

SCOUTING THE SEASONS



A COUNCIL ACTION PLAN PROJECT - GREATER TORONTO REGION

Scouting the Seasons

MONTH	NO.	INDOOR THEME	OUTDOOR THEME	COMMUNITY EVENTS	SP. MEETING & PURPOSE
Sept.	1	Get Acquainted Night *	Night hike & Investiture *	Labour Day	Jr. Leaders (Plan hike)
	2	Law and Promise			
	3	Citizenship			
	4				
Oct.	5	Campcraft	Dayhike (Saturday) *	Thanksgiving	Jr. Leaders (plan hike)
	6	Pioneering			
	7	Orienteering			
	8				
Nov.	9	Knots & Lashing	Estimations *	Christmas Project	Jr. Jr. Leaders (Pioneering)
	10				
	11	Pioneering			
	12				
	13	First Aid			
Dec.	14	Rescue Methods			Jr. Leaders (Christmas) All Leaders (Summer Camp)
	15	Safety *			
	16	Casualty Night *			
	17	Law and Promise			
Jan.	18	Citizenship			Jr. Leaders (Investiture)
	19	Religion & Life			
	20	Investiture *			
	21	Camping & Hiking *			
Feb.	22	Exploring		B.-P. Week	Jr. Leaders (Winter Hike)
	23	Survival			
	24	Night Orienteering *			
	25	B.-P. Night *			
March	26		Winter Day Hike (Sat) *		Jr. Leaders
	27	Water Safety			
	28	Campcraft *			
	29	Campfires & Sing Songs			
April	30	Camp skills	Trees for Canada *		Jr. Leaders (Tree planting)
	31	Conservation			
	32	Citizenship *			
	33				
May	34	Bridging the Gap	Pioneering (Sat) * Campcraft *	Victoria Day	Jr. Leaders (Pioneering)
	35	Knots and Splicing			
	36				
	37				
June	38	Camp Skills	Map and Compass *		Group Committee & Leaders
	39				
	40	Long-Term Camp *			
JULY/AUGUST LONG-TERM SUMMER CAMP					

(Note - Meetings marked with * are laid out in detail and enclosed in the following pages.)

Every Scouter wants to be associated with a successful Troop, one which is active, progressive and takes full advantage of the Scout Program. To make it happen takes time and effort and much planning and organization.

A boy of Scout age has reached a time in life where he seeks physical and mental challenges, enjoys competition and wants action and adventure. He also takes pride in belonging to an organization which will earn him recognition and prestige in his own community. This is what Scouting has to offer the boy, all the Leader has to do is take full advantage of the Program.

Planning and preparation are most important, if you're going to succeed in your endeavours. We suggest that you take a calendar and attempt to lay out your planned meetings for the entire year. Scout the Seasons as we have done on the following pages. Using each meeting as preparatory to any upcoming event, a Key Meeting with fun, adventure and the unexpected.

Troop meeting tips

The Leader spends such a short time with the boys during the Troop meeting, so plan it well and make every minute count. Eliminate talk and fill it with action, make it fun, physically demanding and mentally challenging.

Make the opening short and sweet. Get into the activities as soon as possible. Never keep the boys standing for long periods while making lengthy announcements.

Start off with an active game, outdoors, if possible. Use variety and surprise tactics to keep the boys on their toes.

Pick a definite theme for each meeting and continue it through all of its phases,

whether it be a Scout skill or an achievement requirement. Don't restrict your activities to the confines of the meeting hall. To facilitate a worthwhile outdoor program, change the meeting day to a Saturday.

Be sure to have regular monthly Court of Honour meetings with the Patrol Leaders and involve them in the planning. Also encourage the Patrol Leaders to take their boys on day hikes and service projects.

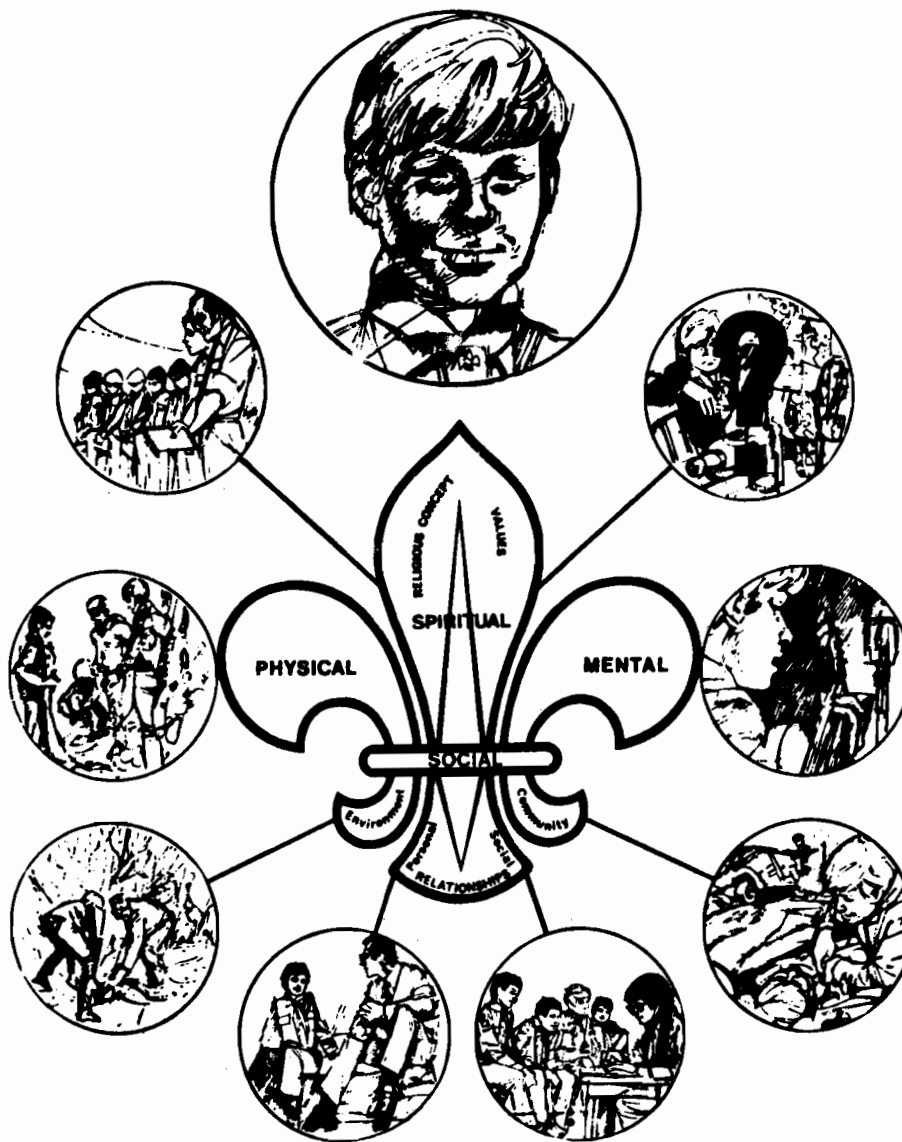
Run the Troop on the Patrol System, with points awarded to them for competition, deportment, cooperation, with points deducted for sloppy dress, tardiness, etc. A monthly prize should go to the winning Patrol.



