- Check progress of summer camp plans.
- Discuss planning as a leadership skill (page 115, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

See agenda in *Troop Committee Guidebook*).

- Conduct board of review for Star, Life, Eagle. Review advancements available at summer camp.

- Offer help as needed by the patrol leaders' council for the Nature Hike or Camp-out and Troop Service project. Make final plans for court of honor at the nature outing.

- Schedule new Boy Scout Parent Orientation, Supply No. 6510A.
- Plan special recognition for patrols with 100 percent First Class.
- Check progress of summer camp plans.
- Sign up Webelos Scouts for summer camp.
- Assist PLC, if necessary, in planning Troop Camporall in June.

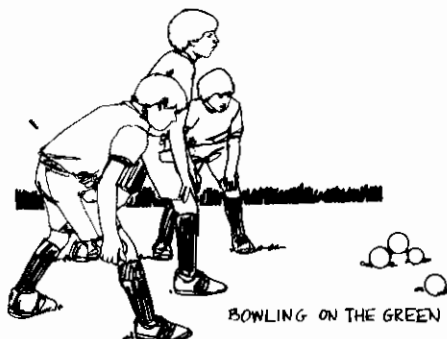
FEATURE EVENTS

NATURE HIKE OR CAMP-OUT

This may be either an all-day outing or a weekend in a natural habitat. Plan the program so that younger Scouts have time to complete requirements for the Environment skill award. Older Scouts may work on nature- and conservation related merit badges. They may also try the Ecology Projects explained on this page.

For some interpatrol competition in nature lore, hold a Nature Scavenger Hunt (page 102, *Official Patrol Leader Handbook*).

Have an evening campfire program highlighted by a quarterly court of honor. Invite the Scouts' families and members



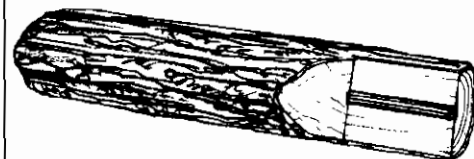
of the chartered organization. For ideas for courts of honor, see Scout Ceremonies.

TROOP SERVICE PROJECT

If your troop did not do a conservation Good Turn last month, you might want to undertake one during your Nature Hike or Camp-out. Or, consider a service project benefiting your chartered organization (sponsor) or community.

Here are some ideas:

- **Clean-Up, Fix-Up Day.** Prior to the big day, homeowners are advised through the local newspaper that Scouts will be available to rake lawns, wash windows, do simple painting jobs, etc. On the big day, the community or neighborhood is divided into geographical areas, with one patrol assigned to each area.
- **Prune Community Trees.** With proper permissions and the advice of a tree expert, prune community-owned trees or plant seedlings. Be sure there is adequate supervision for safety.



WOOD SAMPLES. Another aid in learning to identify a tree and its uses. Get samples only from downed trees. Cut three-to five-inch-diameter pieces about 10 inches long. Make horizontal and diagonal cuts to show wood. Varnish to preserve color.

- **Trash Receptacles.** Make, place, and maintain trash receptacles in parks and playgrounds. Small receptacles can be made from five-gallon cans, large ones from 55-gallon oil drums. Clean them thoroughly, paint in bright colors, and label with a slogan, such as "Help Keep Our City Clean." Small receptacles may be without lids and with small holes in the bottom to drain rainwater. For larger containers, cut lids from weatherproofed plywood.
- **Beautify Vacant Lot.** With the owner's permission, make a mini-park on a vacant lot. Clear out trash, plant shrubs, and grass, and build and install a park bench.

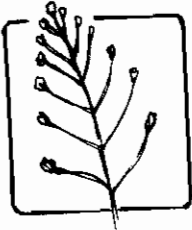
ECOLOGY PROJECTS

Your Scouts can learn about food chains and the inter-relatedness of everything in nature by making terrariums and aquariums as shown on pages 240-241 of the *Official Boy Scout Handbook*. Another interesting experiment showing the "web of the life" is the Sealed World (page SCOUT 4 MAY 88).

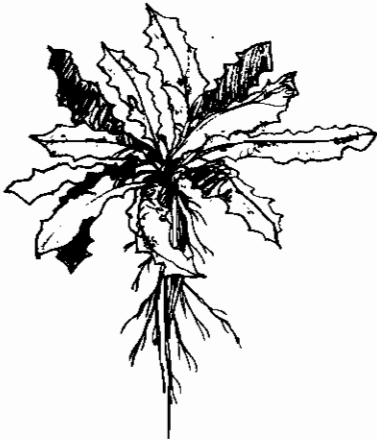
Here are other ecology projects: **GROW ALGAE.** Collect a jar of pond, lake, brook, or sea water and place it in sunlight for several days.



WILD STRAWBERRIES. *Delicious in shortcake or pie. For a tasty drink, try steeping the wild strawberry's leaves in hot water.*



SHEPHERD'S PURSE—*Tastes like cabbage with pepper.*



DANDELION TOPS—*Avoid dandelions along roadsides (they may be contaminated by car exhaust) and those that have been sprayed with herbicides.*



DAISY PETALS. *Pick and eat like a salad. Or try them in a peanut butter sandwich.*

Soon a green or brown growth will appear on the glass. The color and amount will depend upon where the sample was taken, the amount of nutrients in the water, sunlight, etc.

Look at it closely with a magnifying glass. You will see algae—the basic food in the food chains of many animals (fish, turtles, crabs, clams, ospreys, herons, raccoons). Algae is part of a group of tiny plants and animals called plankton which grow in lakes, oceans, and estuaries (where fresh water meets and mixes with sea water). It is the basic food for animals of the sea and produces 70 percent of the world's oxygen.

Questions: If plankton are destroyed by pollution, what happens to animals that are part of the food chain of the sea? What would happen to the world's oxygen supply? What could happen to you? **ANIMALS IN POND OR BROOK.** Use strainers or fine-mesh nets to collect material from the bottom of a pond or brook. Also collect plankton by dragging a fine-mesh nylon stocking through the water near the surface.

Place the bottom sample material in flat, white enamel or plastic pans or in glass dishes with white paper below them. Add a little pond water to the bottom material.

Separate plant material (dead leaves, algae, other aquatic plants) by kinds. Separate animals by kinds and place them in small jars of pond water. You are likely to find fish, salamanders, tadpoles, crayfish, snails, clams, fresh-water shrimp, insects, and leeches.

Examine the material with a magnifying glass (or microscope, if you take it home). Make a diagram showing the food chain of the plants and animals you observed.

Questions: If smaller animals in a food chain were killed by pollution, what would happen to larger animals in the food chain? If the smaller animals were poisoned but not killed, what happens to larger animals?

MYSTERY PLANTS. Fill a box or wide-mouthed pot with potting soil (which contains no seeds). Place it outdoors and water it regularly. Within a few weeks, plants probably will be growing in the soil.

Question: Where did the seed come from? (Many seeds are airborne and may travel miles.)

EDIBLE PLANTS

In most parts of the country, some tasty treats are in store for those who know how to recognize and prepare edible wild plants. Here are some that may be available in your area.

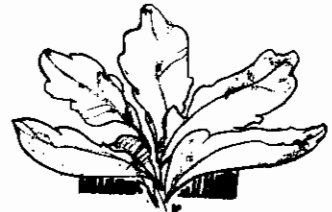
MERIT BADGES OF THE MONTH

Bird Study
Botany

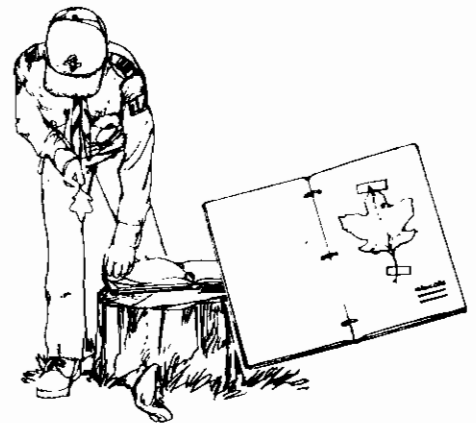
Environmental Science
Fish and Wildlife Management
Forestry
Geology
Insect Life
Mammals
Nature
Photography
Reptile Study
Soil and Water Conservation
Weather
Wilderness Survival



CATTAIL ON THE COB. *The sausage-shaped top may be eaten raw when green. Eat it like corn on the cob with butter, salt, and pepper.*



LAMB'S QUARTERS (pigweed)—*Tastes like spinach.*



COLLECTING LEAVES. *A well-organized leaf collection will help Scouts to learn about the trees in your area. In the field, carefully place leaves between sheets of newspaper in a loose-leaf notebook. Make notes on the kind of tree, where found, the date. Back home, attach pressed leaf to unlined looseleaf notebook paper with clear tape or glue. The labels should include name of tree, the tree's uses for man and wildlife, and date collected.*

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

EDIBLE PLANT WHO'S WHO

Nature Patrol Teams Quiet

Equipment: Ten or more edible plants, each in a tin can numbered from "1" through the number of cans. Card at each plant gives name of plant and part that is edible. (Example: "Cattail—pollen for flour, shoots for greens, root for starch.")

Method: Each patrol silently walks around cans while Scouts study the plants and cards. Then the cards are removed, and the patrols walk around the cans again. The patrols then huddle and write list of plants and edible parts.

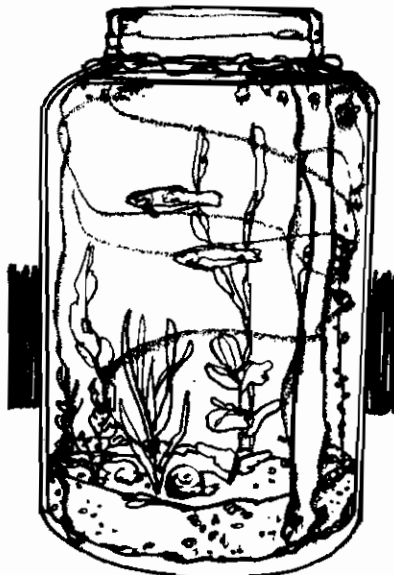
Scoring: Five points for each plant correctly identified; five points for naming edible parts.



