

Boy Scout Programming

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financial statement. See that parents are informed of the year's camping activities in your next regular bulletin.

INTER-PATROL COMPETITION

Inter-Patrol competition, if not overdone, can add incentive to good camping and cause a lot of fun. It is suggested that points be given for routine camping and that participation in other activities be just for fun except on such occasions as the Court of Honour decide otherwise.

At camp, it is especially necessary to work against a standard in order to maintain or raise the camping standard of the Troop. It is suggested that score be given as follows:—

Regular Daily Scores

<i>Meals for the Day</i>	5
Punctuality.....	5
Service.....	5
Cooking.....	10
	—Total 20

<i>Inspection</i>	10
Personal.....	10
Tent & Kit.....	10
Stores Tent.....	10
Kitchen & Pots.....	10
Dining Shelter plates etc. 10	
	—Total 50
<i>Patrol Spirit</i>	Total 10

Daily Total of 80 Standard for the day 60

Irregular Scores used as and when desired

First Fire (wet mornings).....	10
Night Inspection.....	20
Service Patrol (per cycle of duty).....	20
Behaviour after lights out and before rouse.....	10
Activities.....	20

These irregular scores are not included in the standard unless some phase of camping needs special emphasis, in which case the score should become a regular daily allowance.

Pitching and Striking Scores

Special scores should be given for pitching and striking camp—a standard can be set for this too.

Ideas for scoring:—

<i>Pitching</i>	Choice of site or best use of site.....	10
	Efficiency of Patrol operation.....	10
	Tent and Dining Shelter.....	10
	Kitchen.....	10
	Imagination and ingenuity.....	10
<i>Striking</i>	Fireplace and Pits.....	10
	Ground.....	10
	Pots.....	10
	Packing.....	10
	Efficiency and operation.....	10
	Patrol packed ready to leave.....	10

You will find it a great help to make up before camp some cards on which to keep score. A card will fit easily into the shirt pocket and can be pinned onto the notice board after the scores have been announced.

A running total can be kept in a notebook.

It is suggested that scores be announced at flagbreak each day and the final score announced at the final flagdown at the end of camp.

It is a good idea to increase the standard gradually during camp, but never to make it unattainable.

The Patrol or Patrols which come up to standard each day should be presented with a suitable symbol of recognition. Here are some ideas:

(1) Have Standard Pennants flown on site of Patrols gaining a pre-arranged standard.

(2) Each Patrol starts camp with an 18" tent peg. Each day that they attain the standard they paint a silver band round the peg—each time they are top a gold band.

(3) Patrol up to standard may fly its Patrol flag at the yard arm of the main flag mast.

Help your Court of Honour draw up its own idea.

Score for weekend camps may be added to the weekly scores for Troop and Patrol meetings, or kept separate.

It is considered better that the competition at Summer Camp be kept independent of any other inter-patrol competition and that a crest or something significant to the camp be given to the Patrol or Patrols which come up to

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LET'S ANALYZE THE PROGRAM

How does it stack up against the fundamentals of a good program.

1. Was it fun (a) for the boys?
(b) for the leaders?
2. Was it quite a chore to put over?
3. Were the assistants busy most of the time?
4. Did the boys accomplish anything that they could go home and talk about (achievement)?
5. Did the troop as a whole seem to enjoy most or all of the program?
6. Did you listen to what the boys said about the games - (a) too short (b) too long
(c) too rough (d) my favourite (e) the leader's favourite?
7. Did you have control of the situation, especially during the games?
8. Were there any difficult discipline situations?
9. Were the boys attentive while games were explained, or prayers said or during inspection?
10. In the aim of the program for the evening did you feel the objectives were met?
11. How did this program relate to the previous and to the next program (continuity)?
12. Was any theme recognizable to the boys?
13. What outside resources or help from experts or parents did you use? Did the program benefit by such help?
14. Were there any surprises for the boys or did the program follow a regular pattern?
(a) did you have a closing and flagbreak?
(b) do you have this every meeting? (WHY?)
15. Was there something in the program for every boys, i.e. sports - games - badgework instruction? Was the program well-balanced?
16. Did the program allow time to recognize the achievement of the boys?
17. Did you feel that this was just one of those nights when you should have stayed home?
18. Did the leaders find a sense of satisfaction with the program?
19. Who planned the program? You alone or did your assistants/ boys help?
20. What attempt, if any, was made to influence the spiritual development of the boys?

The Route of the

By Donald H. Swanson
Director, Scout Program

Voyageur, a name that conjures visions from Canada's past... fur-laden canoes shooting boiling rapids, masculine voices raised in rousing songs, trail-hardened muscles straining under heavy packs and, always, the fellowship of a meal around a fire...

The *voyageur* is reported to have been a man of skill, courage and intestinal fortitude. He was cheerful, polite and sang while he worked. One account of the *voyageur* on snowshoes indicates that he considered himself as travelling well if he made two fires a day, at which he drank tea, and slept every night thirty to thirty-five miles nearer his destination.

A worthy example for boys, twelve to thirteen years of age in the grade-seven level at school? Sure, with some modifications to allow for age and physical development. The silver-stage badges of the achievement-award scheme are designed for this age group.

A patrol working at the silver level will likely have a slightly different make-up than a bronze-level patrol. Where the bronze-level patrol will be boys who are all new to the Scout section, the boys in the silver-level patrol will range through those who have just joined Scouts to boys who were in the troop the previous year and who have earned their Pioneer Award. Despite this, the approach to planning a program is much the same. Using the tips and information outlined in the April *Canadian Leader*, "The Way of the Pioneer," let's plan a program for a patrol moving along the route of the *voyageur*.

Keep in mind. (a) the patrol is composed of boys twelve to thirteen years of age, in the grade-seven level at school;

(b) we will deal only with the patrol's program;

(c) patrol meetings may take place on troop-meeting night and/or a separate night, as decided by the individual troop;

(d) the *Voyageur* award requires the earning of five achievement badges at the silver stage. The Citizen Badge is compulsory and so is one of three outdoor badges (Anchor, Campcraft or Exploring).

The troop has met twice and patrols have been formed. Our silver-level patrol has chosen a name and elected a patrol leader and assistant patrol leader for a three-month term of office. The first patrol meeting is held during the second troop meeting. The meeting is a quiet one with discussion around what the boys want to do in the next year of Scouts. The "pioneer Scouts" suggest activities and badges they want to tackle. The new boys tend to talk more about activities.

The Scouter working with the patrol notes the comments and suggestions of the boys. Later he sorts out their interests in much the same way as was done with the bronze-level patrol.

A portion of the list follows:

Boy Interest	Badge & Requirement
swimming	Swimming Badge
first aid	Safety #1 (b) #2 (a,b,c) First Aid Badge
hiking	Citizen #2 (a & b)
camping	Exploring Badge Campcraft Badge Winter Scouting Badge
how to lead a patrol	Arrowhead Badge
visits	Citizen #4 (a) #5 (a & b) #6 (c)

The Scouter's next step would be to phone the patrol leader and suggest that each patrol member should look over the requirements for the badges listed. These would be discussed by the patrol during the patrol meeting period at the next troop night.

In preparation for the patrol meeting, the Scouter would suggest that the patrol leader or his assistant phone St. John Ambulance regarding first-aid courses and check planned swimming courses with the YMCA and the local recreation association.

At the patrol meeting, the PL reports that arrangements could be made for a first-aid course commencing in January. The assistant PL reports that a swimming class, based on Red Cross requirements, will be starting in two weeks. Badges and their requirements are discussed. The patrol arrives at the following decision.

The Scouter would contact St. John and arrange for a first-aid course starting in January. Five of the seven patrol members would sign for the ten-week swimming course. The other two would take swimming instruction at the YMCA. The patrol would tackle an Achievement Badge as a project and complete that badge before starting another. As the year is just getting underway, they would start with the Arrowhead Badge, followed by the Safety Badge, First Aid, Citizen and Winter Scouting would be tackled after Christmas. The Exploring Badge would provide a spring project and the Campcraft could be a summer-camp focus.

Because of the swimming instruction, the patrol decided patrol meetings basically would be restricted to the troop-meeting night. The patrol's program from the fourth week of September to Christmas would look like this:

Meeting 1 September Arrowhead Badge — Requirement 3 (d)

Patrol planned a cook-out for the following Saturday. Each member was assigned a specific portion of the day's activities which included a short yarn on the use of charcoal; a demonstration on wrapping food in foil for cooking; two games; a wide game; practise in lighting a charcoal fire; cooking over charcoal; a demonstration on finding North without a compass.

Transportation was arranged by one of the Scouts with two of the parents.

SUPPLY SERVICES



NEWS



Introducing "B.-P.'s Life in Pictures" — catalogue 20-306 (25¢) — a superior quality, comic-book-style, pictorial record of the life of the Founder of Scouting. Produced on glossy paper which accentuates the bright colours, this booklet will make a most attractive gift item. (It replaces *Adventures of a Scout*, 20-305, now discontinued.)

When ordering Award Ribbons (03-343) and Kub Kar Ribbons (03-344), will customers please list the number of each required, i.e., First, Second, Third, Merit or Driver.

We are forced to discontinue the **Cub Pencil** (60-106) and the **Scout Pencil** (60-107), listed on page 13 of our catalogue. The manufacturer informs us that it is impossible to obtain the necessary metal rings.

The following items also are discontinued:
Fun with Ropes and Spars Book

Brown-and-Red diagonal neckerchiefs (20-606) (39-214)
Azure with Lemon-border neckerchiefs (39-301)

Sorry to keep so many customers waiting for their **Gilwell neckerchief** — we are still awaiting their arrival from England where cloth problems are causing difficulties.

Venturers, we are having to change the style of the **Turkshead slide** (39-505) because of supply

problems. The new one is a press-button style and is most attractive.

Sales of **SCOUT CALENDAR '73** reached an all-time-high unit total of over 345,000, resulting in a gross revenue of about \$134,000, which was shared by Scout groups, district, region, provincial and national offices.

The year-by-year increases as shown below are an indication of the growing popularity of the calendar as a fund-raising item — more and more groups are using it each year.

Calendar	Copies sold
1968	185,000
1969	212,000
1970	223,000
1971	247,000
1972	291,000
1973	345,000

We are now busy planning Calendar '74 — it will be available in August. **MAKE YOUR PLANS NOW.**

THE WAY OF THE PIONEER

(Continued from page 9)

Here we'll leave the detailed program. The same format continued till June. At the group banquet, a beaming patrol were presented with their Pioneer Award. They had reached the end of the way of the pioneer. Each of these boys had participated in activities which resulted in recognition of their achievement. Learning-by-doing was the key, with best effort expected of each.

They were now ready to explore the route of the voyageur.

In the next two issues of *The Canadian Leader*, we will explore programming with boys working at the silver and gold stages.

THE WAY OF THE PIONEER has focused on the achievement badges. This has been deliberate as the achievement badge requirements were designed to be carried out individually, in pairs and by the patrol as a group.