Through the courtesy of John Sweet, there are several program ideas written especially for your use to test the skills of your boys scattered throughout this booklet. The answers to the mysteries are in the inside of the back page.

What are we really trying to do ?

Eight Areas of Personal Growth encouraged by Scouting



The important point is to think about the boys as individuals, as people who matter, as having different characteristics and so requiring different things from Scouting. Through thinking more about their "growth" as people, you will be able to see the emphasis you should be putting on the activities. You will, as the adult Leader, be concerned to relate those activities, more closely to their personal needs, guided by these eight areas.

If we really do mean business, if we really do consider the Aim, interpreted through the Promise and the Law, to be the basis of Scouting, then there is no alternative - we must plan how

we can achieve it. If, on the other hand, we are satisfied merely to pay lip service to our ideals, then I suspect that many of us would lose the incentive to put so much into Scouting. I would hope that our idealism, tempered by a sense of reality, would remain and prevail. In other words, if we are to make maximum use of our limited resources, we must plan how to help our Scouts as "growing" individuals and thinking about the Scout Aim, Promise and Law under the suggested eight headings can provide one way of doing this. In the end it will depend on the answer you give to the question "What are we really trying to do?"

Troop Meeting 1

THEME - A meeting of the Scout Family.

PREPARATION - Those invited are members of the Group Committee, Cubs joining the Troops and prospective members. Full and correct uniform

to be worn. Friday would be the best meeting night. Present a photograph display of the past summer Long-Term Camp, or any canoe trip or Jamboree attended by Troop members.



Scouter responsible

- 6:30 P.M. Troop members form a horseshoe and duties are delegated to each boy. Some of the Leaders are appointed special Patrol Leaders.
- 7:15 P.M. Invited guests are met at the door and affix name tags. Male visitors are assigned to a Patrol.
- 7:45 P.M. With much fanfare and beating of a gong the Guest Speaker is borne in on the shoulders of the boys, and introduced to the audience.
- 7:55 P.M. The Troop Scouter has two minutes to introduce the Chairman of the Group Committee. Every time he pauses the gong sounds until his two minutes are over. The same treatment to the Group Committee Chairman who introduces the Chair-lady of the Scouting Auxiliary, stating that ladies take longer to say something so she is allowed three minutes. She could fool him by speaking only a fraction of a minute.
- 8:15 P.M. A fun relay race involving the makeshift patrols of adults and boys. Balloon race, each member is given a balloon, on the go signal he runs to the chair placed at the end of the hall, blowing up the balloon as he does so, arriving at the chair he has to sit on the balloon and burst it. The Troop Scouter explains this was their method of finding the fastest and windiest people to serve refreshments later on.
- 8:40 P.M. Scout awards are made by the Troop Scouter and the P.L.'s introduce new members of the Troop along with their parents.
- 9:05 P.M. Troop spokesman, preferably one of the boys, gives a humorous account of the Summer camp, or Jamboree.
- 9:25 P.M. Guest Speaker speaks on Scouting and the Campsites available to Troops and stresses the need for an active outdoor program (he could be an Executive Scouter or any well known experienced Scouter in the Area).
- 9:45 P.M. Group game: all visitors are grouped in the centre of the hall, they are told to touch wood, metal, etc., and must hurry and do so with their hand. Those who don't are eliminated.
- 10:00 P.M. Refreshments are served.
- 10:30 P.M. A gifted singer with piano or guitar leads the group in a song period.
- 10:55 P.M. Scouter's Five Minutes and Closing.

Troop Meeting 2

THEME - Law and Promise and games

A talk on the implication and application of the Law and Promise to everyday living could be given by the Troop Scouter or other adult.



Games

TREASURE HUNT

Scatter an ample supply of unshelled peanuts around the room. Divide the players into teams wherein they are paired off by their respective team captains. This done, all the couples line up for a grand march. The Leader of the march performs simple antics for all to copy. When he blows a whistle, the couples scatter in search of the peanuts. Upon sighting one, each couple points to it and calls out the name of their team captain who rushes over to pick it up. When the leader of the march again blows his whistle, the pairs line up and continue the march until the next signal. The team with the most peanuts wins. This game is good sport when everyone enters into the spirit of it and follows the simple rules: Only a team captain may pick up a peanut. Couples must stay together and give immediate response to the whistle.

KIOWA INDIAN YELL

Ask everyone to stand and follow the leader. First, stamp your feet three times. Then, slap your knees three times. Beat your chest three times and then shake your fist three times. And then, after all this, give a loud Indian Yell, patting your hand over your mouth.

KNIFE - NOSE GAME

Explain to the Group that they are to do as you say, not as you do. Point to a knife and shout, 'knife!' or 'nose!'. Then point to your nose and shout either of the words. Change the speed of your commands. Anyone making a mistake is out.

START OFF WITH A BANG!

Give every one a balloon when he arrives. Open the meeting by having the Group pop their balloons all at once or blow them up until they burst.

Games program based on Law and Promise could be used, with some fun games added to the evening.