SEALED WORLD

This self-sustaining world of plants and animals is a vivid demonstration of the "web of life." In a large, wide-mouthed jar (one-gallon minimum) put about 1½ inches of sandy soil or sand. Plant five or six water plants—eel grass, cabomba, and elodea. Fill the jar to where the neck narrows with water from a pond. Add a snail and two minnows not more than an inch long. Put the screw top on the jar and seal with tape or paraffin. Put the jar where it will get indirect sunlight.

The plants use light, minerals from the soil, and carbon dioxide exhaled by the fish and snail. The plants produce oxygen for the animals. The fish eat the plankton in the water. The snails eat plankton, too, as well as plants growing on the glass and larger plants.



BLINDFOLD STRING TRAIL

Fun Patrol Teams Quiet

Equipment: Bucket of water, empty bucket, one blindfold and paper cup for each Scout, 25 yards of string.

Method: In advance, run string in a meandering course around trees, shrubs, posts, etc. In some areas, it should run overhead, in others very low to the ground. In turn, members of each patrol are blindfolded, and their paper cups are filled to the brim with water. Scouts then walk and crawl the course, holding the string with one hand and the cup with the other. At the end of the string, Scouts remove their blindfolds and pour remaining water into the empty bucket. Time patrol's finish. Mark each patrol's water level.

Scoring: Patrol with the highest water level wins. In case of ties, fastest time wins.



SCOUTMASTER'S MINUTES

THE LITTLEST FACTORY. (Show leaf of a tree or plant.) Tonight we've been discussing the oxygen and water cycles and how food chains support life on earth. We've learned that this leaf can work a miracle.

Who can tell me what the miracle is? This leaf is a food factory—it can make food by using the sunlight to turn nutrients from the soil and carbon dioxide into food. And at the same time, it produces the oxygen that we and wildlife must have to live.

Life could not exist without the miracle represented by this leaf and all the other plants that can perform the miracle.

What's the point in this lesson in biology? The point is that because we cannot survive without plants, it is in our own interest to make sure this food factory survives. And that's why we must fight pollution and why we must practice conservation like planting trees and shrubs. The whole idea is to encourage these little food factories to produce food and oxygen for wildlife and ourselves.

WELCOMING THE WEBELOS. It won't be long now before we will be adding several new Scouts to this troop—the Webelos Scouts who will be graduating from Cub Scouting.

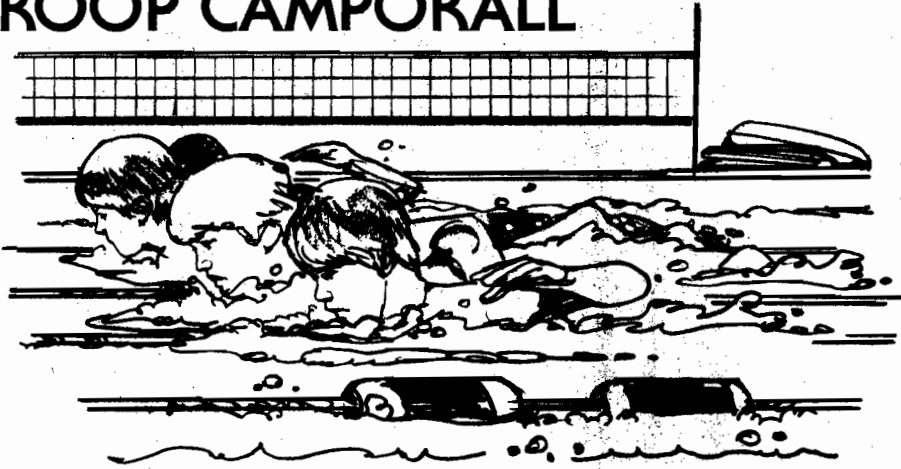
It goes without saying that I expect you Scouts to give them a warm welcome. How you treat them during their first couple of meetings and outings with us will determine whether they stay in the troop. If you ignore them, make fun of them, or haze them, some of them are going to drop out in a hurry.

Remember that they are young kids. Some of you will look like giants to them, and if they are a little timid, they are going to be a bit afraid of you. So I would like all of you—and especially you older Scouts—to go out of your way to help the new kids. Perhaps each of you could be a buddy to one of the new Scouts to get them started right in Scouting.

If you can remember your days as a Webelos, you'll remember that Webelos means "We'll be Loyal Scouts." I'm sure the graduating Webelos Scouts mean to be loyal to our troop. But loyalty is a two-way street. Our troop has to be loyal to them, too—to make the promises of Scouting fun and adventure come true for them as well as for older Scouts.

Let's all remember that and give a warm welcome when our new Scouts join.

JUNE TROOP CAMPORALL



It is recommended that for the summer months you put away your Troop Meeting Plan sheets and hold relaxed, informal activities in place of the more structured troop meetings. The patrol leaders' council must still do some planning, but less is required for informal activities.

The program feature for this month will be a Troop Camporall, a camp-out which is primarily a rehearsal for summer camp. In line with the "Trailcraft Fun" theme, include some tracking, trailing, and stalking practice and interpatrol competitions.

Possible troop activities leading up to the Camporall are swimming practice, a motocross competition for trail-bike riding, and an afternoon or evening of One-Pitch Softball.

TROOP ACTIVITIES

ACTIVITY 1—SWIMMING PRACTICE

If there is a swimming pool or waterfront that the troop can use, schedule swimming practice in preparation for swim fun at summer camp. Invite a Swimming merit badge counselor to test the Scouts' swimming ability and give tips to nonswimmers and beginners.

Remember that safety is paramount in all troop swims. Be sure to use the Safe Swim Defense, which is explained on pages 202-203 of the *Official Scoutmaster Handbook*.

Have instruction and practice in the tests for the Swimming skill award for Scouts who have not earned it. You may also want to have interpatrol competition in "Swim Fun" games on page 120 of *Patrol and Troop Activities*.

ACTIVITY 2—MOTOCROSS

If many of your Scouts own sturdy bicycles of the street-type, plan a motocross competition for them. Motocross is dirt-track racing with lots of turns and jumps on the course.

Use old auto tires or highway cones to

create slalom runs on which the cyclists must weave back and forth. Jump ramps may be made with large sheets of construction grade plywood; make the jump only about eight inches high.

Riders should wear helmets (with faceguards, if available) and long pants.

ACTIVITY 3—ONE-PITCH SOFTBALL

This is a fast-paced softball game in which batter and pitcher are on the same team and the batter gets only one pitch. Teams may have from five to eight players, and the diamond may be of any size. If the troop has four patrols, lay out two diamonds and run continuous games.

Here are one-pitch softball rules:

1. The pitcher is on the side of the batting team. He serves up easy pitches

to his teammates. He may pitch from any distance.

2. Each batter gets one pitch. There are no balls, strikes, or foul balls. Every pitch becomes either a hit or an out. A wild pitch is an out. Base runners may advance only on a hit.

3. The pitcher must not touch or be touched by a batted ball. If he touches a batted ball, the batter is out and the pitcher must be replaced.

4. When the third out is made, each member of the team taking the field must touch third base (including the team's pitcher). Each member of the team coming to bat (including the new pitcher) must touch first base.

5. If the new pitcher and batter can get started before the fielding team gets into position, they may score an easy run. Quickness pays off; there is nothing slow about one-pitch softball.

6. The pitcher may not interfere with a fielder. If the pitcher touches a fielder while the fielder is after a ball, the batting team loses its turn at bat.

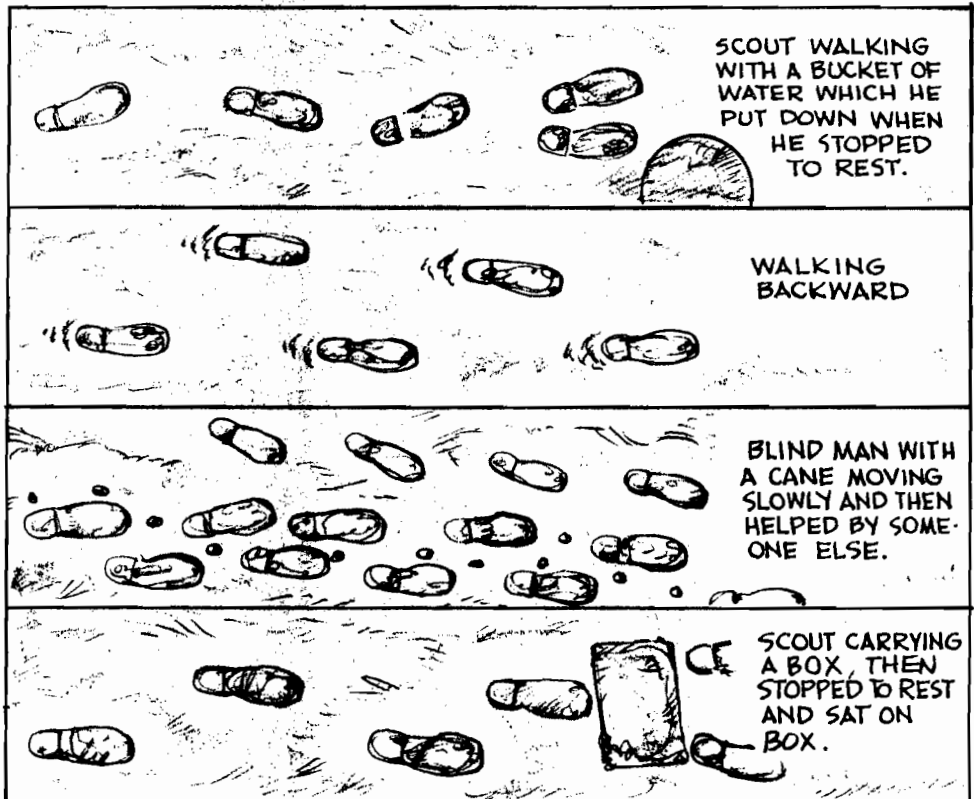
7. A one-pitch diamond may be laid out in any open space. There is no set distance for bases or pitcher's box.