THE WAY OF THE PIONEER has not included troop meetings but, rather, the patrol meeting only. In the final article, we will endeavour to tie the patrol meetings and activities into a total package including troop meetings.

Good Scouting and a challenging journey on the way of the pioneer.



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oyageur

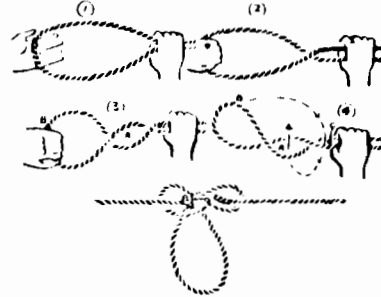
Meeting 7 October

Arrowhead Badge

Badge presented to each of the patrol members at the troop meeting.

Safety — Requirement 3 (d)

Each boy was given a 10-foot length of 3/8-inch rope. The Scouter demonstrated how to tie the butterfly knot.



The Butterfly Knot — This knot provides a loop that will not slip and which may be tied without using the ends of the rope. It is used for providing a harness for hauling heavy loads and for climbing.

Pick up a bight of the rope in one hand and hold both parts in the other (Fig. 1). Twist the bight once to cross the two parts (Fig. 2). Twist again to produce hole 'A' (Fig. 3). Fold bight back over rope, passing tip down between the two parts at "C" and up through "A" (Fig. 4). Now pull bight through and tighten knot.

The Scout Handbook (page 103) provided each boy with a diagram and instructions for tying the bowline.

The patrol split into two and a tug-of-war game was played. Each boy tied a butterfly knot for himself with the "anchor man" tying bowlines.

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Meeting 8 October Safety — Requirement 3(b & d)

The patrol staged a mock emergency for the troop and demonstrated the knots learned at the last patrol meeting.

Meeting 9 November Safety — Requirement 1 (a)

The patrol visited the local, electrical-power supply and discussed the need for safe wiring and what to do in a power failure.

A tour of the facilities was also undertaken.

Meeting 10 November Safety — Requirement 1 (c)

Large cardboard replicas of each of the traffic signs were made by the patrol.

A flip chart was prepared listing the rules of the road for cyclists and itemizing the dangers of sneaking rides, hitchhiking and crossing a street or highway.

All the visual aids produced were presented to the Cub pack for teaching the Cubs highway safety.

Meeting 11 November Safety — Requirement 1 (e)

Half the patrol visited the police and half visited the fire hall. While there the boys discussed the preventive work carried out by the respective service and the cost to the community. When they returned to the troop hall, each group gave a brief report of their findings.

Meeting 12 November Safety — Requirement 2 (a)

Each boy made himself a model for practising rescue breathing (page 340, *CSH*).

Prior to the meeting, the Scouter had obtained eight photocopies of page 289 of *The Cub Book*. This page il-

(Continued on page 35)

Arrowhead Badge — Requirement 1

The patrol divided into three teams. Each team undertook to research one of the three leadership, small-group methods, and prepare a five-minute talk on their subject. Talks must be accompanied by a visual aid. Pages 248, 249 of *The Canadian Scout Handbook* to be used as reference.

Meeting 2 September

Arrowhead Badge — Requirement 3 (d)

The Saturday activity.

Meeting 3 October

Arrowhead Badge — Requirement 1

The teams presented their five-minute talks. On completion, the patrol spent some time on evaluating each presentation. The Scouter used questions to see how well the material presented had been understood.

Arrowhead Badge — Requirement 3 (e)

The Scouter led a discussion on the difference between voting and arriving at a consensus. A blackboard was used to list the pros and cons of each method. The *CSH* (page 235) provided one resource and the Scouter had brought one or two other books to the meeting. The Scouter encouraged the boys to find the information in the resource books. In each case, the material was not read but was presented, in his own words, by one of the patrol members.

Swimming

Swimming course to start Saturday.

Meeting 4 October (extra meeting)

Arrowhead Badge — Requirement 2

A twenty-minute demonstration for the group committee and the sponsor was arranged by the Scouter. The patrol divided into teams to prepare flip charts on:

- how the badge scheme works;
- areas covered by badges;
- specific skills learned.

Each team prepared a brief talk covering their assigned area.

Meeting 5 October

Arrowhead Badge — Requirement 2

The patrol presented their talk at the group committee meeting. Hot chocolate and donuts were served afterward.

Meeting 6 October

Arrowhead Badge — Requirement 3 (b)

Arrangements were made for the patrol to miss the troop meeting. The Scouter met them at the public library. Louis Riel had been chosen as the leader they wished to research. An hour was allowed for research; a half hour for discussion, and the remaining half hour for a trip to a drive-in restaurant.

SUPPLY SERVICES



We are still awaiting a supply of **Gilwell Neckerchiefs** and understand that the U.K. is experiencing procurement problems. We appreciate the understanding being shown by our many patient customers.

Link Badges now are available from your Scout office for:
Scout to Venturer 01-552 (green on blue)
Venturer to Rover 01-553 (blue on red)

There has been quite a demand for these since the inception of the **Link Badge** (Cub — Scout) some time ago. Their price is 15¢.

Supply Services, because of heavy stocks, was unable to reduce immediately the prices of items affected by the removal of **Federal Sales Tax**. However, prices will be reduced at the beginning of May.

The price of the **Individual Cook Kit** has been increased to \$4.19. Because it is of **heavy-gauge, high quality aluminum and finish** (with carrying bag stowed in the plastic cup), this kit compares favourably with many cheaper styles on the market.

A new and interesting crest, designed to encourage Dad's participation in camping activities, is called the **Father and Son Campout Crest**.

With a black-and-yellow design on a red background, it sells for 40¢; its catalogue number is 03-335.

We have now introduced five **Cub Activity Crests**. These are:

	catalogue no.
Swimming —	01-451
Rambling —	01-452
Cyclist —	01-453
Baseball —	01-454
Hockey —	01-455

all priced at 35¢ each.

We are discontinuing the **Duffle Bag** (51-114) as there has been very little demand for this item.

For crest collectors, now available is the **Scouting-in-Canada crest**. It depicts each of the five section emblems in their own colour and is very attractive. Catalogue number is 03-334, price 40¢.

The Route of the Voyageur

(Continued from page 7.)

illustrated the model. Each boy was contacted by the PL and requested to bring the necessary materials.

Meeting 13 December Safety — Requirement 2 (a)

Each boy, using his model, demonstrated his knowledge of rescue breathing.

Safety — Requirement 2 (d)

From newspaper clippings, the patrol picked an accident that had happened in the area of their troop or homes and identified the cause. The patrol discussed what might be done to prevent a similar accident from happening.

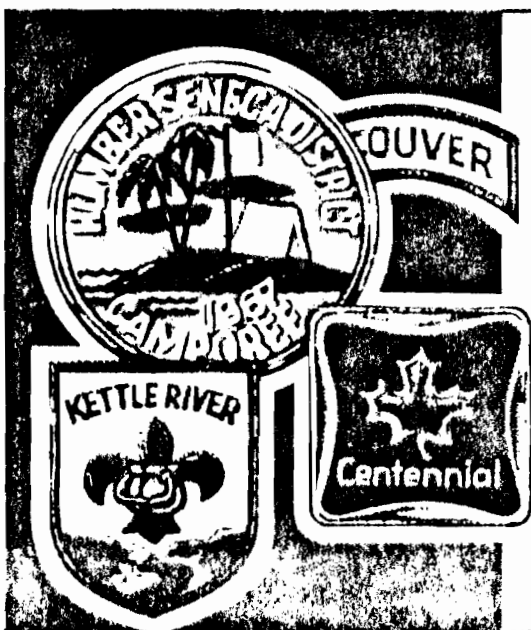
Meeting 14 December Safety Badge Swimming Badge

Patrol members were presented with these two badges as the swimming course also had been completed. The patrol participated in a troop Christmas party.

Let's look at how our patrol is doing. By Christmas they have earned three badges (Silver Arrowhead, Safety and Swimming) and have participated in a variety of activities. After Christmas the patrol will complete the rest of its planned program.

Seven happy boys will join the ranks of the Voyageurs when their achievement award is presented at the group banquet in June.

Next month we will explore programming with boys working at the gold level. Troop meetings for the three mythical patrols also will be sketched.



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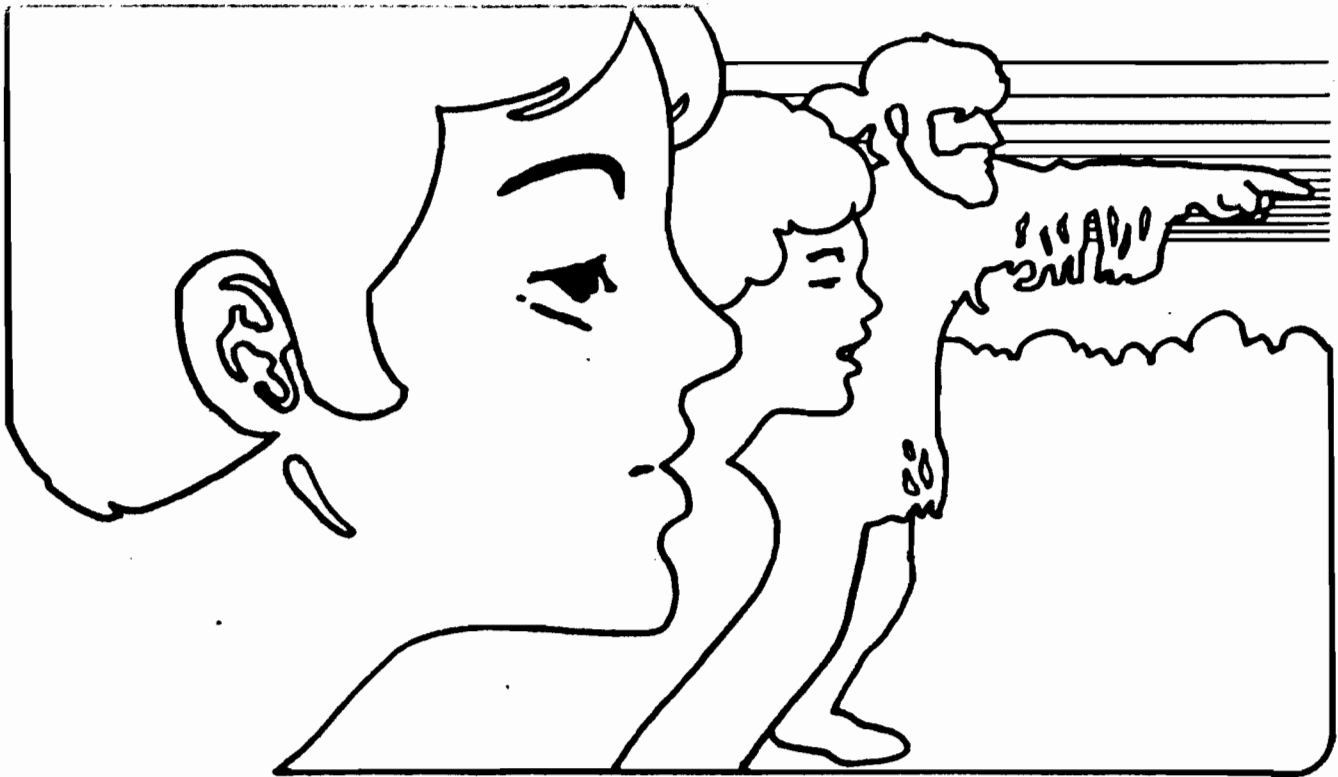
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SUGGESTIONS FOR PLANNING A CAMP