Perhaps a Police Officer, Court Official, Member of Parliament, etc. could be invited to talk on duty to Queen and Country.

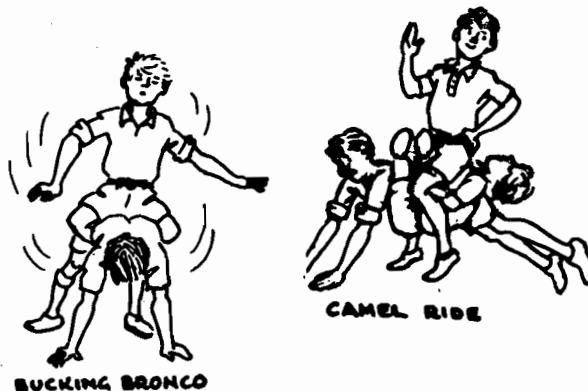
SHAKE, RATTLE AND RUN

Have the Group form a tight circle around you. Walk around, meeting every sixth or seventh person. As you shake hands, he is to leave the circle and proceed in the opposite direction also shaking hands as he goes. When several are out, shake a rattle as the signal for everyone to find a place back in the circle. (The Leader tries to find a place, too.) The one left out is "it". Start a new game with a shake of the rattle.

HAY! STRAW!

Explain that when you call out, 'Hay!' or 'Straw!' the group is to respond with the opposite word: 'Straw!' or 'Hay!'. For more fun, mix them up fast.

Stunts



Troop Meeting 3

THEME - Citizenship

As people arrive, give everyone a card and ask him to write his age, height, weight, hair colour and hobby. Collect the cards and, when all are present, let each one draw a card. On signal, he is to find the person whose card he has drawn and talk over with him what is written. When the meeting reconvenes, call for a show of

hands to find how many met their match.

See meeting #18 for a model to plan your own program taking a look at the requirements for the Citizen Badge - Bronze Level.

Then to challenge their physical skill, throw in a few games and stunts illustrated by John Sweet in this book

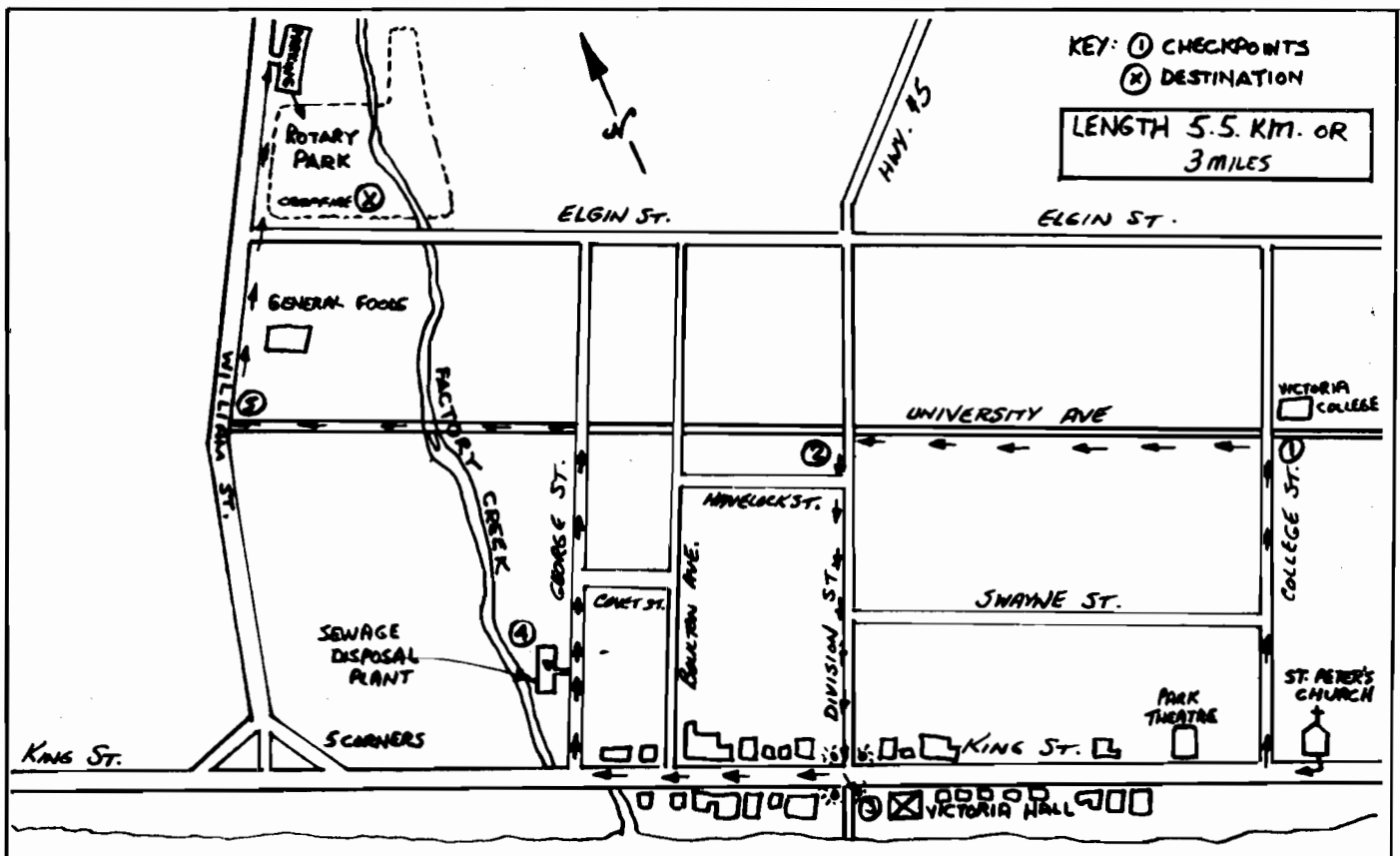


Troop Meeting 4

THEME - Hike and Outdoor Investiture

PREPARATION - District map of local area within three miles of the meeting hall. The course is laid out beforehand with simple clues and

directions to reach a prearranged site where a campfire is allowed with a panic envelope to be opened only when the Patrol becomes lost. (See below for illustration of planned map.)