FEATURE EVENT

TROOP CAMPORALL

This will be a sort of "shakedown" camp-out to prepare for summer camp. Practice skills of camping, cooking, pioneering, and, if you're at a waterfront, swimming and lifesaving.

Have some trailcraft fun, too. Practice tracking, trailing, and stalking, using the



tips on these pages. Play Wounded Spy and Trailing Test (page SCOUT 4 JUN 88). For similar games, see pages 256-257 of the *Official Boy Scout Handbook*.

PATROL LEADERS' COUNCIL

Meet during the week before the Troop Camporall. See agenda on pages 37-42 of the *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class. Patrol leaders report on plans for rank advancement at summer camp.
- Check patrol preparations for the Troop Camporall. Decide on skills to be emphasized at the camp-out.
- Review program and advancement opportunities available at summer camp.
- Outline patrol and troop activities for July. If the troop will be at summer camp, make final preparations. If not, plan a Star-Gazing Camp-out. Decide on a site for it and arrange for permissions, if necessary. Ask the troop committee for help in securing telescopes and binoculars. Arrange to invite an Astronomy merit badge counselor to one troop activity.
- Review the leadership skill, "Understanding the Needs of the Patrol," on page 115, *Official Scoutmaster Handbook*.

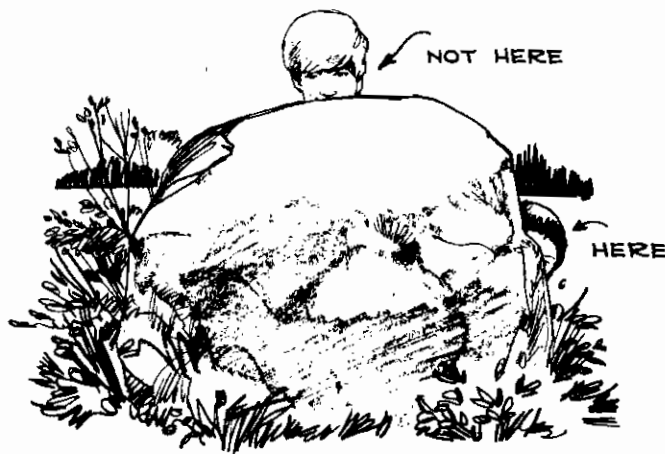
TROOP COMMITTEE MEETING

Meet during the week before the Troop Camporall. See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check the patrol leaders' council's needs for assistance at the Troop Cam-



Don't peek out from behind a tree—you won't be able to see without being seen. Crouch at base of trunk and peek out.



Stay low when hiding behind a rock or other cover. Don't look over it.



A TRACK THROUGH THE GRASS LOOKS LIKE A STREAK, BECAUSE BENT AND BROKEN GRASS BLADES REFLECT LIGHT DIFFERENTLY.



TRACK AGAINST THE SUN IF POSSIBLE. THE SUN WILL CAST SHARPER SHADOWS WHICH REVEAL MORE DETAILS.

poral and for activities in July.

- Make a final check on preparations for summer camp; review Fair Way Camping plan.

- If Webelos Scouts will be graduating into the troop this month, arrange for an induction ceremony.

TRACKING TIPS

Tracking an animal or person in the wild is rarely easy unless the ground is muddy. But your Scouts will enjoy trying it, using the tips shown here.

STALKING TIPS

Stalking wildlife requires great patience, the ability to stay quiet and move quietly, and some knowledge of your quarry. Birds and a few mammals have

sharp eyes; most mammals, however, have rather poor vision and depend chiefly on nose and ears for signs of danger.

So the experienced tracker tries to stay downwind of his quarry, move silently, and freeze when the animal is looking his way. Have your Scouts try stalking animals, using these tips.

- Consider yourself watched. This will help you be extra alert, extra careful.

- Move slowly and silently. A sudden motion or the cracking of a twig will give you away. Be ready to freeze at any moment.

- Remember your background. Blend in with your surroundings as much as possible. Stay in shadow when possible. Never show yourself against the sky.

- Take advantage of all cover—trees, bushes, large rocks, high grass.

- Make use of the wind. The rustle of leaves and grass will mask sounds. Stalk against the wind.

TRACKING MYSTERIES

Smooth an area of soft ground 10 to 15 yards square. Dampen at least part of it so that tracks show plainly.

Then ask one patrol to create some "mystery" in the tracking area like those shown here. See if the other patrols can figure out what happened.

MERIT BADGES OF THE MONTH

Cooking
Lifesaving
Swimming

BE CAREFUL! IF TRACKS ARE FRESHLY MADE, THE ANIMAL COULD BE JUST AHEAD OF YOU!



IF YOU LOSE THE TRACK, MARK THE TRACK, THEN CIRCLE AROUND UNTIL YOU FIND IT AGAIN!



BE ALERT! MARK YOUR OWN TRAIL, AND REMEMBER LANDMARKS SO YOU WON'T GET LOST!



IF YOU COME TO A DEAD END, PUT YOURSELF IN THE ANIMAL'S PLACE. WHERE WOULD YOU GO?

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

WOUNDED SPY

Trailing Whole Troop Active
Equipment: Bag of "blood" drops made by spraying corn kernels with red paint.
Method: A Scout who is the Wounded Spy is given the "blood" and told to flee for the border—a brook or road about a mile away. He is given a one-minute head start, and as he runs he must scatter a few drops of blood every few steps. The rest of the Scouts try to catch him before he crosses the border.



MAKING TRACKS

If animal tracks are hard to find in your area, try making tracks by these methods. Shape wood blocks into "paws" and screw to the heels of an old pair of shoes.

Or screw or nail strap iron to the bottom of boards fitted out as sandals. Shapes can be varied to simulate different animal tracks.



TRAILING TEST

Trailing Patrol Teams Active
Equipment: None
Method: Each patrol leader is sent off in a different direction. About every 25 yards, he leaves an Indian or Scout trail sign (pages 248-249, *Official Boy Scout Handbook*). Five minutes after he starts off, his patrol follows. Each patrol should have a judge with it to see how well the Scouts find and decode the signs.
Scoring: Winning patrol is the one with the most signs decoded and obeyed. If there is a tie, fastest patrol wins.



SCOUTMASTER'S MINUTES

FLAG DAY. Who can tell me what holiday falls on June 14? That's right, it's Flag Day. Another question, why do we celebrate Flag Day on June 14?

Because it was on that date in 1777 we got our first official U.S. flag. The Continental Congress, which made the laws in those days, specified that the flag would have 13 stripes, alternating red and white, and 13 white stars on a blue field.

But that was all the description they gave. If you remember your flag history, the result was that a lot of different flags appeared during the Revolutionary War. You can see pictures of some of them in your handbook. It wasn't until 1912, 135 years later, that the flag became standardized.

It's not very important that you know a lot of our flag's history. What is important, though, is that you are aware that our flag was born very soon after we became an independent nation, and that millions of men have fought for the flag as our symbol of freedom.

That's why I hope that if your family owns a U.S. flag, you will fly it proudly on Flag Day this year. In that way, we can show our pride as Americans and our determination to live as free men.

OUR HOME IN CAMP. Scouts, when we go to our camporall, and later when we are in summer camp, let's remember that our campsite is our home.

The living room is the area in front of your patrol site. Your patrol's cooking is the kitchen, and the patrol dining table is your dining room. The showers and latrine are your bathroom, and of course your tent is your bedroom.

You wouldn't think of throwing candy wrappers onto your bedroom floor at home, or of leaving garbage in your dining room. And even if you did, your parents would soon get on you about it.

So whenever we're in camp, let's treat the campsite the way you treat your own home. Cleanliness and neatness are the marks of a good camper. In this troop, they are the standard rule.

As Scouts, we have pledged ourselves to obey the Outdoor Code and our Wilderness Pledge which call for us to "be clean in our outdoor manners." That certainly applies to our life at home in camp, as well as when we're on the trail. Let's make it a habit to keep a clean, neat home in camp.

CELEBRATION UNDER THE STARS



Your "Celebration Under the Stars" may be summer camp, or it could be a Star-Gazing Camp-out. In either case, July is the time to get out under the stars and enjoy the easy living of summer.

Again this month, have informal troop activities. Invite an Astronomy merit badge counselor to one activity for some expert instruction in star-gazing. Either in summer camp or on a Star-Gazing Camp-out, try some of the games and activities on these pages.

TROOP ACTIVITIES

ACTIVITY 1—PATROL CHALLENGE

Have each patrol prepare some sort of challenge for all other patrols. It might require the other patrols to solve a problem using ropes and spars, or it could be a test of physical fitness or skill in signaling or first aid.

For some excellent patrol challenge ideas, see "Mission to Mars" on pages 112-116 of *Patrol and Troop Activities*

ACTIVITY 2—VOLLEYBALL TOURNAMENT

If you have access to a volleyball net and ball, have an interpatrol tourney. The game probably will be familiar to most Scouts because they have played it in school.

If you are not familiar with it, get a copy of *Boy Scout Volleyball*, Supply No. 18-930. It shows how to lay out a court and play the game. A slightly smaller court than regulation size is recommended for Scouts. The drawing here shows the dimensions.

ACTIVITY 3—STAR WARS WIDE GAME

This is a daylight wide game which requires a wooded area or a brushy area where concealment is possible.

Five patrols or groups of Scouts may play. Three of the teams are "Star Teams," the fourth is a "Dark Star

Team," and the fifth team are "Space Pirates."