- Plan and announce well ahead
 - Permission Forms
 - Establish budget (fund raising)
 - Medical Forms
 - Check out the camp site - know the area
 - Sanitary Facilities
 - Water Supply (safe)
 - Staffing
 - Advise Group Committee - (Transportation Committee)
 - Quartermaster and Cooks
 - Menu's - Nutrition
 - Transportation - Route Plans - Drivers - Pools - Buss
 - Fire Extinguisher - Water Buckets at each tent
 - Boys Equipment - Clothes - Sleeping Bags
 - Dry Clothes, Wet Clothes, Hygiene Kit (seasonal clothes)
 - First Aid Kit - First Aid Person
 - Nearest Medical Help - Hospital, Doctor
 - OHIP Numbers, Special Medical Problems
 - One Person to Hold and Dispense Medication
 - Know the skills or Lack of skills of your leaders - helpers
 - What are the food storage capabilities at the camp
 - stoves (electric, gas) Frigs, etc.
 - Utensils - Pots - Pans - 3 pan wash up system (Law)
 - Let your D.C. know (are travel permits needed?)
- Emergency Contact Person
- Where are the parents going to be
 - Sleeping Facilities
 - P R O G R A M

THINK WHOLE CAMP THROUGH



Blazing the trail of the **PATHFINDER**

By Don Swanson

PATHFINDER — not a particularly exciting term unless one takes the time to explore its meaning. Historically, pathfinders were those who led the way, who blazed new trails. To be the one who strikes out into the unknown, the uncharted, and leaves a clear, sure path for those who follow, takes special skill, knowledge and intestinal fortitude.

The Scout who earns the gold-level achievement award has acquired knowledge and skill, and has demonstrated them through his involvement in patrol activities. He is a "Pathfinder" Scout!

Boys working at the gold-level stage probably will be thirteen to fourteen years of age and in the grade-eight-to-nine level at school. Some will be new to Scouts while others will hold *pioneer* or *voyageur* awards.

Because of their older age, they will be able to undertake more of the details of planning their activities. Even so, the tips and information outlined and the basic approach taken in the April and May issues of *The Canadian Leader* are still valid.

Our gold-stage patrol has decided that the PL must first serve as an APL. As a result, they have elected, for three months, a PL who has had previous experience and an APL. At the termination of the PL's office, the APL will become the PL and they will elect a new APL.

During "patrol time" at the second troop meeting, the patrol discuss their plans for the coming year. They decide to plan only for the period up to Christmas and, at that time, will plan the rest of the year.

The boys "brainstorm" ideas to obtain a list of possible activities. A committee of two boys is appointed to meet with the Scouter and sort the list into some semblance of order. The committee agrees to meet with the Scouter on Sunday afternoon. At the meeting, the ideas are sorted into the following badges:

- a) Citizen
- b) Exploring
- c) First Aid
- d) Winter Scouting
- e) Campcraft

The patrol is contacted and agrees to show the bronze-stage patrol how to hoist and break the flag at the next troop meeting.

The patrol arrives fifteen minutes early for the next troop meeting and the committee reports. With suggestions from the Scouter, they decide to tackle the Citizen Badge first, then the Explorer and then Winter Scouting.

For the first patrol meeting the Scouter has worked out the program, based on the Citizen Badge, Requirement #1. A patrol meeting is held on Saturday afternoon following the troop meeting to select the alternative requirements for the three badges on which the patrol will work for the next three to four months.

The patrol meetings look as follows:

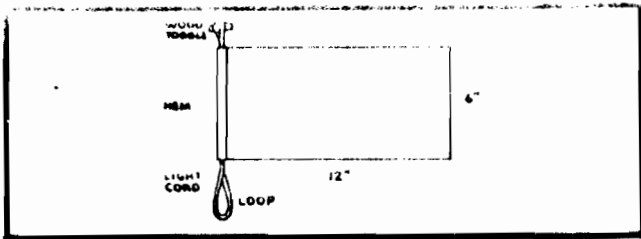
Meeting 1 September Citizen Badge — Requirement 1 & 6 (b)

Patrol met briefly to check their readiness to instruct the bronze patrol on the flag. Scouter had prepared eight teaching aids from small squares of cloth.

Patrol met with bronze patrol and demonstrated with actual flag how to prepare, hoist and break.

Members of the bronze-level patrol were then paired with members of the gold-level patrol. The "teaching aid" was used for practise.

The patrol utilized the application-for-membership forms, school teachers and community association to develop a list of people who might be able to help them learn how to do silk screening. A phone call and a visit



to two adults resulted in the boys recruiting an adult to assist them in silk screening twenty other flags.

During the week, each Scout agreed to obtain a coloured picture, drawing or replica of four flags other than the Canadian flag.

Meeting 2 September
Citizen Badge — Requirement 1 (20 flags)

Begin making twenty flags using the silk-screen process.

Explorer Badge — Requirement 3

Each Scout selects two items which he will make at home and bring to the patrol meeting in two weeks.

Meeting 3 October
Citizen Badge — Requirement 1 (20 flags)
 Silk screen production.



Citizen Badge — Requirement 2 (a)

The Scouts holding the silver Citizen instruct the other patrol members in artificial resuscitation.

Meeting 4 October
Citizen Badge — Requirement 1 (20 flags)
 Completion of silk-screened flags.

Explorer Badge — Requirement 5

Brief yarn and demonstration by Scouter. Emphasis placed on the highly volatile nature of gasoline.

Meeting 5 October
Citizen Badge — Requirement 3

Arrangements are made to visit eight of the necessary authorities (e.g., police, fire, ambulance) to learn how to meet the emergencies selected by the patrol.

Explorer Badge — Requirement 3

Patrol members bring the two items made at home

Meeting 6 October (Saturday)
Citizen Badge — Requirement 3

Patrol assembles with a father as driver and visits

eight preselected authorities. The Saturday outing is terminated with a visit to a drive-in restaurant for root beer and burgers.

Meeting 7 October
Explorer Badge — Requirements 1 & 2

Brief yarn and demonstration by Scouter on light-weight equipment.

Each Scout researches from first-aid manuals and the C.S.H. how to handle two of the items listed. While this is taking place, the Scouter has arranged for a Scouter-in-training to prepare a casualty simulation with three Cubs. The patrol is sent to the park and must handle the situation they encounter.

Meeting 8 October (Saturday)
Explorer Badge — Requirement 4 (a)

Patrol meets with Scouter to plan an orienteering run. The book, *Be Expert with Map and Compass*, Cat. #20-461, is the chief resource. **Route orienteering** provides the basic approach. The afternoon is spent preparing the necessary equipment.

Meeting 9 November

Patrol meets at local park.

Explorer Badge — Requirement 5

Working in pairs, supper is prepared using pressure stoves.

Explorer Badge — Requirement 6 (b)

Plaster casts are made of several animal and bird tracks.



Meeting 10 November
Citizen Badge — Requirement 7

Patrol assists local service club sorting pocket books for the sale.

Meeting 11 November (Saturday)
Explorer Badge — Requirement 4 (a)

"Orienteering run" set up in a.m. Troop participate in afternoon.

Meeting 12 November
Citizen Badge — Requirement 5

Patrol members pair up and select two of the areas listed. Where possible, projects are to be completed and a report presented to the patrol in three weeks.

Explorer Badge — Requirement 7

Two teams are formed for the 20-mile hike. Each team to be given a separate route.

Teams prepare equipment lists, menus and plot routes on maps provided by the Scouter.

Meeting 13 November (Friday, Saturday, Sunday)
Explorer Badge — Requirements 1, 6 (b), 7

Patrol assembles Friday night. Kit checked by Scouter. Patrol teams handed sealed instructions. While on the hike, the teams must collect enough animal-track casts to complete their collection.

Patrol driven to departure point and teams leave on their hike. Patrol to be picked up Sunday afternoon by the Scouter.



Meeting 14 November
Explorer Badge — Requirement 7

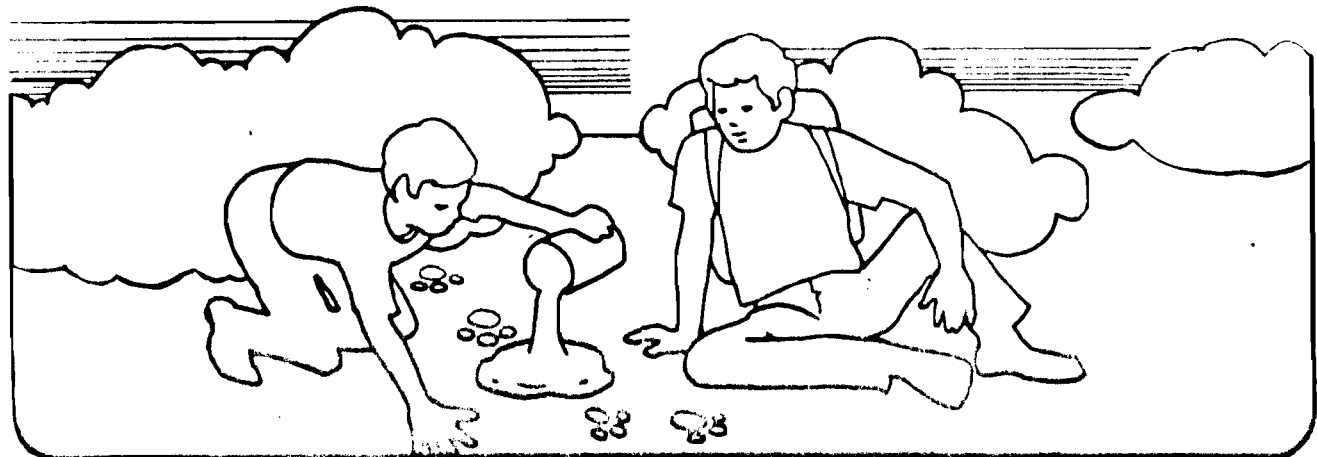
Patrol members turn in logs to Scouter.

Citizen Badge — Requirement 4 (d)

Patrol attends a concert presented by the various nationalities in the community. A discussion on the music and folk dancing is held with two of the concert organizers.

Meeting 15 November
Citizen Badge — Requirement 7

Service project for sponsor.



Meeting 16 December
Citizen Badge — Requirement 5

Patrol "pairs" present reports to the patrol.