- 7:00 P.M. Arrive at meeting hall, Patrols are given the map to study, Patrols are briefed and leave ten minutes apart.
- 7:30 P.M. Troop Scouter leaves for site by a more direct route. Others have arrived ahead of time and a campfire is lit and burning.
- 8:15 P.M. The boys arrive and are greeted with a hot drink.
- 8:30 P.M. Wide game, Troop divided into two teams.
- 9:15 P.M. Campfire, with skits and yarns then a sing song, finally a spiritual. Scouter's Five Minutes (Topic: The Scout Law and Promise.)

The Troop forms a horseshoe around the fire.

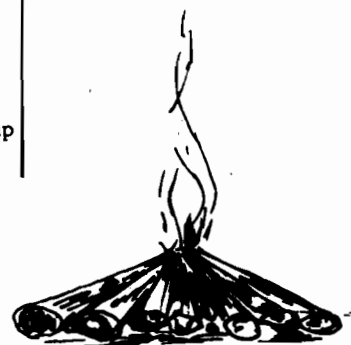
SCOUTER - A man's life is like this fire tonight, it begins with a glow and then more brightly as the fuel nourishes flame then it fades away and dies. It can burn and injure others, just the same as a man who hurts and destroys. But it is best remembered when it gives warmth and comfort to others, in comparison a man may give comfort to those in need, exude the warmth of kindness and love and he will have lived the good life, the life of a True Scout.

The candidate for Investiture is called forth and brought to the top of the horseshoe by his Patrol Leader.

- P.L. Sir, I bring you John Doe who wishes to join the Troop.
- T.S. Does he know the Scout Law and has he recited it to you?
- P.L. Yes Sir, he has.
- T.S. John Doe, have you thought about the Scout Law and Promise in all seriousness and what it means to make the Promise?
- J.D. I have, Sir.
- T.S. Then place your hand on the flag and repeat the Promise after me.
- J.D. Does so.
- T.S. John Doe, I want to welcome you into the World Brotherhood of Scouting and congratulations. (SHAKES HANDS) Present Scout Badge and membership Pin.

The boys all congratulate the new Scout who shakes hands with his Patrol Members. Present him with neckerchief, Patrol and Troop insignia.

- T.S. Short Closing Prayer and the evening is over. Cars pick up the boys to take them home.

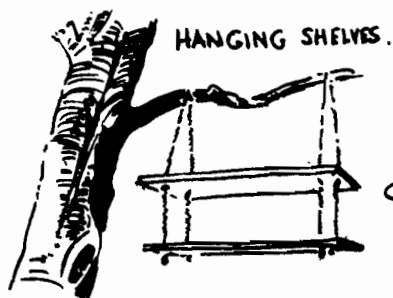


Troop Meeting 5

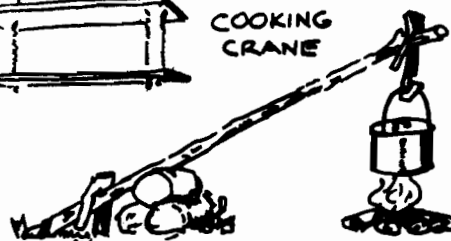


THEME - Campcraft

Take the boys out to a nearby park, ravine, woodlot - or in advance obtain a pile of wood spars, bits and pieces - suitable to making some campcraft projects as on this page.



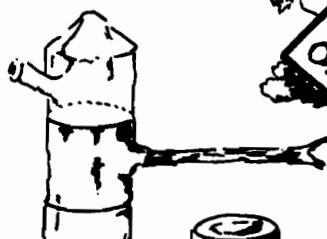
HANGING SHELVES.



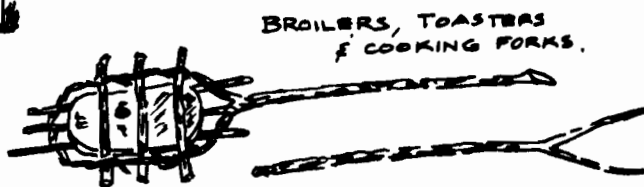
COOKING CRANE



OIL CAN REFLECTOR OVEN



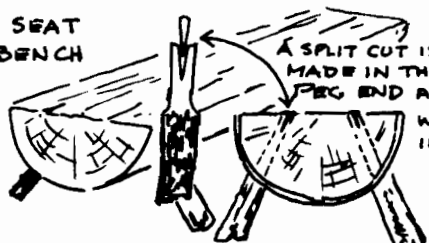
MALLET MADE FROM A SOUND DEAD TREE



BROILERS, TOASTERS & COOKING FORKS.

USEFUL CAMP GADGETS

LOG SEAT OR BENCH



A SPLIT CUT IS MADE IN THE PEG END AND A WEDGE DRIVEN IN TO LOCK IT.



BROOM MADE OF BRUSHWOOD.



COAT HANGER



FIRST



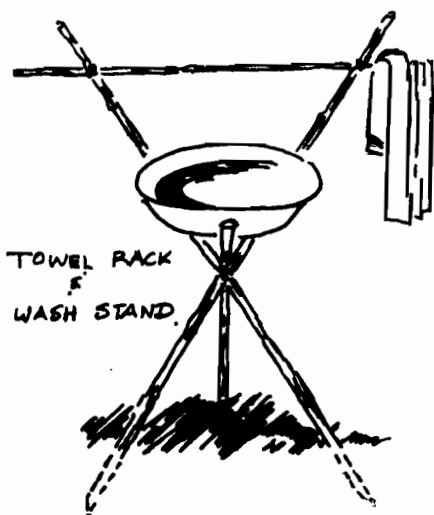
SECOND

TIN CAN CANDLE HOLDERS



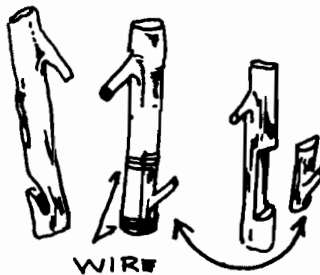
RAG DISH MOP.

SHOE RACK.