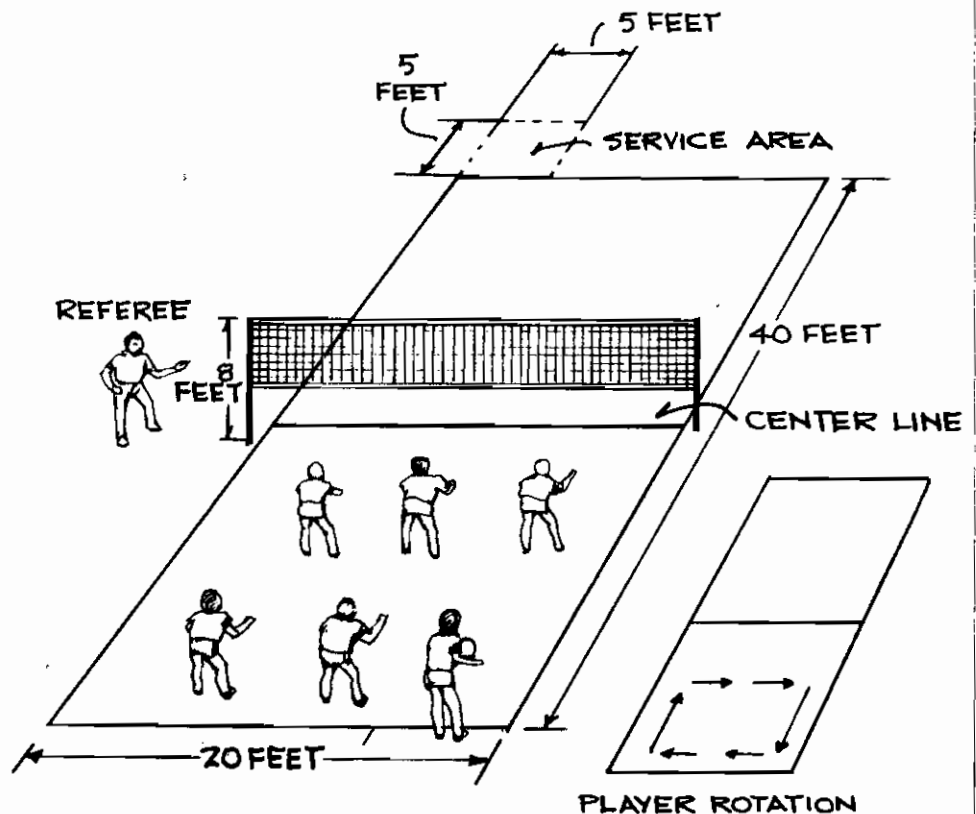
Each team except the Space Pirates has a base, as shown in the drawing. Give each Star Team six "Star Cards," one of which they secretly mark as a "Life Card."

All star teams place their cards within a clearly marked base, perhaps 15 feet square.

Rules are as follows:

1. All teams attack other teams' bases to try to capture a card and return to their own base without being tagged.
2. No player may go into his own team's base area except after an attack to check for missing cards.
3. When a "Life Card" has been taken from a team's base, that team cannot take any "Star Cards" from other teams' bases until they have retrieved their "Life Card" and returned it to their base.
4. A player may carry only one "Star Card" at a time.
5. If a player is tagged by an opponent while carrying a card, he must give up the card to the opponent, who returns it to his base.
6. When the Space Pirates capture a card, it may not be re-used.
7. After a half-hour to an hour, the game ends and scores are totaled. Scoring is as follows:

- Own team's "Life Card" in their possession—20 points.
- Other team's "Life Card"—15 points.
- Dark Star Cards—20 points each.
- All other "Star Cards"—20 points each.



FEATURE EVENT

SUMMER CAMP OR STAR-GAZING CAMP-OUT

If your troop goes to summer camp in a local council camp, your program will be governed in part by the offerings there. These will be explained in the council's camp leader's guide. The patrol leaders' council may use that guide in rounding out the troop's program in camp.

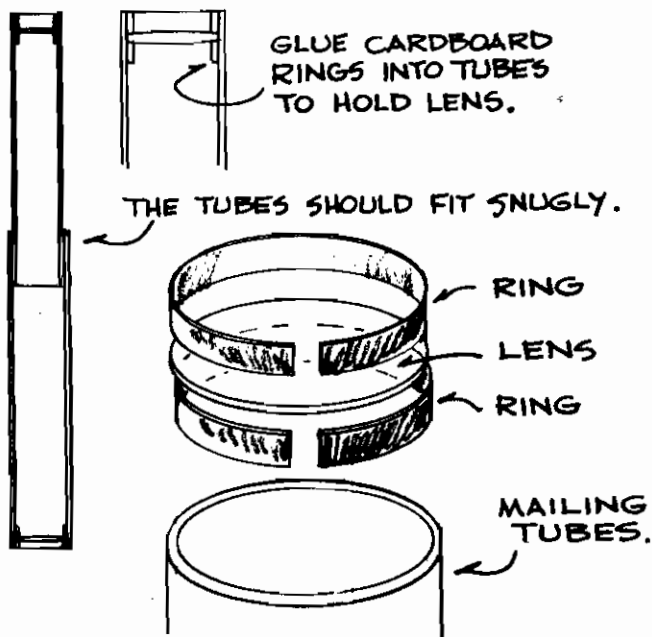
Schedule daily meetings of the PLC for planning activities, handling any problems that crop up, and planning campfires or other events for evenings when no campwide activities are scheduled.

If your troop is camping on its own, not in a council camp, the PLC should draw up an activity program for each day. Use the activities, games, and contests found in the *Official Boy Scout Handbook*, *Official Scoutmaster Handbook*, *Official Patrol Leader Handbook*, and *Patrol and Troop Activities*.

If the troop is not in summer camp during July, plan a Star-Gazing Camp-out as the feature. Ideally the site should have an unobstructed view of the sky without much city lights illumination so that the boys can practice finding stars, constellations, and planets. As references, use the Astronomy merit badge pamphlet and pages 316-320 of the *Official Boy Scout Handbook*. Also try some of the projects and games on these pages dealing with star study.

PATROL LEADERS' COUNCIL

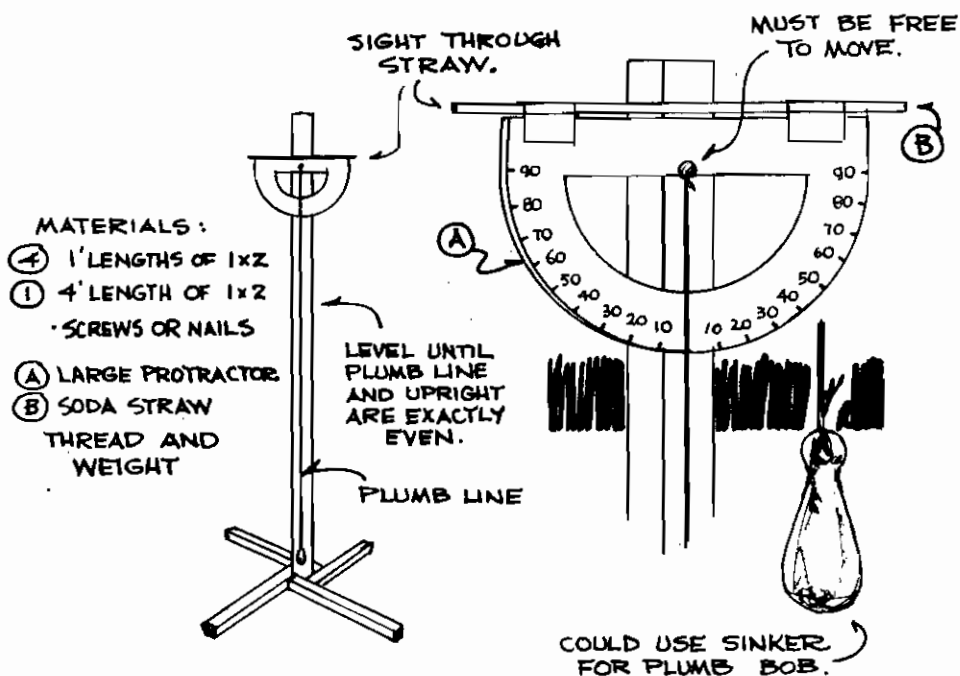
Meet just before going to summer camp or before the Star-Gazing Camp-out. See agenda on pages 37-42 of the



HOMEMADE TELESCOPE. If a patrol has no telescope or binoculars for star-gazing, make a telescope with two mailing tubes and two lenses bought from a hobby store. One lens should be

about two inches in diameter with a focal length of 24 inches. The other should have a much smaller focal length. Assemble as shown.

HOMEMADE TRANSIT

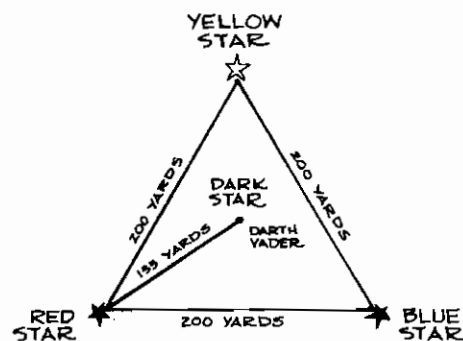


HOMEMADE TRANSIT. With this device you can find the altitude of a star and your own latitude. To find altitude of a star, sight through straw and read protractor where thread touches

numbers. To find your latitude, sight at Polaris and read the protractor. Subtract the reading from 90 and you have your approximate latitude.

Official Patrol Leader Handbook.

- Conduct board of review for Tenderfoot through First Class. Patrol Leaders review plans to go to camp as a First Class patrol.
- Check patrol preparations for summer camp or camp-out. Review planned activities.



- Outline plans for August. If possible, arrange to have all troop activities at a pool or waterfront, preferably where rowing, canoeing, motorboating, or sailing, boardsailing, as well as swimming, can be done. If desired, arrange to invite a counselor for one of the aquatics merit badges to one or more troop activities. Conduct all aquatic activities following the Safe Swim Defense pages 202-203, *Official Scoutmaster Handbook*.
- Discuss the leadership skill, "representing the group" (page 115, *Official Scoutmaster Handbook*).

TROOP COMMITTEE MEETING

Meet during the week before summer camp or before the Star-Gazing Camp-out. See agenda in the *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.

- Check patrol leaders' council's needs for help with summer camp or Star-Gazing Camp-out. Help as necessary in arranging a waterfront site for August troop activities.

- Schedule a court of honor for August or September to award badges earned in summer camp.

- Consider the needs to recruit boys and leaders for the coming program year. (See the "Membership in the Troop" kit, available from your local council service center.)