Meeting 17 December (Saturday)

Citizen Badge — Requirement 7
Explorer Badge — Requirement 6 (a)

Arrangements made with local council to clear two patrol sites at the council camp.

Clearing will require the felling of some small timber. Those suitable for use as "spars" to be limbed and all remaining to be cut into firewood lengths.

Our patrol has reached the point where we can pause to examine its progress. Some work still remains in the Citizen Badge. With the completion of the weekend clearing, they will have "demonstrated" axe and saw and, as a result, will receive their Explorer Badge. At the next patrol meeting they will begin work on the Winter Scouting Badge.

The patrol is a little behind in its plan if it had hoped to have the three badges completed by Christmas. Even so, it will undoubtedly complete "blazing the trail of the pathfinder" by the time of the group banquet in the spring. Here, with heads held high and a feeling of a task well done, they will join the ranks of the PATHFINDERS.

Let's turn our sights for a brief moment and see how all of this patrol activity fits into the troop.

The patrol is the operational unit but the troop provides the identity. Each of the patrols we have been observing during the past three issues is part of a troop.

The troop is a typical one: it meets once a week and is composed of three patrols; there are two adult Scouters and two Scouters-in-training.

The two adults usually work with the silver- and gold-level patrols. One Scouter-in-training is assigned to the bronze-level patrol. The second one works with one of the adults. This is done on a rotation basis. The troop Scouter meets with the two Scouters-in-training after each troop meeting and they discuss what happened in the patrols.

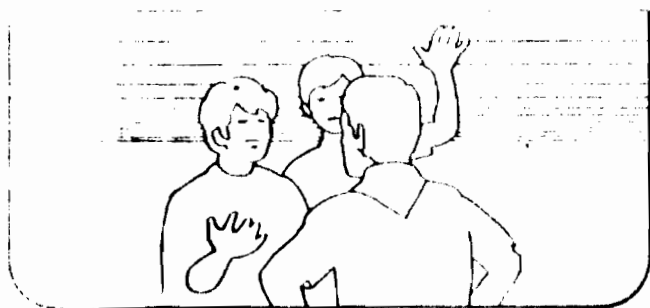
The troop program format is pretty basic, with a minimum amount of time spent on troop functions. Each PL collects dues and records attendance in the *Scout Counsellor's Record Book*. The information is transferred to a master book containing 8" x 11" Scout record sheets (Cat. #25-413), accounting forms and an attendance record. This task is assigned to one of the Scouters-in-training.

THE TROOP-MEETING FORMAT

Time	Activity	Responsible
7:00	Patrol corners	APL

	Dues, attendance Horseshoe and flag break Inspection (names placed in hat and PLs draw patrol to inspect)	Honour Patrol PLs
7:10	Game	S-in-T
7:20	Patrol meetings	Scouters
8:50	Horseshoe Announcements Scouter's "five"	Troop Scouter
9:00	Flag down Scout silence Home	

Using the format outlined, let's sketch three troop meetings in detail.



TROOP MEETING September (Fourth week)

Time	Activity	Responsible
6:30-7	<ul style="list-style-type: none"> Scouters arrive and open hall Honour patrol arrives; sets up hall for meeting: clears chairs, tables, prepares flag for breaking; places table for Scouters Patrols arrive; set up corners; obtain record books from Scouters Names drawn for inspection 	Troop Scouter PL PL & APL Scouter
7:00	Dues collected Attendance recorded	APL APL
7:03	Horseshoe	S-in-T
7:04	Inspection (berets and personal record book)	PLs
7:06	Flag break	Honour Patrol
7:07	Record books and inspection "points" turned over to S-in-T	
7:09	Game: Crab Soccer — Troop formed into line with hand signal and Scouts call out, "1-2, 1-2, 1-2," etc. 1 form one team; 2 form second team	S-in-T
7:20	Patrol meetings: (see Meeting 1 for each patrol)	
8:55	Re-assemble in horseshoe Brief Scouter's "five"	Troop Scouter
8:59	Flag down Scout silence Home	

TROOP MEETING October (fourth week)

Time	Activity	Responsible
6:30-7	Scouter arrives and opens hall	Troop Scouter

	<ul style="list-style-type: none"> Patrols arrive and complete usual preparations Scouter initiates game of Keep Away with a medicine ball (no body contact allowed and ball cannot be held longer than the count of three or it is forfeited to the opposite side) Cubs arrive for gold-patrol exercise; S-in-T takes them to the park 	PLs & APLs S-in-T
7:00	Horseshoe Flag break Record Books turned over to S-in-T	Honour Patrol Honour Patrol
7:05	Game: Floor Hockey ; troop divided into two teams	Scouter
7:15	Patrol meetings: bronze #6, silver #8; prepare for troop demonstration; gold #7	
8:30	Bronze- and gold-level patrols assemble for demonstration by silver-level patrol	Scouter & PLs
8:55	Scouter's "five"	
9:00	Flag down Scout silence	

TROOP MEETING

December (first week)

Time	Activity	Responsible
6:30-7	Scouter arrives and opens hall Patrols arrive, collect dues and complete usual arrangements	Troop Scouter PLs & APLs
7:00	Horseshoe Inspection (neckerchief and sash) Flag break	Honour Patrol PLs Honour Patrol
7:05	Presentation of badges to silver patrol	Scout Counsellor
7:10	Game: Folk Ball (<i>Games Galore</i> , p. 50) (This game is also known as "Prisoner's Base")	
7:20	Patrol meetings: bronze #13; silver #14; gold #16	
8:50	Patrols assemble into horseshoe Announcements (Christmas party)	Scouter Troop Scouter
8:55	Scouter's "five"	Troop Scouter
9:00	Flag down Scout Silence	Honour Patrol

*Times are for guidance only.

No apologies will be offered for the emphasis on badges. The intent has been to assist in using the badge scheme as a tool for programming. It matters little whether a Scouter interests a boy in a badge and that activities which are fun result, or that a boy gets involved in activities which are fun and, as a result, earns a badge. The important thing is that Scouting is **FUN AND ACTION** — with frequent recognition for achievement.

Each of the paths outlined should take only about a year. Drop me a line and share your chartings. They will be shared with Scouters through *The Canadian Leader*.

Don Swanson
Director, Scout Program
P.O. Box 5151, Postal Station F
Ottawa, Ont.
K2C 3G7



by Don Swanson

Have you ever watched a sunrise . . . the gradual disappearance of darkness as the light of the sun chased away the lingering shadows? Did you feel the quickening of the senses and the excitement of a new day, of things to be done?

September is a little like a sunrise as it heralds the start of another Scout year. And what a year it could be for your troop — chock-full of adventure, excitement and the promise (and attendance) of the highlight of the year — CJ '77.

Most troops are well into their plans for the year and have their days all prepared. For those who haven't got underway yet — it's time Scouters — the dawn is here.

The following ideas may be of some help in getting underway:

- | TASK | COMPLETED |
|---|--------------------------|
| Contact made with Cubs coming up to troop | <input type="checkbox"/> |
| a) Person-to-person | <input type="checkbox"/> |
| b) Telephone | <input type="checkbox"/> |
| c) Letter | <input type="checkbox"/> |
| Service team contacted regarding coming costs | <input type="checkbox"/> |
| Necessary forms and pamphlets obtained: | |
| 1) "Seven Keys to Recruiting Volunteers" | <input type="checkbox"/> |
| 2) "Scouts" (color pamphlet) | <input type="checkbox"/> |
| 3) Application for Membership | <input type="checkbox"/> |
| 4) National Indemnity Insurance | <input type="checkbox"/> |
| 5) Supply Services Catalogue | <input type="checkbox"/> |
| 6) Registration Forms | <input type="checkbox"/> |
| Necessary handbooks and records obtained: | |
| — "Scout Leaders' Handbook" | <input type="checkbox"/> |
| (one for each Scouter) | |
| — "The Canadian Scout Handbook" | <input type="checkbox"/> |
| (one for each Scouter) | |
| — "About Camping" | <input type="checkbox"/> |

- (one for each Scouter)
- "Preparing Patrol/Troop Programs"
- (one for troop)
- "Games Galore"
- (one for each Scouter)
- "Let's Celebrate"
- Scout Record sheets
- Scout Personal Record Books
- (one for each Scout)
- Complete "We are Planning To Go" and send to your council (March issue of *The Canadian Leader*)
- Program planned for first two meetings
- Arrangements made for registration night
- Boys advised
- Parents advised

A note mailed to your Scouts and those Cubs coming up can assist in ensuring the return of boys to Scouts. Include the pamphlet "Scouts" and suggest the boys bring a friend. Full details regarding time, date and place of the meeting should be included.

Parents should receive a copy of the two pamphlets 'National Indemnity Insurance' and the 'Application for Membership'. Make sure you include information regarding registration costs; names of leaders; time; place and date of registration night.

The first troop night should be a night of action, activity and getting to know each other. The activities should encourage the boys to form groups of two's and three's.

The second night would be used to introduce the formation of patrols. Discuss with the boys the desirability of patrols of boys who are friends, go to school together and are in the same school grade.

The third night explore with patrols the ideas of patrol leadership, length of term of office, duties

Patrol leader, assistant patrol leader, and project leaders. Elect patrol leader and assistant patrol leader.

MEETING: REGISTRATION NIGHT
TIME ACTIVITY

7:00/7:30 p.m. 'Application for Membership' forms completed by parents (this includes parents of new boys and previous Scouts).
No boys present
 7:30/8:00 Introduce Scouters, sketch possible activities for coming year, promote CJ '77 Jamboree. Brief parents on patrol system, badge scheme, troop operating rules (if any).