TOWEL RACK & WASH STAND.

POT HANGERS.



WIRE

TENT PEGS.



Troop Meeting 6

THEME - Pioneering

Introduce boys to the world of pioneering by reviewing the Scoutcraft Sections of the Canadian Scout Handbook and "Pioneering in Town and Country" by John Sweet.

Review and play games on knots and lashings to get the basic skills honed for some practical work in meeting #11.



Troop Meeting 7

THEME - Orienteering

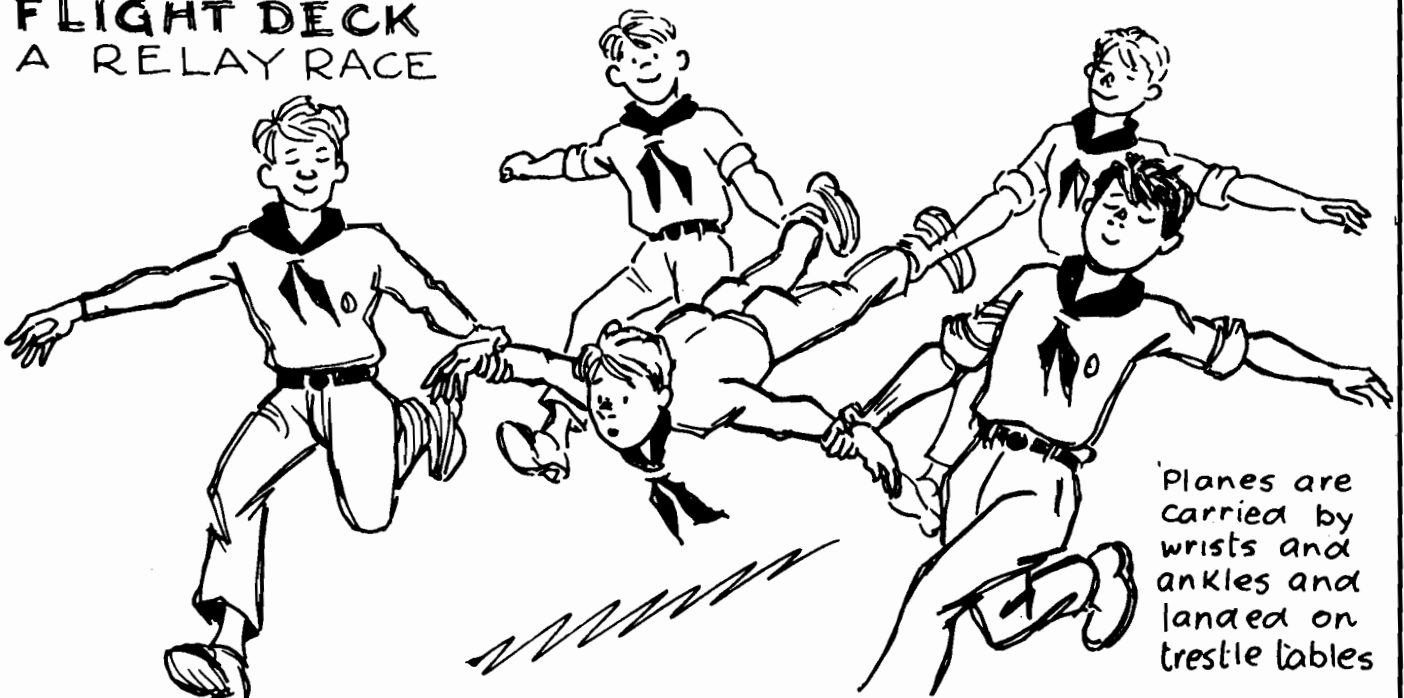
The Ontario Orienteering Association has all the pamphlets and information to make up a really interesting program for your boys on this subject.

They might be able also to have a speaker come along to conduct a beginners' session and show movies.

Canadian Orienteering Service
446 McNicoll Ave.,
Willowdale, Ontario
M2H 2E1

Ontario Orienteering Association Inc.
160 Vanderhoof Ave.,
Toronto, Ontario
M4G 4B8

FLIGHT DECK A RELAY RACE



Planes are carried by wrists and ankles and landed on trestle tables

Troop Meeting 8

THEME - Saturday Hike

PREPARATION - The boys will hike as a Troop. District Maps are provided. Along the way different projects are listed, pick up all the

loose paper, etc., in a local park, right the headstones in a cemetery and find the oldest dated grave site. Each Patrol must build a way over a small creek, do one good turn to somebody on the way, etc. (See sketches for ideas.)



Scouter responsible

- 9:00 A.M. All Troop members meet at a pre-arranged destination. Maps are given to all P.L.'s in addition to a list of projects to be performed along the way. The duration of the hike is eight miles, with a different route for each Patrol. Each boy carries enough food for one meal, wrapped in tin-foil ready for cooking.
- 12:00 NOON All the boys should be at the destined campsite. On a given signal the Patrols begin to light a fire, they must find the wood, lay the fire and have it burning. They are all timed and the fastest Patrol is named the winner.
- 12:30 P.M. Lunch Break.
- 1:30 P.M. Camp gadget building, Patrols build an Indian travois, a tripod, a ladder and a washstand.
- 2:30 P.M. Travois race, three Scouts to a travois. The fastest time over a fifty yard course without losing the rider or other mishaps. Points awarded to winning team.
- 3:45 P.M. Tent pitching contest as Patrols. The event is timed if the number of tents is insufficient.
- 4:30 P.M. Obstacle course race, by Patrol. Points to the winners.
- 5:30 P.M. Pre-arranged cars arrive to take the boys back home.