HINTS FOR CAMPERS

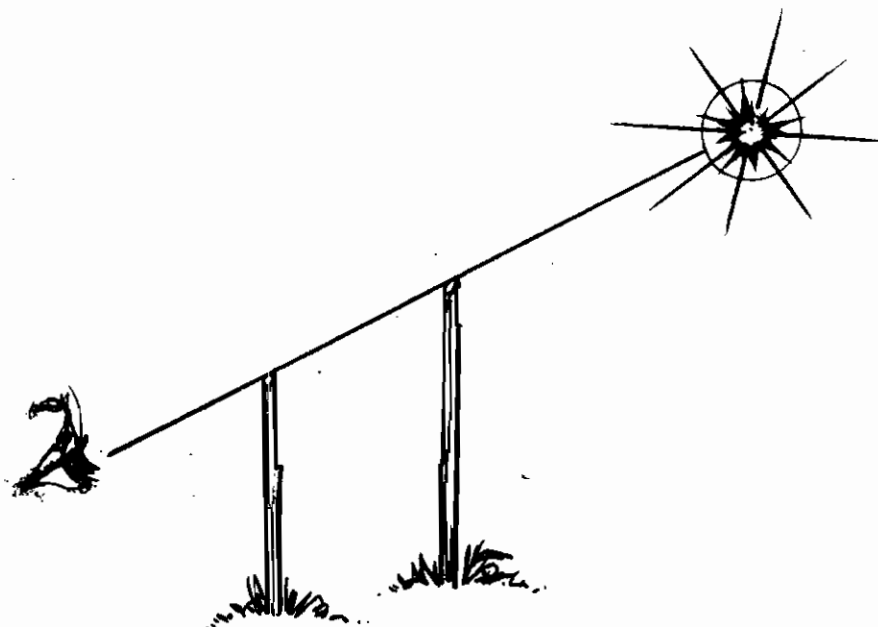
- To keep mosquitoes away, rub the inside skin of an orange peel on face, arms, and legs.

- Try baking biscuits without a reflector oven. Put the biscuit dough into a small baking pan. Put three or four pebbles into the bottom of a pot big enough so that the baking pan will fit inside. Set the pan on the pebbles, put on a lid, and cook on a stove or over a fire for about five minutes. The pebbles hold the pan off the bottom of the pot so your biscuits won't burn.

- Carry matches, salt, or dry soup mix in empty waterproof 35mm film canisters.

- Plastic net bags of the type that oranges and onions are sold in make excellent soap holders in camp. Place the bar into the bag. Tie the bag near your wash-up water. You can use the soap without taking it out of the bag.

- If you burn the inside of a cooking pot, shake cream of tartar into the pot, fill with water, and bring to a boil. Boil for a few minutes, pour out the water, and wipe clean.



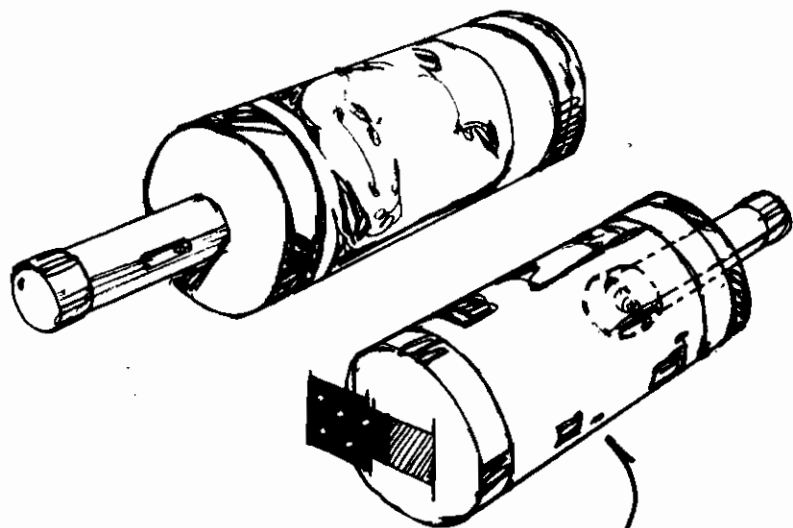
DIRECTIONS BY ANY STAR. Sight a star across the tops of two sticks, one closer to the star about a foot higher than the other. Sight from the lower stick to the higher. About an hour later, make the sighting again. If the star appears to have risen, you're fac-

ing easterly; if it appears to have sunk, westerly; if it appears to have moved left, you're facing northerly, if right, southerly. To find directions by the sun, see page 208 of the Official Boy Scout Handbook.

- Give fried fish extra flavor by adding onion soup mix to the flour or cornmeal you use for a coating.

- How can you tell when the fire is hot enough for cooking? Try this hand method to test temperature. Hold your hand above the coals at the height where the pot or pan will be and count, "One

First Class Scout, Two First Class Scouts," etc. If you have to pull your hand away at "Three First Class Scouts," it's time to put on the steak, burgers, or kabobs. If you get to "Four First Class Scouts," the coals are ready for toasting bread or marshmallows. If you reach anywhere between Five and Seven First Class Scouts you have a suitable temperature for cooking pork chops or spareribs. If you can't reach Three First Class Scouts, the coals are too hot for cooking. Adapted from the Canadian Leader.



OATMEAL BOX

PLANETARIUM PROJECTOR. To practice recognizing constellations, make this device from an oatmeal box or similar container. In the top or bottom, cut a square hole with slits to hold slides of black construction paper. In the other end, cut a hole for a flashlight without lens. Make slides from

small pieces of construction paper by punching holes with a large pin to represent constellations (see Astronomy merit badge pamphlet). Slip a slide into the slits in the box end and project the constellation on the ceiling.

TIPS FOR STAR-GLAZERS

- It is hard to focus binoculars and telescopes in the dark. Don't try. Just set the focus on infinity, which is always the proper setting for star-gazing.

- Hand-held binoculars and telescopes tend to flutter as the arms tire. Rig a stand—perhaps a camera tripod or a chair on which the instrument can be placed, or on which the Scout can rest his arms.

- If you are trying to read star charts by flashlight, put red cellophane over the light's lens. This will help preserve your night vision.

MERIT BADGES OF THE MONTH

- Astronomy
- Camping
- Chemistry
- Communications
- Computers
- Radio
- Space Exploration

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

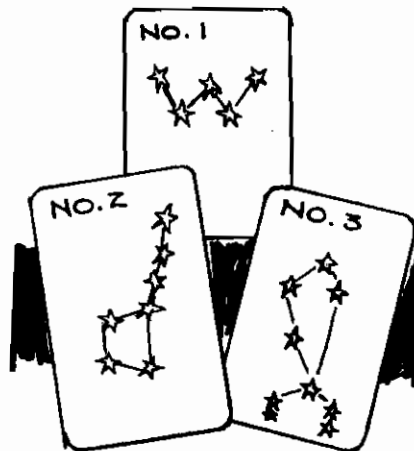
WHAT CONSTELLATION?

Astronomy Patrol Teams Quiet

Equipment: For each patrol, a set of cards with a different constellation made on each card by drawing or pasting on stars. Number each card.

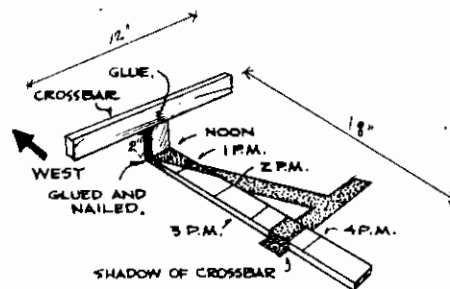
Method: Put each patrol's cards facedown opposite the patrol and have paper and pencil beside the pile. On signal, the first Scout in each patrol runs to the pile and turns the top card face up. If he can identify the constellation, he writes its name and number on the paper and puts the card beneath the paper so it won't be picked up again. He then runs back to touch off the next Scout. If he cannot identify the constellation, he places the card facedown back on the pile.

Scoring: One point for each correct identification; subtract two points for errors.



SIMPLE SOLAR CLOCK

This device will give the time in the afternoon only. Cut the clock from scrapwood. Set it in the sun with the crossbar facing west so that the sun's lengthening shadow falls on the base. At exactly one-hour intervals, mark the base where the shadow falls. For the next few days, the clock will give fairly accurate time—provided of course, that the sun is shining.

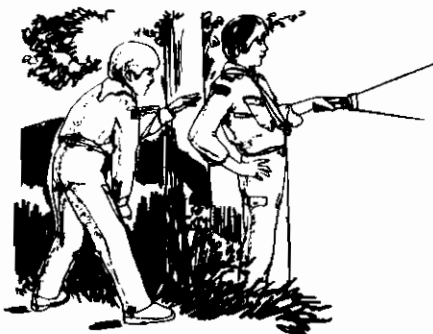


JACKI JACKI SHOW YOUR LIGHT

Fun and Fitness Whole Troop Active

Equipment: Flashlight, two whistles.

Method: Play at night in woods or other area where concealment is possible. "Jack" is given the flashlight and one whistle and sent to hide. One minute later, the other Scouts pursue him. Jack may move anywhere within the boundaries but every 30 seconds or so he must shine his flashlight in a horizontal circle. When a pursuer tags him, Jack blows his whistle and everyone returns to the start. The Scout who tagged him becomes the next Jack. If Jack is not caught within 20 minutes, the timekeeper blows a whistle to call everyone back for a fresh start.



SCOUTMASTER'S MINUTES

THE NORTH STAR. Scouts, we've been learning how to find Polaris, the North Star, because we know it will help us find our way in the wilderness. For centuries man has known that the North Star is fixed in the heavens, and it has been used as a navigational aid by sailors ever since the first adventurers sailed away from the sight of land.

The North Star is still used that way by mariners and space explorers. So in learning how to find it, we are joining a very long line of adventurers.

There are some "North Stars" in our everyday lives, too. One of them is our conscience. If we listen to our conscience, we can be sure to steer our lives in the right direction.

And let's not forget our Scout Oath and Law, too. They are North Stars because they give us excellent guidance in how to behave and what we owe to God, country, our fellow human beings, and ourselves.

When you're lost at night, look for the North Star. The rest of the time, steer your life with those other North Stars—your conscience and the Scout Oath and Law.