MEETING: FIRST TROOP MEETING
TIME ACTIVITY

7:00 p.m. Boys assemble at meeting hall. Names are recorded. Dues collected.
 7:10 Boys leave for park in cars driven by four fathers.
 7:20 Games (See *Games Galore and Handbook for Troop Scouters and Counsellors* (HTSC), Chapter 14.) To facilitate the formation of patrols, use games such as Chariot Fight (HTSC, page 168) and Zip! Zap! (Games Galore, page 11).
 8:00 Wiener and marshmallow roast
 8:30 Scouter's "Five" —
 • Discussion around fire led by troop Scouter focussing on what the boys would like to do in Scouts.
 8:50 Fire out
 Clean up. (Remember to leave nothing but thanks.)
 Home

MEETING: SECOND TROOP MEETING
TIME ACTIVITY

6:50 p.m. Scouters arrive.
 Involve "early birds" in a game which allows players to be added (e.g. Dodge Ball, Hot Potato).
 7:00 Form troop into horseshoe; roll call and dues collected.
 7:05 Game (active)
 7:15 *Patrol formation:*
 Scouter leads troop in discussion on formation of patrols exploring the idea of boys being in the same patrol who are friends, are in the same school grade, like to do similar things and the like.
 7:30 Game (relay or team game):
 Boys asked to form teams with those they would like to be with in a patrol. (Scouters must be sensitive to the boy left out and ensure he is in a patrol of similar school grade/age interest.)
 7:40 Yarn on Scouting:
 Good chance to cover investiture requirements as a review for invested Scouts as well as preparing new Scouts for investiture.
 8:00 Game (team game or game which forms boys into two's or three's)
 8:15 Yarn on patrol names:
 —sample patrol emblems
 —patrol flags

8:25

8:35

8:50

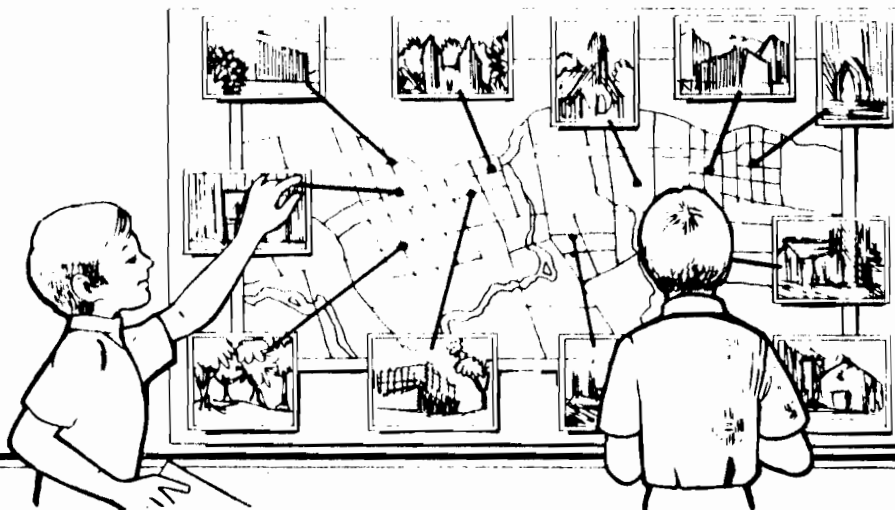
8:55

MEETING: THIRD TROOP MEETING
TIME ACTIVITY

6:50 p.m. Scouters arrive
 Encourage patrol games
 Troop Horseshoe
 Roll call and dues collected
 Flag break
 7:00 Game (relay or team game that keeps boys in their patrols).
 7:05 Patrol Meeting:
 • Discussion led by Scouter or Scouter-in-training, covering the job of patrol leader and project leaders. The discussion should cover what the patrol expects from the leaders; what the leaders expect from the other patrol members; length of the term of office; advantage and disadvantage of frequent elections (e.g. more boys get a chance to learn to be a leader; if a leader is not doing a good job he won't be re-elected).
 7:15 Game (active and should use patrol structures).
 7:35 Election of patrol leaders and assistant patrol leaders.
 7:45 Game — instructions given to p.l. and a.p.l. The game should encourage teamwork by patrol but should take into account that the patrol is still fairly new.
 7:55 Patrol Meeting:
 • Patrol to discuss what they want to do as a patrol.
 • Scouters to help patrol identify achievement badge that the patrol will work on (See April, May, June/July 1973 issues of *The Canadian Leader*.)
 The achievement badge scheme provides the focus for patrol activities. Scouts in a patrol should work together at the same level and on the same badge requirements.
 (See HTSC, Chapter 8)
 8:15 Game — lively
 Troop Horseshoe
 —Flag down
 —Scout Silence
 Home

The dawn of the new year is here and it's time to become involved again in the life of a boy — time to help in the task of guiding and shaping tomorrow. What could be a better investment?

THE WAY OF THE PIONEER



**By Don Swanson,
Director of Scout Program**

Their first year in Scouts — eager, smiling, talking a-mile-a-minute, pushing, shoving and shyly quiet — these are the faces and actions of the new boys. Some have come from the Cub program and some have never been in Cubs. The boys we are looking at are eleven to twelve years old and tend to be in grade six level at school. These are the youngsters who are about to set out on the way of the pioneer.

One of the difficulties facing a Scouter is how to identify the interests of boys and convert them into activities utilizing the badge scheme as the framework and guide. On first sight, the range of badges and the multitude of requirements can appear to resemble an impassable jungle that has little to do with the interests of kids. "Where do I start, and how?" Two or three tips can help.

First, the Pioneer Award requires the earning of four bronze-stage badges and provides six to eight months of activities. Second, each achievement badge has a purpose or focus. Third, any boy working toward his Pioneer Award must complete some form of outdoor activity, such as a water cruise, camp or hike.

As a Scouter planning the program, these three tips provide me with the following information:

1. The purpose or focus of each achievement badge helps me convert boys' interests and needs into activities.
2. Activities may be carried out to meet badge requirements but, for planning purposes, the focus of an achievement badge and the content of each badge provide me with suggestions for activities.
3. Each achievement badge provides me with a kind of theme or focus, with a number of activities related to that theme.
4. Outdoor activities are a key element and provide the method by which many badge requirements can be completed.
5. Each boy within a patrol, working at the bronze-stage, can reasonably plan and expect to achieve the Pioneer Award within the program year.

Let's take the three tips and the information provided by the tips and trace a thumbnail sketch of a patrol's year of programming.

Let's set the stage

The boys are new to the troop. They range from eleven to twelve years of age and tend to be in the grade six level of school. They have been formed into a patrol and

have elected a patrol leader who will hold office for three months. During the troop meeting, a short patrol meeting is held. The Scouter assigned to the patrol discusses with them some of the things they want to do in Scouts. The boys suggest the following: camping; hiking; visits to places like the fire and TV stations; games; campfires; helping people who need help; knowing what to do if there's a car accident; swimming; learn how to find your way in the woods; what to do if lost; and the new patrol leader indicates he'd like to learn how to be a patrol leader.

Our next step is to convert the list of interests into activities, using the badge scheme as a guide and framework. Sorted out, our list looks like this:

Boy Interest	Badge
Camping	Campcraft
Hiking	Exploring
Visits	Citizen
Games	
Campfires	Entertainer
Helping people	Citizen (service)
Accidents	First Aid
Swimming	Swimming
How to find your way	Exploring
How to be a PL	Arrowhead badge

As a Scouter, I realize that the list of interests could have been extended with just a little prompting and a bit more time. It wasn't necessary as I have enough direction to see the way of the pioneer for this patrol.

At the next patrol meeting, the requirements for those badges were discussed. Alternates were identified and the boys made choices with the help of their Scouter. It was decided to complete the Citizen and Exploring Badges by Christmas and then tackle the Arrowhead and First Aid Badges at the beginning of the new year. The Campcraft Badge would be picked up around April and completed by the end of June.

The Scouter assigned to work with this patrol decided that the Explorer Badge could be tackled as a project centering around the hike (requirement #7). The Citizen Badge involves learning about the Canadian flag, first aid, knowledge of community through use of maps and visits, working with others and service. Without too much effort the Citizen Badge also could be developed into a project package.

Some patrol meetings were separate from the troop meetings while others took place on the troop-meeting night. The patrol's program from September to Christmas follows:

Activity	Activity	Month	Meeting	Activity	Month
1 Citizen Badge	Scouts from patrol working at gold stage instructed bronze-stage Scouts how to hoist and break the flag. Information obtained from the Queen's Printer on the Canadian flag. Patrol assigned responsibility for handling flag break at troop meetings for the next four weeks. <i>Kim's Game</i> devised by Scouter consisted of six sketches of the Canadian flag. Each sketch had an error, such as not enough points on the maple leaf, too many points, maple leaf too small, red portion too wide, etc. Patrol allowed one minute to view sketches and then each Scout must write errors noted. Winner: the one with the most correct.	September	5	Each Scout presents his report on area chosen at meeting number two.	October
			6	Chinook carrier completed. Hike planned for first Saturday in November.	October
			7	Patrol hike. Patrol leader provided with a map showing route. Scouts required to: a) collect six types of wood; b) pick up any litter on trail; c) upon arrival at destination carry out Explorer Badge requirement number five (lay and light a fire). Fire to be used to test wood collected. Demonstration by the Scouter of the sharpening and proper use of a pocketknife. Each Scout required to make a fuzz stick. Before heading home, the Scouts who have qualified receive their Explorer Badges (bronze-stage).	November
2 Explorer Badge	Work commenced on the construction of a "Chinook Carrier" (see <i>The Canadian Leader</i> , May 1971, page 11). Each Scout selected one of the items in requirement number two. Each to be researched and a report presented to the patrol in two weeks.	September	8	Patrol meets with another patrol. Two activities take place: a) a soccer game; b) a compass game (see Supply Services Catalogue, item No. 54-125.	November
			9	Patrol assists local services club by manning tables at a pocketbook sale.	November
3 Citizen Badge	A check of the "Application for Membership" forms (Cat. No. 94-353) provided the name of a parent interested in photography. After advice from their Scouter, two Scouts approached the adult and secured the parent's help. Photographs were taken of all the places noted in the badge requirement number three. While taking the photographs the patrol visited the local seat of government.	October	10	Based on the patrol's knowledge of the community, a tour lasting two hours is planned. As no visitors are available, the boys invite their mothers. The tour will take place the following Saturday.	November
			11	"The tour" Mothers end the tour by serving hot chocolate and cookies.	November
			12	The "forms" provide a parent who has first-aid training and will instruct the boys. The patrol calls on him and arrangements are made to commence first-aid training next week.	November
4 Citizen Explorer Badges	A personal kit, and how to pack it, demonstrated by the Scouter. A short compass game (see "Three-legged Compass Walk" in <i>Be Expert with Map and Compass</i> by Bjorn Kjellstrom). A large map of the community is mounted on plywood. Pictures taken by the patrol in meeting number three are fastened around the outer edge of the map. Lengths of coloured string lead from each picture to a pin placed in the appropriate point on the map. The map is presented later to the group sponsor who had indicated earlier that such a map would be of use.	October	13	First items in first aid are: — one method of artificial resuscitation; — how to clean a wound; make and apply a dressing; — understanding the importance of getting help.	November
			14	Presentation of the Citizen Badge (bronze-stage) to those patrol members who qualify. First-aid instruction	December

(Continued on page 31)

PROGRAMS GALORE... FOR NEW TROOP SCOUTERS

One of the major problems facing a NEW troop Scouter or patrol counsellor is the development of a troop or patrol program to get things moving. Too often a new Scouter is left to tackle this initial step alone before he has had any real contact with a member of the service team or has had time to attend a training course.

The Islands Region in British Columbia recognized this problem and decided to do something about it. They developed three sample programs of PIONEER, VOYAGEUR and PATHFINDER AWARDS as a guide to new Scouters.

Howard Smith, Regional Commissioner for Scouts, Islands Region, believes that the new Scouter will be more comfortable in his new role if a minimum amount of his time is spent in program development. In the beginning, the new Scouter has the problem of adjustment and may require some time to get acquainted with the members of his patrol or troop. *Time* is required to study

the broad objectives of Scouting and to become familiar with the contents of the handbooks. If one has to work with boys immediately and provide a program at the same time, it can be a frustrating experience during a new member's orientation period.