**TARGET
SHOOTING
WITH A
SIXTY FT.
LIFELINE**



**WHEEL YOUR
BARROW ALONG
A GIVEN
COURSE WITHOUT
MISHAP**



**WITH THREE LIGHT
SPARS AND SISAL
TWINE LASHINGS,
BUILD AN INDIAN
TRAVOIS AND
GALLOP A FIFTY
YARD COURSE IN
12 SECONDS OR LESS**

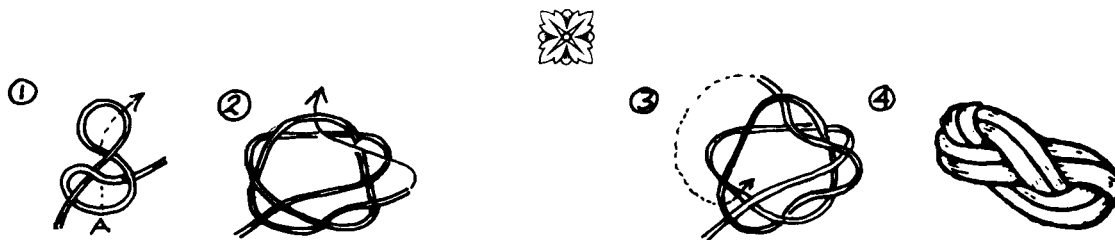
Troop Meeting 9

THEME - Knots and Lashings.

A basic skill for Scouting is knots and lashings. This page, plus the Scout Handbook have some excellent aids to planning a night on this

interesting subject.

An interesting project is to supply each Scout with a length of fancy card, rope or leather and make their own Turk's Head. See below.



The Turk's head is perhaps the most useful ornamental knot. To make it, you first lay out the cord as in diagram 1. Then take the loop "A" behind and up through "B" so that it looks like

diagram 2. Now take the end shown by the line and arrow and carefully follow through with the aid of diagrams 2 and 3. The fourth sketch shows a double Turk's Head finished.



REEF KNOT.



SHEET BEND.

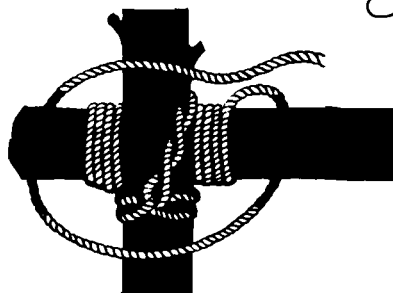


BOWLINE

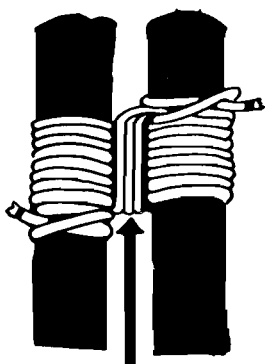


knots & lashings

CLOVEHITCH

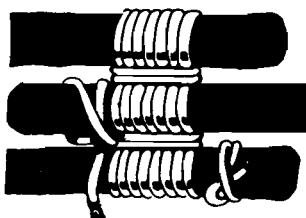


SQUARE LASHING.



Frapping

SHEER LASHING



TRIPOD LASHING



DIAGONAL LASHING

Troop Meeting 10

THEME - Estimations

Scouter responsible

- 7:00 P.M. Opening
- 7:05 P.M. Relay game. The boys walk heel and toe over a measured distance as quickly as possible. The objective is to estimate the distance from a line at the start of the relay to a line set before a chair. A pencil and paper are on the chair, write what he thinks is the distance and runs back to the line. The team which finishes first with the most accurate average estimate wins the game.
- 7:25 P.M. Patrol corners where the already informed P.L. gives the boys a short course on estimations. He instructs the Patrol to get dressed for an exercise outdoors.
- 7:40 P.M. P.L.'s report to the Troop Scouter and receive a list of instructions which contains a number of locations. At each site there is an object requiring some means of estimating its height, width, capacity, length or weight.
- 7:45 P.M. Patrols leave on their project. (Each Patrol has a different list.)

SAMPLE ESTIMATIONS INSTRUCTIONS

1. Go to the Post Office on 5th and Main, a flag pole sits out in front, what is its height? ANSWER.....
2. The fire station down the street has three doors for fast exits of the fire trucks. How wide is each door? ANSWER.....
3. Proceed to the Variety Store at 34 Collis Street. The owner, Mr. Brown, will be working tonight. Without speaking to him and from a distance estimate his height and weight. ANSWER.....
4. Proceed to Central Park where you will find a pond, how wide is it across from the fence to the far bank? ANSWER.....
5. Go to the bus stop on the park corner. Check the flow of traffic and using your watch devise a means to estimate the speed of a passing vehicle. ANSWER.....
6. Two blocks down Baker Street you will find the General Hospital. Estimate its dimensions, length, width and height. ANSWER.....
7. Estimate the distance you will travel on the round trip and return to the Scout Meeting place. ANSWER.....
8. Estimate how many donuts and cups of hot chocolate your Patrol will consume when you return, compliments of the Scouting Auxiliary. ANSWER.....

- 9:15 P.M. The Patrols return to the Scout meeting hall; while they consume hot chocolate and donuts the estimations are checked.
- 9:35 P.M. Briefing on the results and a winner is announced.
- 9:45 P.M. Presentation to the winning Patrol.
- 9:50 P.M. Scouter's Five Minutes
- 10:00 P.M. Closing.