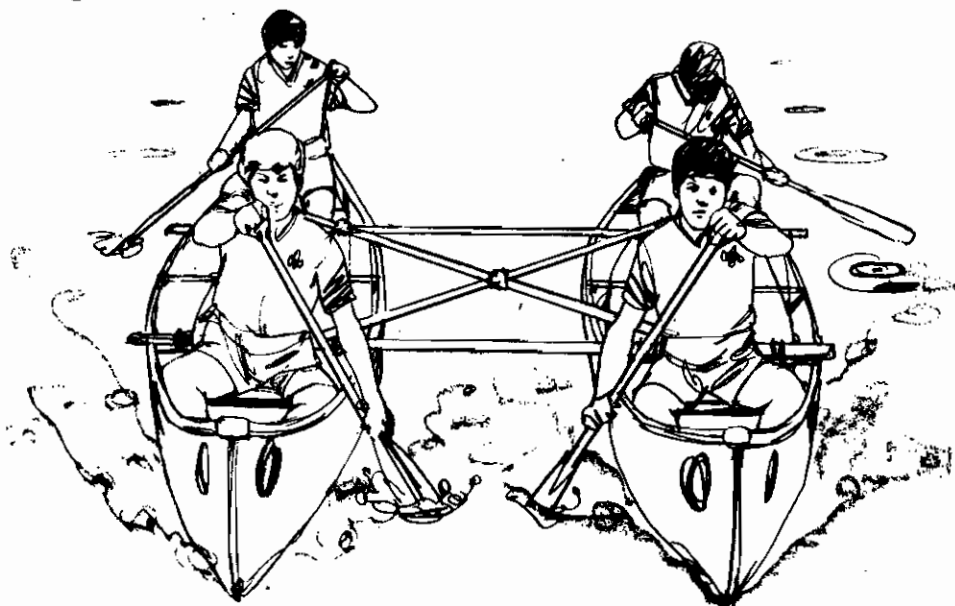
REACH FOR THE STARS. There used to be a saying that if a man had great ambition, he was "reaching for the stars." The idea was that he was so eager to succeed he was willing to try the impossible, to reach for the stars.

That doesn't seem so impossible anymore. Men have walked on the moon, a feat that was only a dream not so many years ago. And by the way, did you know that the first astronauts who walked on the moon were Scouts? One of them, Neil Armstrong, the first to set foot on the moon, was an Eagle Scout. That tells you something about the kind of man he is.

The scientists and astronauts in our space program brought the impossible dream of reaching for the stars much closer to reality. Men will never really walk on the stars. If they tried, they would get a terrible hot foot. But the stars do not seem as far away as they used to be.

Still, the idea expressed in that phrase, "reaching for the stars," is still valid. It tells us that to enjoy life to the fullest, we must stretch our abilities to the limit. A Scout who does his best in everything he tries will become the kind of man who reaches for the stars.

AUGUST AQUA OLYMPICS



The dog days of summer are here, but your troop can beat the heat by having activities in and on the water. If possible, all activities should be at a waterfront or pool—preferably where Scouts can go boating, canoeing, sailing, motorboating, boardsailing, or water skiing.

If this is not feasible, hold other types of outdoor activities this month.

The troop's feature event will be a camp-out near a waterfront where aquatic sports can be enjoyed. One possibility is an Aqua-Olympics. See this page.

A new program year begins next month, so it's a good time to think about recruiting boys. The patrol leaders' council may want to suggest that every Scout invite a nonmember friend to all troop activities in August.

TROOP ACTIVITIES

Hold informal activities again this month. If you cannot use a waterfront for all meetings, substitute practice and competition in such outdoor skills as pioneering, tracking and trailing, nature study, and campcraft. Use some of the just-for-fun games explained in the *Official Patrol Leader Handbook*.

ACTIVITY 1—AQUATICS FUN

If most of your Scouts are classified as "swimmers," and if you have access to canoes, rowboats, sailboats, or motorboats, have practice in one or more aquatic sports using those crafts. Invite a counselor for an aquatic merit badge to give instruction.

If most Scouts are not "swimmers," it would be a good idea to have instruction and practice in swimming.

Be sure to follow the Safe Swim De-

fense plan whenever Scouts are in the water. See pages 202-203 of the *Official Scoutmaster Handbook* for this eight-point plan to ensure your Scouts' safety. If the troop is boating, follow the Safety Afloat plan, which is explained on pages 204-205 of that book.

ACTIVITY 2—RAFT REGATTA

In advance of this fun activity, patrols collect as many plastic bottles and other containers as possible. These will be the floats for improvised rafts.

The patrols also bring any other materials they like, anything needed to make a one-man raft of their own design.

At the waterfront site, each patrol assembles its raft. Then, one at a time, all patrol members paddle it around a course. First patrol finished wins.

ACTIVITY 3—WATER SAFETY TOUR

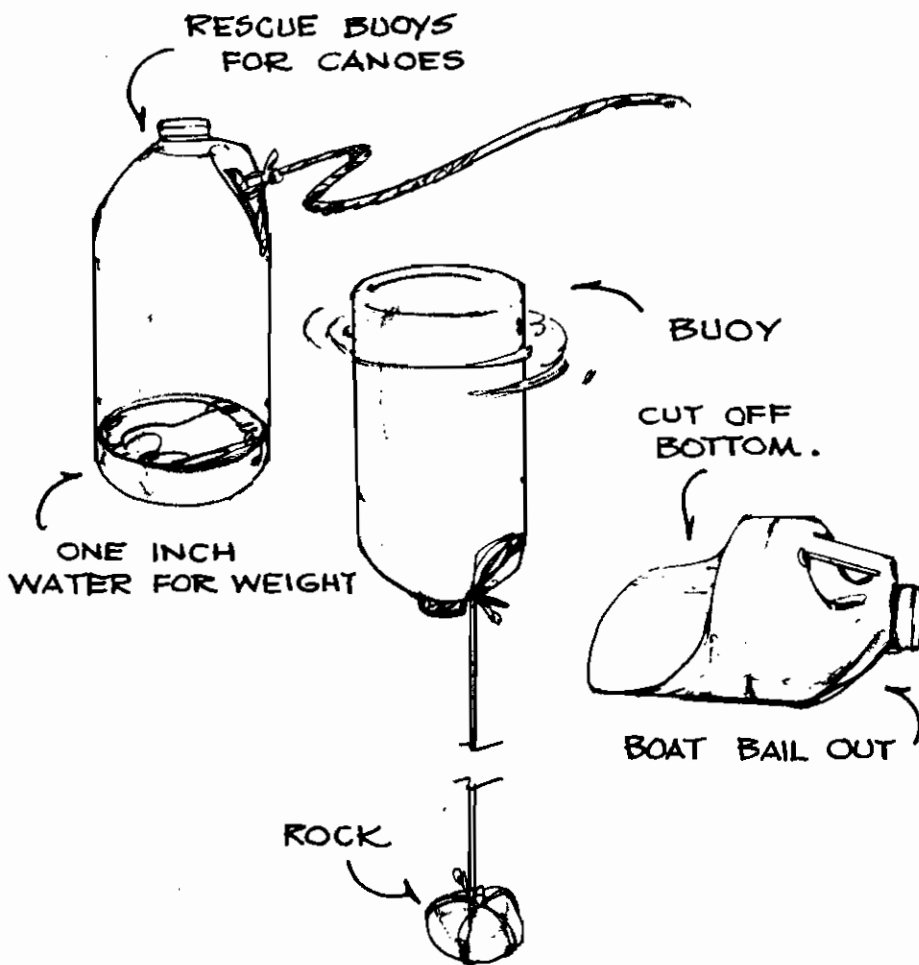
If there is a U.S. Coast Guard installation or police harbor patrol in your area, plan a visit. Make arrangements in advance for a guided tour of the facility.

ACTIVITY 4—WATER GAMES

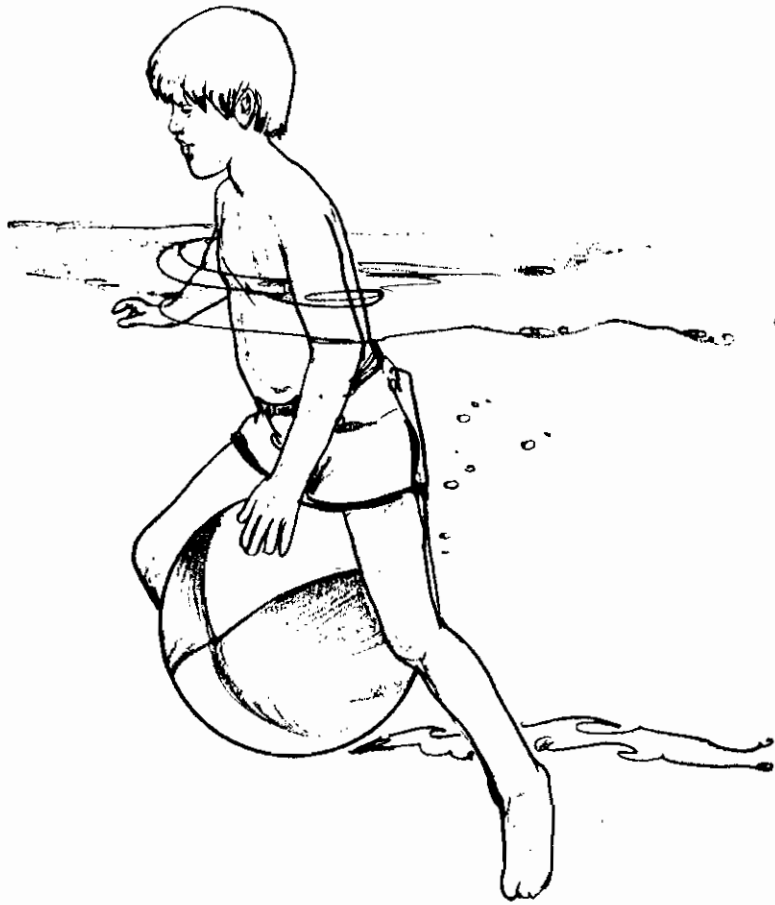
Play some of the games that are explained on these pages. Or practice some of the events in the Aqua-Olympics. See below.