These sample programs are published for your information and use. Remember, they are SAMPLE programs — you may, of course, change them and adapt them to meet your own situation. The number and letter references under purpose — example: "Requirement Campcraft 1B and 2" — refer to sections listed under badge requirements in the *Canadian Scout Handbook* and the *Scout Badge Book*. In most activities listed, the purpose is tied to badge work, service or fun. FUN, of course, should be applied to all activity where appropriate. Sometimes it's not WHAT you do, it's the WAY you do it that creates enjoyment for boys, and a program on paper does

not necessarily guarantee results.

The formation of patrols; the discussion by the leader with the boys to select badge options and types of activities; placing troop program items before the Court of Honour for discussion and decision making in a shared way between leaders and boys, all are most important processes. A leader should take care when trying to apply these sample programs in a rigid way without first establishing some consultative communication with the boys.

PROGRAM AND ACTIVITY PLANNER

The Central Alberta Region has developed a Program and Activity Planner which can be adapted for your use. The chart marks off a complete Scout year with dates to show the key activity areas you have in your program plan. The summer months can also be added for those troops who remain active throughout the calendar year.

BOY SCOUTS OF CANADA - CENTRAL ALBERTA REGION



Program and Activity PLANNER for period: SEPT. 1, 19__ to JUNE 30, 19__

District, Group, No.

	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE
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SEPTEMBER

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
2nd	Troop Meeting (1)	Fun & Games night: 1 to 2 hrs.	Start of fall season
3rd	Patrol Meeting (1)	Learn membership requirements	To become member
4th	Patrol Meeting (2)	Learn membership & plan cookout	To become member
VOYAGEUR AWARD LEVEL			
2nd	Troop Meeting (1)	Fun & Games night: 1 to 2 hrs.	Start of fall season
3rd	Patrol Meeting (1)	Organize Patrol/s. Elect PL, APL and other officers. Work on Requirement 1, 2, 3 of Citizen badge.	Start Citizen badge
4th	Patrol Meeting (2)	Work on Requirement 2 & 3 of Citizen badge. Plan overnight hike to historic site.	Requirement: Citizen 4A
PATHFINDER AWARD LEVEL			
2nd	Troop Meeting (1)	Fun & Games night: 1 to 2 hrs.	Start of fall season
3rd	Patrol Meeting (1)	Organize patrols. Elect PL, APL and other officers. Work on Requirements 1, 2, 3 of Citizen badge.	
4th	Patrol Meeting (2)	Plan an overnight hike of 14 mi.	Requirement: Citizen 4A, Exploring 1

OCTOBER

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Troop Meeting (2)	Fun & Games; First Aid Instruction: Burns & Resuscitation	Requirement: Citizen 2A & B
2nd	Patrol Meeting (3)	Cookout	Requirement: Campcraft 5
3rd	Patrol Meeting (4)	Review community map. Learn flag procedure	Requirement: Citizen 1 & 3
4th	Patrol Meeting (5)	Prepare for weekend camp	Requirement: Campcraft 1B & 2
VOYAGEUR AWARD LEVEL			
1st	Troop Meeting (2)	Carry out flag break	Requirement: Citizen 1 & 2
2nd	Patrol Meeting (3)	Overnight hike to historic site	Requirement: Campcraft 3A Citizen 4
3rd	Patrol Meeting (4)	Have Fish & Game representative talk to patrol about his organization	Requirement: Citizen 5C
4th	Patrol Meeting (5)	Have Forest Ranger or Game officer discuss his department with the patrol	Requirement: Citizen 5F
PATHFINDER AWARD LEVEL			
1st	Troop Meeting (2)	Arrange to teach boys of younger patrol how to use and care for Canadian flag. Explain its history; also teach method of artificial resuscitation	Requirement: Citizen 1, 2
2nd	Patrol Meeting (3)	Overnight hike	Requirement: Citizen 4A
3rd	Patrol Meeting (4)	Learn twenty flags, and demonstrate two methods of rescue	Requirement: Citizen 1 & 2B
4th	Patrol Meeting (5)	Work on requirement — #3 — Citizen badge	Requirement: Citizen 3

NOVEMBER

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Troop Meeting (3)	Weekend Camp; clean up littered area	Requirement: Campcraft 3C, 4 & 5
2nd	Troop Meeting (4)	Remembrance Day Parade	Requirement: Citizen 4
3rd	Patrol Meeting (6)	Visit Police Station	Requirement: Citizen 5
4th	Patrol Meeting (7)	Soccer, Volleyball, Touch Football game with another patrol from another troop	Requirement: Citizen 6
VOYAGEUR AWARD LEVEL			
1st	Troop Meeting (3)	Weekend Camp; clean up littered area	Requirement: Campcraft 3A, 5, 4, 3D; Citizen 7
2nd	Troop Meeting (4)	Remembrance Day Parade	Requirement: Citizen 7
3rd	Patrol Meeting (6)	Community Service of patrols' choice. Plan exchange visit with patrol of another troop: Christmas holidays	Requirement: Citizen 7 Citizen 6C
4th	Patrol Meeting (7)		
PATHFINDER AWARD LEVEL			
1st	Troop Meeting (3)	Weekend Camp; clean up littered area	Requirement: Citizen 7
2nd	Troop Meeting (4)	Remembrance Day Parade	Requirement: Citizen 7
3rd	Patrol Meeting (6)	Visit paper or sawmill; also cookout	Requirement: Citizen 4A
4th	Patrol Meeting (7)	Visit substation, steam plant	Requirement: Citizen 4A

DECEMBER

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Patrol Meeting (8)	Your choice	Fun
2nd	Troop Meeting (5)	Games & Film on outdoors; speaker on Conservation	Awareness of need for Conservation
3rd	Patrol Meeting (9)	Prepare for overnight camp: Christmas holidays	Requirement: Exploring 7
4th	Patrol Meeting (10)	Overnight Camp	Requirement: Exploring 5 & 6A
VOYAGEUR AWARD LEVEL			
1st	Patrol Meeting (8)	Work on Campcraft 1 & 2	Requirement: Campcraft 1 & 2
2nd	Troop Meeting (5)	Games & film on outdoors; speaker on Conservation	Awareness of need for Conservation
3rd	Patrol Meeting (9)	Prepare for exchange visit with another patrol. Stay in homes outside district. Do community service, possibly tied in with Christmas celebration	Requirement: Citizen 7C
4th	Patrol Meeting (10)	Visit with another patrol	Requirement: Citizen 6C
PATHFINDER AWARD LEVEL			
1st	Patrol Meeting (8)	Plan and arrange patrol exchange with a patrol from another community for Christmas holidays	Requirement: Citizen 6C
2nd	Troop Meeting (5)	Games & film on outdoors; speaker on Conservation	Awareness of need for Conservation (Conservation 2B)
3rd	Patrol Meeting (9)	Visit polluted stream or lake	Conservation 3C
4th	Patrol Meeting (10)	Visit patrol from another community	Requirement: Citizen 6C

JANUARY

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
2nd	Patrol Meeting (11)	Compass work	Requirement: Exploring 4
3rd	Troop Meeting (6)	Games and you invent	Fun
4th	Patrol Meeting (12)	First Aid	Requirement: Exploring 2
VOYAGEUR AWARD LEVEL			
2nd	Patrol Meeting (11)	Hike and cookout	Requirement: Campcraft 4
3rd	Troop Meeting (6)	Games and you invent	Fun
4th	Patrol Meeting (12)	Work on Exploring: 2 & 3	Present Citizen badge Requirement: Exploring 2 & 3
PATHFINDER AWARD LEVEL			
2nd	Patrol Meeting (11)	Work on Conservation 1 & 2 and 2B	Requirement: Conservation 1, 2 & 2B
3rd	Troop Meeting (6)	Games and you invent	Fun
4th	Patrol Meeting (12)	Learn to calculate stream flow	Requirement: Conservation 2B

FEBRUARY

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Patrol Meeting (13)	Day Hike	Requirement: Exploring 1 & 7
2nd	Patrol Meeting (14)	Make First Aid Kit	Requirement: Exploring 3
3rd	Troop Meeting (7)	Father & Son Banquet. Boys cook for fathers, serve meal and provide entertainment	Award Explorer Badge
4th	Patrol Meeting (15)	Work on Conservation	Requirement: Conservation 1
VOYAGEUR AWARD LEVEL			
1st	Patrol Meeting (13)	Day Hike — Map & Compass	Requirement: Exploring 4
2nd	Patrol Meeting (14)	First Aid night	Requirement: First Aid Badge
3rd	Troop Meeting (7)	Father & Son Banquet	
4th	Patrol Meeting (15)	First Aid night	First Aid Badge
PATHFINDER AWARD LEVEL			
1st	Patrol Meeting (13)	Work on Exploring 2 requirements	Requirement: Exploring 2
2nd	Patrol Meeting (14)	Make First Aid Kit	Requirement: Exploring 3
3rd	Troop Meeting (7)	Father & Son Banquet	
4th	Patrol Meeting (15)	Put together "Lost Kit"	Requirement: Exploring 3

MARCH

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Patrol Meeting (16)	Field trip to lake or stream	Requirement: Conservation 3C
2nd	Patrol Meeting (17)	Learn how to calculate flow of water in stream	Requirement: Conservation 4C
3rd	Troop Meeting (8)	Games & Film — Life in a Swamp or appropriate film	Fun & Conservation
4th	Patrol Meeting (18)		
VOYAGEUR AWARD LEVEL			
1st	Patrol Meeting (16)	First Aid night	First Aid Badge
2nd	Patrol Meeting (17)	Day Hike	Requirement: Exploring 5
3rd	Troop Meeting (8)	Games & Film — Life in a Swamp or appropriate film	Fun & Conservation information
4th	Patrol Meeting (18)	Day Hike	Requirement: Exploring 6A & B
PATHFINDER AWARD LEVEL			
1st	Patrol Meeting (16)	Overnight camp — Construct Pioneering project	Requirement: Exploring 5, 6C
2nd	Patrol Meeting (17)	Work on Requirement: Exploring 2	Requirement: Exploring 2
3rd	Troop Meeting (8)	Games & Film — Life in a Swamp or appropriate film	Fun and Conservation information
4th	Patrol Meeting (18)	Discussion on hygiene — Scout pace	Requirement: Physical Fitness 2, 7