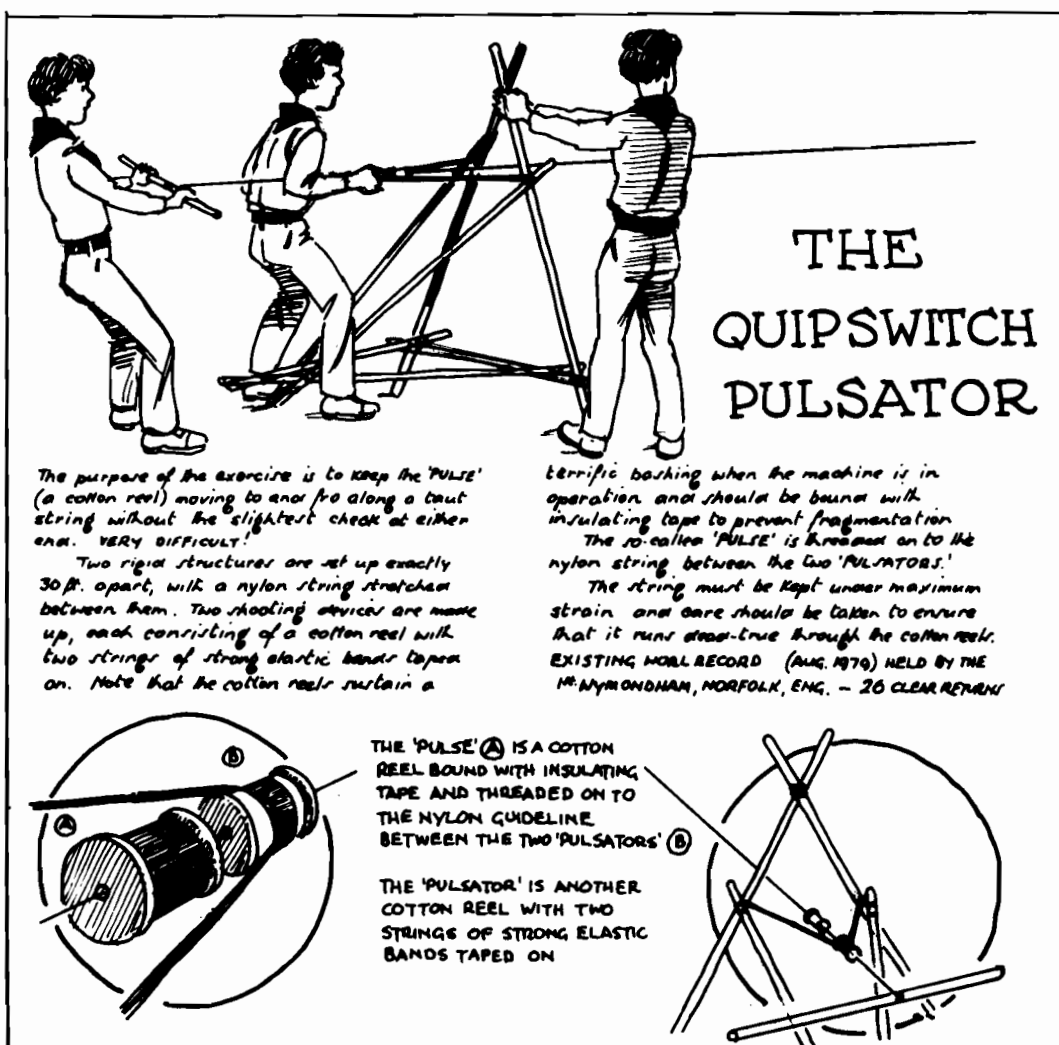


Troop Meeting 11

THEME - Pioneering

Have your usual Troop indoor opening ceremonies, inspection, etc. - then having laid out the Troop equipment necessary to the project, erect a flag pole, either in the Troop room or outside in the laneway, parking lot, etc.

Some fun can be added by also making the Quipswitch pulsator, then run a Patrol competition on best firing the pulse.



Troop Meeting 12

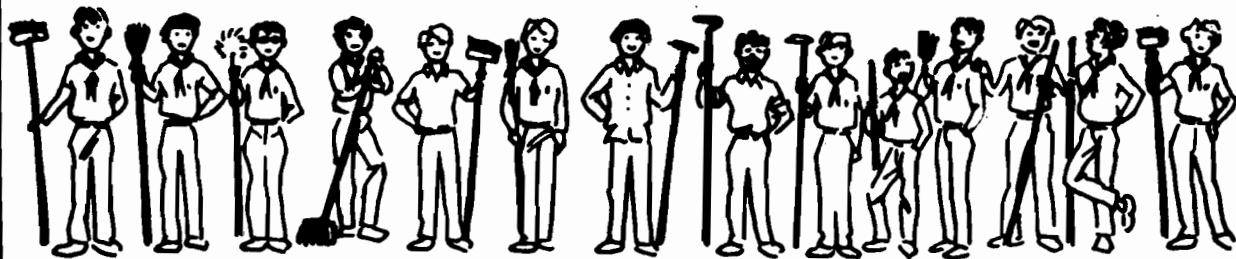
THEME - Pioneer Projects

PREPARATION - Boys are told to bring a stave and five-foot length of rope.