FEATURE EVENT CAMP-OUT AND AQUA-OLYMPICS

Hold your camp-out near a waterfront that has canoes and rowboats. If it has sailboats and power boats, too, so much the better because you can use them in the Aqua-Olympics.



USES OF PLASTIC BOTTLES AT WATERFRONT



SEAHORSE RELAY. Have a beach ball for each patrol. On signal, first Scout in each patrol races to a turning line about 50 feet away and returns while

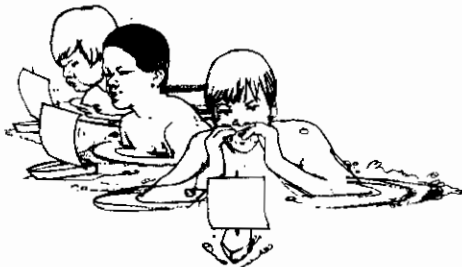
"riding" the ball. If the ball pops out, it must be replaced before the swimmer continues. First patrol finished wins.

The Aqua-Olympics events explained below require only canoes and rowboats. Add others if you have the additional equipment.

Event 1—Three-Man Rowing Race. Two men are at the oars. The third is the coxswain, who has an oar or paddle to steer the boat. Race around a buoy up to a half-mile away and back to the start.

Event 2—Four-Man Canoe Race. Four paddlers man each canoe. Race on the same course as the rowing race.

Event 3—Water Spaniel Retrieval. For two-man canoe teams. Each canoe is



BIG BLOW RELAY. For each patrol or team, you need a table tennis ball or toy boat. On signal, first player on each team swims to a turning line and back while blowing the ball or boat ahead of him. Following players repeat the action. First team finished wins.

UNDERWATER BALLOON BLOWING. Play in waist-deep water. Each patrol is given a balloon for each of its members. On signal, all players duck

numbered. A "water spaniel", a block of wood about six-by-12 inches with the team's number on it, is placed in the water about a quarter-mile from the start.

On signal, all canoe teams paddle out to find their spaniel and return to the start. If a team finds another team's spaniel, they may throw it as far as they like, but they may not interfere with other canoes.

First team back with its spaniel wins. **Event 4—Log Birling.** For two-man teams. You need a large log—about 12 feet long and two feet in diameter. Teams stand on the log in turn and try to turn (birl) it as long as possible.

If no one is able to birl it, slow the log's turning by nailing 2-by-4 "paddle wheels" on each end to slow it down.

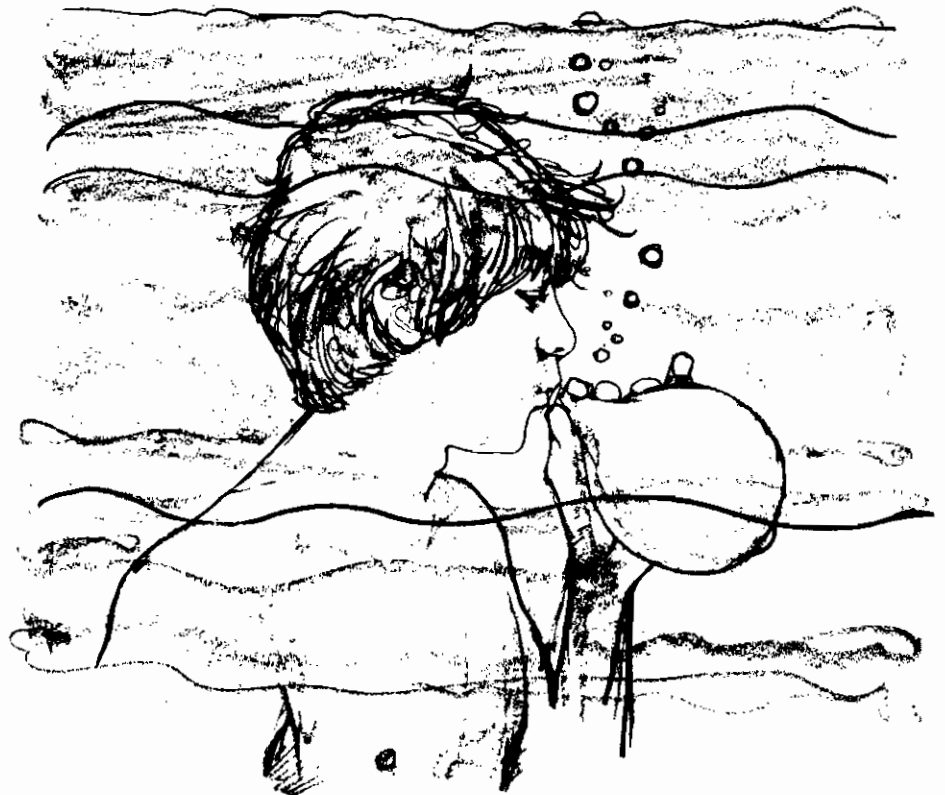
Event 5—Candle-Match Race. For two-man teams. One member of each team is given a wooden match and striker plate. The other member is about 30 yards away on a dock or float and has a candle.

On signal, the man with the match swims to his partner and lights his candle. The man with the candle swims back to the start. No player may purposely put out an opponent's candle.

First team to bring back a lighted candle wins.

Event 6—Navigation Test. For two-man teams. Each team has a rowboat, compass, and two paper bags. Set up several buoys at least 100 yards from the start.

Each team is given a compass bearing to one of the buoys. They then put the



under water and try to inflate their balloons. First team to have all balloons inflated to a minimum, specified size wins.

paper bags over their heads and, using only their compass for guidance, try to row to their buoy. The team coming closest to its buoy wins.

Event 7—Catamaran Race. For four-man teams. Each team has two canoes, four paddles, four poles 10 to 12 feet long, and lashing rope.

On signal, the teams lash two poles centered across the canoe thwarts fore and aft and the other two crisscrossed to make a catamaran. They then jump in and paddle the catamaran around a buoy 50 yards away and return.

First team back with its catamaran disassembled and all materials properly stowed is the winner.

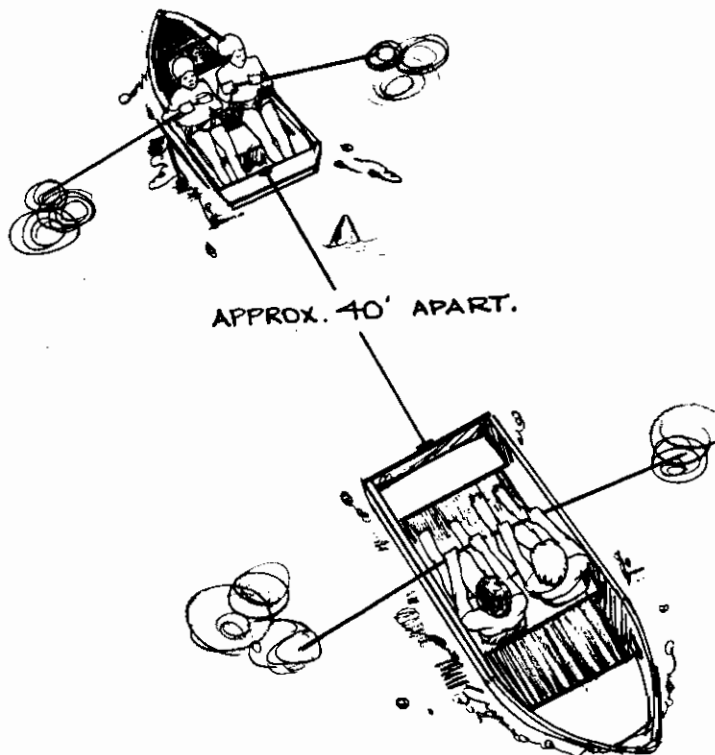
Event 8—Voyageur Race. For two-man teams. This is a canoe race requiring portaging as well as paddling. Mark a course as shown here with a straight sprint around a buoy, then a beaching and portaging segment, then another launch and a slalom course, and another sprint back to the beach.

First team finished wins.

PATROL LEADERS' COUNCIL

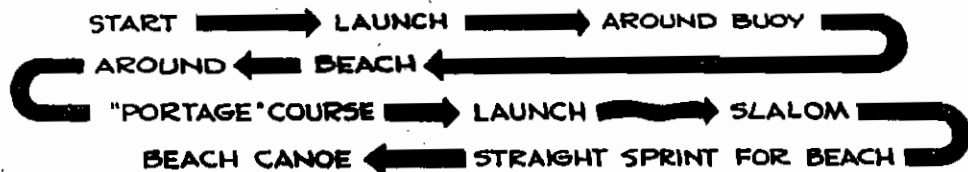
Meet during the week before the camp-out. See agenda on pages 37-42 of the *Official Patrol Leader Handbook*.

- Conduct board of review for Tenderfoot through First Class.



BOAT TUG-OF-WAR. For two-man rowing teams. Rope two rowboats together, stern to stern, about 40 feet apart. In the center between them, an-

chor a buoy. On signal, the rowing teams try to pull the opponents' boat past the center marker.



- Check patrol preparations for the camp-out and Aqua-Olympics.
- Plan activities for September's troop meetings and feature event.
- Consider ways of recruiting new Scouts. See "Membership in the Troop" kit, No. 18-914. Suggest that patrols invite nonmember friends to September activities.
- Review plans for the troop's program planning conference, if it has not already been held.

TROOP COMMITTEE MEETING

Meet during the week before the camp-out. See agenda in *Troop Committee Guidebook*.

- Conduct board of review for Star, Life, Eagle.
- Check patrol leaders' council's needs for the Aqua-Olympics and for September's troop meetings and feature event.
- Coordinate plans for recruiting boys with the PLC and consider the need to recruit new leaders.
- Conduct a membership inventory.

MERIT BADGES OF THE MONTH

- Canoeing
- Lifesaving
- Motorboating
- Rowing
- Small-Boat Sailing
- Swimming
- Water Skiing



WATER TOUCH FOOTBALL. The ball may be advanced by running or swimming with it or by passing. The kickoff is thrown. A player with the ball is "tackled" when he is tagged by an op-

ponent while any part of his body is above the surface. Allow four downs to get from one end of the "field" to the other.