APRIL

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Patrol Meeting (19)	Tree planting expedition	Requirement: Conservation 4B
2nd	Patrol Meeting (20)	Cookout with fathers	Fun
3rd	Patrol Meeting (21)	Community Good Turn	
4th	Patrol Meeting (22)	Clean up what may have been missed at previous meetings	Complete requirements
VOYAGEUR AWARD LEVEL			
1st	Patrol Meeting (19)	Cookout with fathers	Fun
2nd	Patrol Meeting (20)	Plan 10-mile hike	Requirement: Exploring 7
3rd	Patrol Meeting (21)	Go on 10-mile hike	Requirement: Exploring 7
4th	Patrol Meeting (22)	Clean up odds and ends of badge work	
PATHFINDER AWARD LEVEL			
1st	Patrol Meeting (19)	Fitness tests	Requirement: Physical Fitness 6
2nd	Patrol Meeting (20)	Softball game	Requirement: Physical Fitness 5
3rd	Patrol Meeting (21)	Work on requirement: Physical Fitness 3 & 4	Requirement: Physical Fitness 3 & 4
4th	Patrol Meeting (22)	Plan 20-mile hike for summer	Requirement: Exploring 7

MAY

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Troop Meeting (9)	Weekend Camp	Practise camping skills, compass work
2nd	Patrol Meeting (23)	Night Hike	
3rd	Patrol Meeting (24)	Sports night with another patrol	Fun
4th	Patrol Meeting (25)	Overnight Hike	Fun
VOYAGEUR AWARD LEVEL			
1st	Troop Meeting (9)	Weekend Camp	Practise camping skills; award badges
2nd	Patrol Meeting (23)	Night Hike	Fun
3rd	Patrol Meeting (24)	Clean up tag ends of badge work outdoors	
4th	Patrol Meeting (25)	Patrol choice	Fun
PATHFINDER AWARD LEVEL			
1st	Troop Meeting (9)	Weekend Camp; organize orienteering route for troop	Requirement: Exploring 4
2nd	Patrol Meeting (23)	Plan 20-mile hike; catch up on items missed previously	Requirement: Exploring 7
3rd	Patrol Meeting (24)	Weekend Camp	Campcraft requirements not covered when earning other badges
4th	Patrol Meeting (25)	Clean up requirements	

JUNE

Week	Kind of Meeting	Activity	Purpose
PIONEER AWARD LEVEL			
1st	Troop Meeting (10)	Wiener Roast, Songfest	Fun
2nd	Patrol Meeting (26)	Plan summer activities	Fun
3rd	Your choice		
4th	Your choice		
VOYAGEUR AWARD LEVEL			
1st	Troop Meeting (10)	Wiener Roast, Songfest	Fun
Next three meetings		Plan summer activities	
PATHFINDER AWARD LEVEL			
1st	Troop Meeting (10)	Wiener Roast, Songfest	Fun
Next three meetings		Use for planning summer activities, including 20-mile hike (for Explorer badge) Most Campcraft requirements will have been covered while earning the other badges.	

THERE'S STILL TIME FOR AN OUTDOOR PROGRAM

by Don Swanson

October can be a great month to get the patrols outdoors. Here's a chance to develop an awareness of the changing seasons. Camping, hiking and (don't overlook this item) the conservation badges easily lend themselves to this month of the year.

The following suggested program is based on the gold stage Conservation achievement badge. Requirements for this badge are listed on page 413 of the current Canadian Scout Handbook. (Note that successful completion of the gold stage Conservation badge earns the World Conservation badge also). The sample program assumes that the patrol is composed of Scouts from 13 to 14 years of age, at the same level of school and are friends. The patrol meeting takes place both at the troop meetings and at the homes of patrol members.

FIRST MEETING

A patrol meeting is held during the troop meeting. At the meeting Scouts pair up as work teams and select two of the terms from requirement #1. Each team is to research the words or term they have selected and report at the next patrol meeting during the troop meeting. These terms are explained in the Conservation chapter in the current *Canadian Scout Handbook*.

The patrol decides to have a day hike on the coming Saturday using requirement #2 (d) & (f) as the hike's purpose. One Scout is designated to borrow a Polaroid-type camera. It helps to choose a Scout who has easy accessibility to one.

Photographs will be taken of the stream banks where brush and trees have been cut and of any signs of the effects of detergent.

Patrol Meeting at Home of Patrol Member

This short meeting is held in the rec room of a patrol member (his dad has the camera). The Scout's father explains and demonstrates how to use the camera.

The Scouts decide each to bring a lunch for the Saturday hike and that they'll meet at the Scout hall at 10:00 a.m. Each Scout is to advise his parents of hike plans, time of departure, time of return and



destination. The p.l. and a.p.l. are to call each Scout to remind them. (Scouter to follow-up with p.l.)

SATURDAY HIKE

The patrol meets at the Scout hall and heads out on their hike. A parent, who has been recruited to provide transportation by one of the Scouts, drives the patrol to the starting point of their hike.

During the hike, the Scouts take turns photographing the stream banks and any signs of detergent or algae in the stream.

SECOND MEETING

The patrol selects pictures which illustrate the before and after effects of brush cutting and mount the pictures on a large sheet of bristol board. (These will be used at a later date during the troop's participation in the district's Scout-Guide Week display).

The patrol decides that each Scout will team up with a patrol member and complete the option of their choice in requirement #3. Results are to be demonstrated to the patrol at the last troop meeting of the month. The p.l. is to ensure Scouts are working.

Half of the patrol explains the terms they selected from requirement #1. Charts are used to help in the presentation (see pages 238 and 239 of the current *Canadian Scout Handbook*). Remainder to report at next meeting.

The Scouter makes arrangements through his service team/commissioner staff to re-seed the playing field at the district's campsite.

Patrol Meeting at P.L.'s Home

With the help of their Scouter the patrol plans a weekend camp to carry out the re-seeding project.

A list of necessary gear is drawn up, including seeders and seed. Members of the patrol undertake the task of obtaining the necessary equipment.

Menus are planned and two of the Scouts are appointed project leaders — one for the camp and one for the re-seeding.

All arrangements to be completed by the next troop meeting. The weekend camp is to take place on the third Saturday of the month — weather permitting.

Remainder of patrol presents their explanation of the terms selected from requirement #1.

The Scouter conducts a short quiz game to check

everyone's understanding of the terms that have been explained in the last two meetings.

THIRD MEETING

During the week the Scouter has reminded the p.l. to ensure the project leaders are carrying out their tasks. During the patrol meeting time at the troop meeting, each project leader reports. Money is collected by the camp project leader to cover cost of food. Two parents will drive and return on Sunday at 2:30 p.m. for the drive home.

THE CAMP

The patrol meets at the Scout hall. A Scouter and a Venturer will provide adult leadership.

On the site, a service team Scouter shows the Scouts the area to be seeded. The seeding project is completed Saturday afternoon. An evening wide game, a campfire, a brief Scouts' Own Sunday morning and a short hike wraps up the camp.

FOURTH MEETING

This is the last troop meeting during October and the Court-of-Honour has planned a costumed Halloween party. Because of this the reports on completion of selected options from requirement #2 will be done at a patrol meeting to be held at a Scouter's home.

The last patrol meeting should complete the Conservation badge for this patrol. The badge could be presented to each Scout at this meeting or at the next troop meeting. If, at the patrol meeting, the troop would be advised of the patrol's achievement by the patrol leader. This could take the form of a brief summary of what was done to earn the badge.

As a result of this one month's program, these Scouts have camped, hiked, made decisions, experienced delegation, preparing reports, learned something about their environment and man's impact on it, experienced the cost of purchasing food, planning an event and received personal satisfaction and public recognition.

The Scouter's part in this has been critical. He has made suggestions, proposed ideas, reminded and encouraged. Most important, he made sure things happened by and through the Scouts.



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CAMPOREE
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BADGES
EVENT
BADGES
FREE
DESIGNS
AND
PRODUCTION
SAMPLES

FIRST QUALITY WORKMANSHIP

*Lowest
prices
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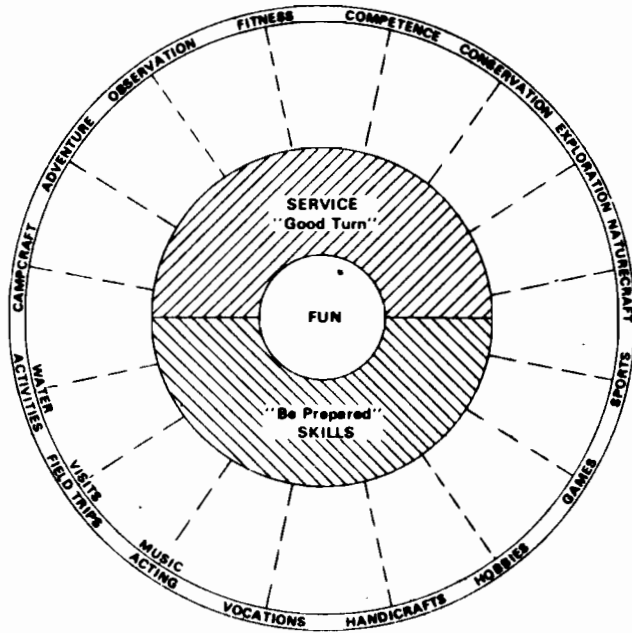
MANUFACTURERS OF SWISS EMBROIDERED CRESTS, EMBLEMS, BADGES

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FUN— The Core of the Scout Program

By Dennis W. Lewis, Program Services



If you are not having fun in Scouting, you may be a little off centre in your ideas about programing Scouting for boys.

FUN is the nucleus (or should be) about which other parts of the program or things are grouped.

Your role, as an adult leader in program planning, is indicated in the first two objectives of Scouting:

- to develop right personal relationships by membership in small groups AND
- to provide appealing and challenging activities for these groups.

These objectives are the key to a successful Scout program.

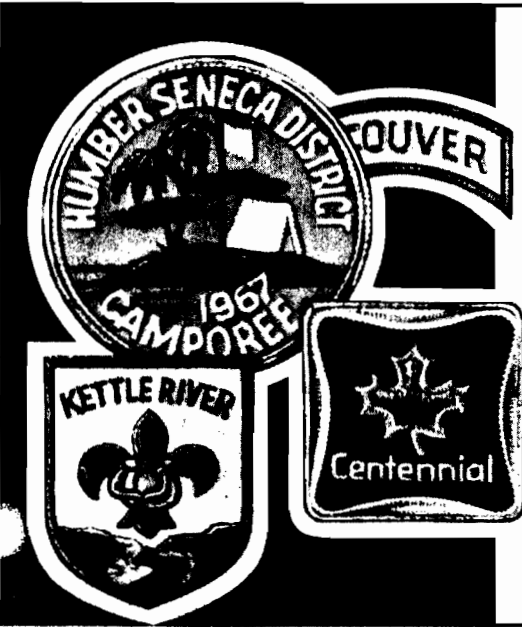
"Success," of course, can be measured in many ways, and you have to work within your capabilities and with the resources available to you. The two objectives, however, summarize the threefold purpose of ANY program. Note the key words:

1. To provide an OPPORTUNITY for members of a group to PARTICIPATE in activities which THEY ENJOY.
2. To provide a SITUATION where new skills and information can be LEARNED.
3. To provide an ENVIRONMENT, in which the group can GROW and DEVELOP in mutual trust and friendship.

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The objectives cover virtually the full range of a boy's developmental tasks so an infinite variety of program activities is possible.

The Scout program is made up of a number of interrelated elements, as shown on the chart. FUN is the core and the energy needed to motivate boys — it is a very important part of programing.



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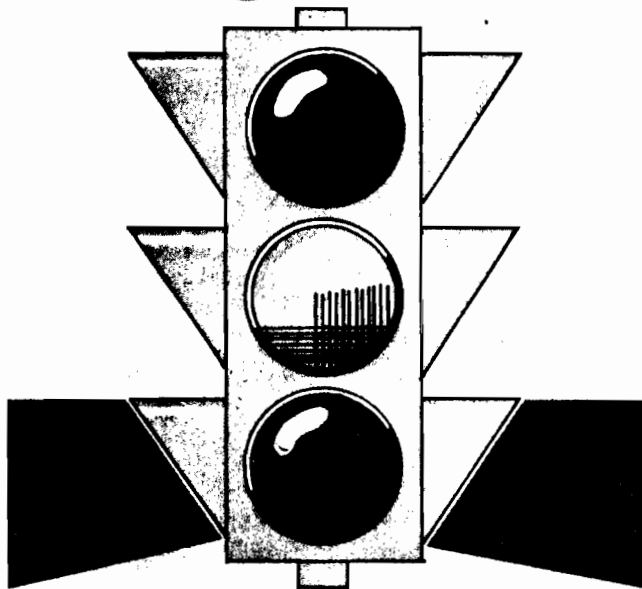
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BEFORE THE GOING - UP CEREMONY

Show the Green Light



by Joan Kearly

I have, over the years, observed many a Cub, facing the moment of Going-Up with a very uneasy smile, to cover the acute and deep-seated fear of the unknown lurking in the back of young eyes that will not meet mine.

For at last the moment is upon him, when he sees the doors of the den closing behind him forever. The Old Wolves, that have become as much a part of him as his fishing rod or his favourite sneakers, as well as the fun and familiar things that go to make up Cubbing, are all slipping away, never to be recalled. He has to take the plunge into the chill, dark waters that are the Scout troop. No longer will he be a man of consequence, of authority and dignity. He is to become a know-nothing, be-nothing, a point with so little magnitude that he feels robbed of the well — and hard earned — self-esteem that has come with his skill as a Cub; and this just at a time when he needs that self-esteem very much indeed, for he is only pretending that he knows his way around.

It seems to me that this, in itself, is enough to discourage many boys from wanting to go to troop. It seems a retrograde step from where they stand. We nearly lost one of the best Cubs we ever had by just this path, only

this fall. A boy of neat and trim appearance with a very marked resemblance to the young B.-P., he has a well-developed sense of humour, a quick wit, high intelligence and a will to get on, without being a pushy boy. After being in the Guard of Honour for the Queen when she came to Nova Scotia in '75, he became the senior sixer for the whole of the next year and had no wish to go to troop and be listed with the greenhorns. Happily, we were able to change his mind.

In Great Britain, if a boy is going from pack to troop, he is expected to earn his link badge. He spends a part of his last few months in the pack, working with the troop as well. A councillor, leader or patrol leader comes to the pack meeting and teaches him the Scout Law and Promise and such basic things. He is invited to attend an outing with the troop, where he gets acquainted with the boys who will be in his patrol and gets a chance to do a few things the Scout way. This turns the troop into an exciting new land to be explored, instead of a frightening place that he feels he cannot cope with.

Canadian Cubs have no such requirement, but get a link badge automatically upon Going-Up.

However, as I see it, we do have a built-in stepping stone of our own, if we choose to use it.

GREEN STAR!!

No matter that the boy has worn it on his sweater for a year or more. No matter that he thinks he knows all about it — Cubs ALL think they know all about everything.

So let us upgrade the requirements and use them to introduce Scouting. The changes are really quite slight but the work does take a turn for the exciting.

First, each boy who is to go up within a specified time is given a copy of *B.-P.'s Life in Pictures*, (from the catalogue) and instructed to read it carefully. The boys then get together and devise a special event for the pack, based on that life. They must plan the thing themselves and present it in acceptable form. If they decide to do a one act play to demonstrate some part of B.-P.'s life, they need not have a learned script but the *ad. lib.* must follow the theme they have chosen and be spoken clearly and without a lot of silly giggling. If they choose to take the pack out to follow a trail, it must be clearly marked and have a proper beginning and end; it must be so organized that small groups of boys don't run off by themselves and fail to follow the trail. If it is something to do with camping, they must be sure that what they are doing is done the correct way — there's nothing stopping them from asking before they stage the event.

To be sure that the skills of knot-tying are still with them, they relearn them. BUT let's have a patrol from the troop come with a rope-making machine and show them how to make three strand laid rope and whip the ends. Be sure that the whipped ends are dipped in varnish before the other Cubs get to use them — Cubs are skilled at peeling off whipping and unravelling even the most perfect piece of rope.

The next requirement is aimed at seeing that a boy is ready for emergencies. Let us bear in mind that a Scout is expected to be an outdoorsman. So, we teach him to recognize and to treat the symptoms of hypothermia (or what used to be known as exposure). It may be the difference between life and death if he and a buddy are out on a hike or fishing expedition. A safe woodsman is a careful one who prepares ahead and knows what he is doing, so that as well as hypothermia study, he is required to make a survival kit. He may get the items from home, but the kit he makes himself with no help; it must contain such things as gelatin (pure protein), hot chocolate powder for an invigorating drink, soup powders to use in stewing a rabbit from a snare, or just as soup, and a big

honey bar to munch on while he gets the cooking fire going. The kit must also contain a good firestarter or two, waxed matches and a small sharp knife to shred dry bark or other tinder. Finally a big orange garbage bag for shelter and a stout tin (preferably with a wire handle) in which to pack everything and do the cooking.

Handy gadgets can consist of a haybox made from a stout box (an egg box that will hold 15 dozen eggs is a good size), a tincan stove and a reflector oven made from another cardboard box and sheets of heavy foil.

By this time in his career he has probably perfected the secret code that he uses, but it is as well to be sure. In addition, why not have him learn the referee code for Canadian football or ice hockey (just for the fun of the thing) and learn to use a walkie talkie and CB Radio?

Next, he has to enlarge his knowledge of weather conditions. So get him to buy a cheap weather thermometer; then have him make, using the instructions in the Cub Book, a weathervane, a barometer and an anemometer which he sets up in his back yard. Then, for a week, he records the conditions both before school and after it.

At this point you start using troop personnel again. A Service Scouter is just the man for the job. Get him to show how to build a good cooking fire and a good ceremonial fire. Then (two boys at a time) draw up a menu for one day, balancing the food, and then cook one meal on the fire you have built. Now douse the fire well.

Once more in pairs, give the lads a road map and a topographical map. With the help of the Service Scouter, they

must pick out a route at least half a mile long on the road map, near the den. Using the topographical map, they try to find out what the lie of the land is over the route and what sort of natural conditions they will find (a lake, a swamp, some dry rocky ground, as they go up a slope). Then they follow the route and check their findings.

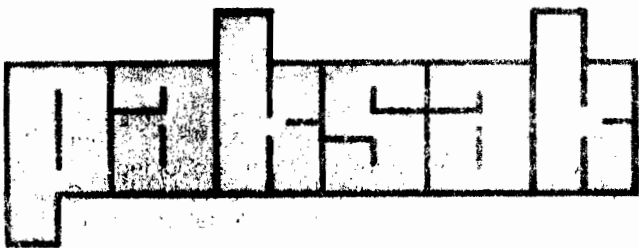
Still as a two man team, they set up a pup tent with a floor, in the backyard. They sleep in it overnight and spend the next day in the camp they have constructed doing their own cooking and keeping the site clean.

Make a pinpoint telescope as an individual project with at least ten pinpoint constellation charts, one of which must show the North Star. When you are sure of the things you have learned, point out to one of the leaders the North Star and six other constellations to be found in the night sky.

With a member of the troop staff, study and understand the Scout Law and Promise. It is not compulsory for the boys to learn them at this point, but if they do, the leader should see that an investiture, with the pack present, is laid on to follow the Going-Up Ceremony.

Why not, for the boys will be fully qualified to take their full place in their new patrols? X

Joan Kearly has asked if we would enquire if any readers know of a source for powdered eggs, similar to that available during the war years. If so, please write Joan direct: Mrs. Joan Kearly, Thorburn, Pictou Co., Nova Scotia, B0K 1W0.



Your Cub man on the National Program Committee, Jim Sharp, recently shared these ideas with me and I thought it worthwhile to pass them along. At the Nova Scotia Scouters' Conference, which Jim attended in the fall, Cub leaders were given the opportunity to participate in this sharing scheme.

Each Cub leader was invited to put one or two program ideas down on a sheet of paper along with name and address and to turn them in with a quarter to the conference organizers. The quarter was to cover the cost of typing, duplicating and mailing and ensured that anyone contributing would get a list of the ideas collected. A collection of more than 30 ideas were shared among those participating. You might want to suggest this at your own conference.

At no charge to you, here are a few of the ideas on the list.

Wash Up Game — Good as a relay game on a party night, just before eating. *Equipment:* basin of water, bar of soap, paper towel. Equipment at one end of hall, boys at other end in relay formation. Each boy must run up, wash hands with soap and dry them thoroughly, run back to tag next boy.

Clam Digging — Drive to shore area — boys taking own implements such as garden delving forks and spades. Wear rubber boots and take some small pails. We also took Coleman burners and cooked clams on beach. Take vinegar and butter. All clams eaten.

Indian Drums — Bring in empty 48 oz. juice cans (no ends). Get worn out inner tubes from garages; punch holes. Bring string and have boys string and decorate cans.

Visit — We take the boys once every five months and have our meeting at the senior citizen's guest home. The boys adopt a friend for the year. They usually keep in touch with this person. During this pack meeting we usually involve the boys in music, play acting and games. Once we even had the boys do a craft and leave it at the home.

Sleep-In — Sleep-in Friday night to Saturday at Cub hall. Start after supper or bring weiners and beans for supper (buns too). Evening of games, skits, or badge or star work. Silent time — singing time. Breakfast next morning. Cub dues. Clean up. Home.

Parent and Son — We found at the end of last year we had a lack of parent support so we organized two events. One was a parent and son baseball game and the other was a parent and son mini-olympics. After these two events, we had more support than we had in the whole year and some parents actually started to do things with their boys. This year plans are for similar events, at least every 3 months, one being a full day.

Special Interest — Plan a night for any Cubs who have a special interest, or project, which they would like to talk about and show the other Cubs. Could be held the same time as a parents' night.

Cook Out — Group committee arrange for transportation. Take along fire starters made by boys, and some dry wood. Cook out at beach. Gather wood for fire and sticks for roasting. Lay and light fire. Cook hot-dogs and marshmallows. Gather driftwood and shells to take back for handicrafts. Ball game or wide game. Closing. Thank parents for helping. We have 5 leaders including parents along. X