PROGRAM FILE

Cut out and glue onto 3" x 5" cards for future reference.

BALLOON DIVE

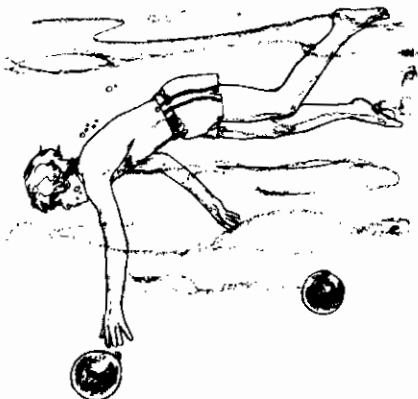
Swimming Individual Active

Equipment: Any number of balloons, partially inflated and partially filled with water so that they can be submerged at various depths.

Method: For swimmers only. Drop balloons into pool so that they sink to various depths. On signal, swimmers dive in and retrieve as many as they can.

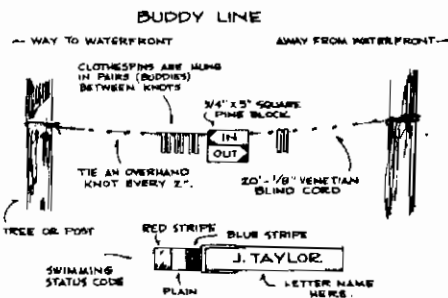
Variation: Play as patrol game.

Scoring: One point for each balloon retrieved.



CLOTHESPIN BUDDY LINE

For a simple troop buddy board, use clothespins hung on a line. Color clothespins as shown: Nonswimmers have plain color tip; beginners have red stripe; swimmers have blue stripe.

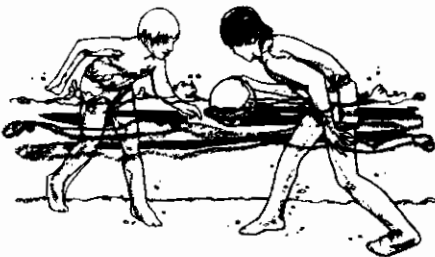


WATER BASKETBALL

Swimming Patrol Teams Active

Equipment: Life buoys moored at opposite ends of the pool; basketball or beach ball that will fit through the buoys.

Method: Play in chest-deep water for non-swimmers, deep water for swimmers. Play regular basketball rules, except that a player dribbles by batting the ball ahead of him in the water.



SCOUTMASTER'S MINUTES

SPRING PHENOMS. I know that some of you read the sports pages and follow the big-league pennant races. So probably you have heard of spring phenoms. Who can tell me what a spring phenom is?

He's a player who starts the season like a superstar. In April, May, and June he's hitting about .350, stealing a lot of bases, and never missing a ball in the field. Comes July and August and he can't do anything right. That's a spring phenom.

Maybe you've seen spring phenoms in Scouting, too. They start up the advancement trail like a house afire, making Second Class and First Class as fast as the rules allow. Then, when the going gets tougher for Star, Life, and Eagle, they sort of fade away like spring phenoms.

Maybe it's the troop's fault. Maybe we just don't challenge them enough. If so, let's change that. I'm challenging all of you now to set your sights on the next rank and make up your mind you're going to make it by Christmas at the latest.

OLYMPIC OATH. I imagine most of us have watched the Olympic Games on television. It's really great seeing the world's greatest athletes competing, isn't it?

Did you know that these athletes take an oath before they begin competition? Let me read the oath:

"We swear that we will take part in the Olympic Games in loyal competition, respecting the regulations which govern them and desirous of participating in them in the true spirit of sportsmanship for the honor of our country and for the glory of sport."

Did you notice that the oath says nothing about winning? Of course the athletes want to win. After all, they have been training for four years or more to get ready for the games.

But the Olympic ideal is fair competition, not winning at all costs. Let's remember that ideal when we have our Aqua-Olympics and any other competitions.

Play to win. But remember that every athlete must learn how to lose gracefully, without alibiing or complaining. That's the Olympic ideal in a nutshell. It's also the ideal in Scouting.

FEEDBACK

The Boy Scout Division of the Boy Scouts of America is constantly striving to update and improve its program. We need feedback from you to help us know what is being done in troops across the country and how well the program helps are serving you.

Please take a few minutes and complete the evaluation form below and mail to:

Program Helps
 Boy Scout Division (S209)
 Boy Scouts of America
 1325 Walnut Hill Lane
 Irving, Tex. 75038-3096

1. The Boy Scout Program Helps provides suggested monthly themes for use by troops. In your troop, how are these themes used?

- A. Every Month
- B. Usually but swap around
- C. Sometimes
- D. Never, or almost never

2. We use the program helps in:

- "Segments" from Scouting magazine
- "Annual"

3. We distribute the program helps to:

- SM SM and SPL PLC
- Original Copies

4. Please check the troop activities held from September 1986

through August 1987.

board of review,
 No. _____

day hike, No. _____
 long term camp

family night,
 No. _____

junior leader
 training

anniversary
 activity

show type
 Other _____

court of honor,
 No. _____

overnight, No. _____
 nights camping (12
 mo.) No. _____

service project,
 No. _____

family activity
 outdoor

intertroop camp-out
 ecology related

5. Number of Scouts in troop _____; in patrols _____. Age of troop in years _____

6. What is your position in Boy Scouting?

SM ASM JASM SPL
 PL Other _____

7. How many years have you served in this position?






less than one 1-5 6-12
 13-24 25-36 37-48 48 +

8. Do you invite Webelos Scouts to troop activities?

Yes No day hike
 overnight court of honor

9. Please rate the 1986-87 monthly themes that you used:

FEEDBACK SHEET

THEME					
Training for Trouble					
Playing the Game					
Round the Family Table					
Beyond the Door					
New Year's Resolution					
Happy Birthday to Us					
The Place We Live					
Search and Find					
Making Camping Easy					
My Country and Me					
Join the World					
Water Sports					

BOY SCOUT PROGRAM TOOLS

Title	Number		Number
Accident/Insurance brochure	10-107	Merit Badge Counselor's List Worksheet	4436
Action Book for New Scouts	3904	Merit Badge Counselor's Orientation	6540
Advancement Report	4403	Merit badge pamphlets (See Boy Scout Requirements for complete list.)	
Advancement Record card (New Scout)	6524	My Prospect List	6523
Advancement Wall Chart	6506	National Camping Award Ribbon	7758
Aims and Methods, The	18-917*	NESA Information flyer	58-404*
Be a Boy Scout	6521	Official Boy Scout Handbook	3227
Boy Scout Insignia Poster	4647	Official Patrol Leader Handbook	6512
Boy Scout Insignia Sticker	4653	Official Scoutmaster Handbook	6501
Boy Scout Songbook	3224	Our Camping Log	3690
Campfire Program Planner, The	3696	Patrol and Troop Activities	6543
Camping Ideas Sheets Index	20-300*	Patrol Record Book	6516
Camp Promotion (Fair Way Charts)	3698	Paul Bunyan Woodsman certificate	4235
Catalogs:		Religious emblems poster	5-225
<i>Boy Scouts of America Leaders Official Catalog</i>	70-051	Religious emblems reference chart	5-206A
<i>Official BSA Equipment for Unit Camping Catalog</i>	70-319	Report to the Treasurer (envelope)	3851
(Both available from the Supply Division through your local council service center, Scout shop, or directly, free, from 1-800-323-0732.)		Role of the Troop Chaplain, The	5-216*
Chaplain Aide Program	5-201*	Safe Swim Defense	7369
Citizenship in the Community (cassette pkg.)	3253C	Scout Ceremonies	6542
Citizenship Through Service	3707	Scouting's Library of Literature	70-278*
Conservation Idea Index	21-363*	See'n'do	42-200*
Den Chief Handbook	3211	Scouter's Training Award Progress Record	36-851*
Eagle Scout Projects	18-803*	Scoutmaster Key Progress Record	36-855*
Fieldbook	3200	Scoutmaster Library Kit	6530
First Aid Contest	3703	Skill books:	
Golden Nature Books:		Camping, A6580; Citizenship, A6581; Communica-	
Fishes, A3543; Fossils, A3523; Insects, A3544;		tions, A6582; Community Living, A6583; Conserva-	
Mammals, A3542; Reptiles and Amphibians, A3524;		tion, A6584; Cooking, A6585; Environment, A6586;	
Rocks and Minerals, A3545; Seashores, A3526;		Family Living, A6587; First Aid, A6588; Hiking,	
Stars, A3527; Sky Observer's Guide, A3525;		A6589; Physical Fitness, A6590; Swimming,	
Trees, A3541; Weather A3528.		A6591.	
Group Meeting Sparklers	3122	Snorkeling Application	19-176*
Handicapped Literature List	12-902*	Tours and Expeditions	3734
Hiker's Birdseed	20-310*	Tour Permit, Local	4426
Insignia Control Guide	3064B	Tour Permit, National (over 500 miles)	4419A
Instructions for Wearing International Insignia	22-128	Trail and Campfire Stories	3529
Join the Scouts for Fun and Adventure	6526	Troop and Me (Scoutmaster home study)	6554
Knots and How to Tie Them	3170	Troop Financial Record Book	6508
Leadership Corps	6503	Troop's First Six Months	6549
Leadership Corps, Unit of Training	6566	Troop Job Sheet	4262
Lifeguard BSA Application	4435	Troop Meeting Plan Sheet	4425
Look'n'Do audiovisuals (slides and scripts):		Troop Planning Worksheet	7254
Camping, AV-643; Conservation, AV-654		Troop Record Book	6509
Cooking, AV-634; Environment, AV-663		Troop Resource Survey Sheet	4437
First Aid, AV-636; Hiking, AV-631.		Unit Accident brochure	10-107*
Meeting Place Inspection	6140	What Parents Should Know About Our Scout Troop	6511A
Merit Badge Counseling	6517	When Scouts Worship	3585
		With Jesus on the Scout Trail	3029
		Your Flag	3188
		Youth's Frontier—Ethical Decisions	3620
		*Order these items through your council service center.	