Scouter responsible

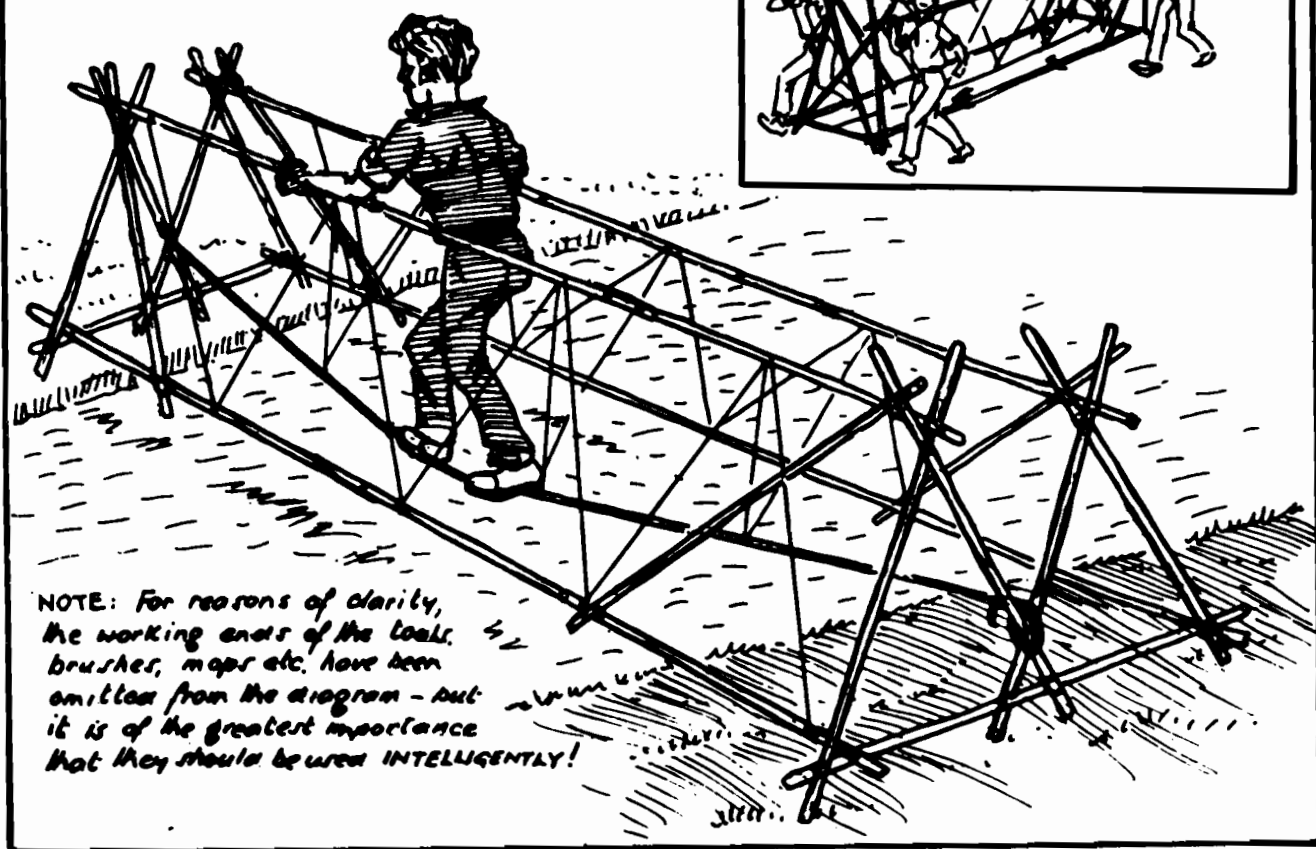
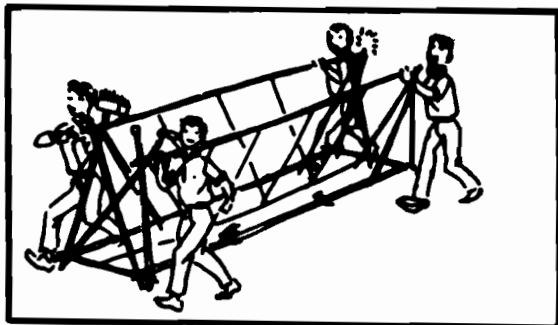
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| 7:00 P.M. | Opening |
| 7:05 P.M. | Lashing contest. Four balloons were hung from the ceiling before the meeting opened. The objective is for the Patrol to build a ladder with their ropes and staves which will allow them to climb high enough to bring down the balloon, without breaking it. |
| 7:25 P.M. | Winner announced and then to Patrol corners for a briefing and to get dressed for an outdoor activity. |
| 7:30 P.M. | Leave for nearby park area, which is well lighted. A propane heater is located in a tent for a cold night. |
| 7:50 P.M. | At the site each Patrol is given a detailed sketch of a section of a bridge that the Troop is going to build. Their objective is to construct several sections shown on the plans, using their staves and provided extra poles. |
| 8:35 P.M. | The sections are completed and work on the bridge is begun with each Group fitting their sections into the structure. |
| 9:05 P.M. | The bridge is completed and the Troop is led through an obstacle course through the bridge. Over the bridge under the bridge, through the openings in the structure. It is active enough to warm the boys up for the final test. A photo of the bridge is taken. |
| 9:15 P.M. | On the word "go", the entire Troop attacks the bridge and it is taken down, the event being timed by the Scouter. Once taken apart, the site cleared the boys return to the Scout meeting hall. |
| 9:45 P.M. | Patrol corners to prepare for closing. |
| 9:50 P.M. | Troop Scouter's summation of the night's activity. Scouter's Five Minutes. |
| 10:00 P.M. | Closing. |

NOTES



By order of the Patrol Leaders in Council, every scout brings a domestic or garden tool which will provide a makeshift spar for light pioneering. Sharp tools must be avoided. Accidental breakages (if any) will be made good at no expense to the owner. With these 'spars', plus lent poles etc. from the Troop's own gear store, Patrols will combine to build

FLYING BRIDGE



NOTE: For reasons of clarity, the working ends of the tools, brushes, mops etc. have been omitted from the diagram - but it is of the greatest importance that they should be used INTELLIGENTLY!

Troop Meeting 13

THEME - First Aid

Invite your local St. John Ambulance Instructor to your meeting to talk First Aid to the boys.

Review the requirements for the First Aid Achievement Badge and try some simple tests. Test their skills with the problem posed by John Sweet in the Airport Murder Mystery.

Here's a teaser.....



THE AIRPORT MURDER MYSTERY

It is shortly after sun-up in the heart of the desert and already the heat is unbearable. The Trans-Gobi 'plane has just touched down, bringing you with it.

You find this man staked out as you see. In the bungalow his companion is lying dead, the gun still in his hand.

The ropes are stretched so tightly that you have great difficulty in untying the knots. As the circulation is restored to the man's hands he whimpers with pain.

He tells you that for the last few days his companion had been acting strangely; then quite suddenly that morning he had gone berserk and at pistol point had staked his friend out on the hot sand, pouring the remainder of their precious water supply over him as he lay helpless. He had then gone back into the bungalow and shot himself.

Naturally you don't believe a word of all this. On the other hand it seems impossible that the man could have shot his friend and then walked out and staked himself out as you found him. Clearly murder has been committed. But how had he done it? That is the question. HOW HAD HE DONE IT?

Troop Meeting 14

THEME - Rescue Methods

In addition to knowing water rescue procedures, a study should be made of the winter rescue activities outlined in the Canadian Scout Handbook commencing page 394.

Pose the rescue problem of the mountain climber shown on John Sweet's problem on page 32.

Invite a member of the Royal Life Saving Society to come and show films on water rescue methods, then arrange pool time for boys to get practical experience.

THE RESCUE SLOGAN — "REACH THROW ROW GO TOW"

This slogan should be known and understood by all life saving candidates at every award level. It is a basis upon which to build judgement, skill and knowledge for all rescue attempts. The slogan is being presented in this Volume from a situation approach, i.e., the rescuer is faced with a problem which he must analyze and then solve.

The skills described here have proven to date to be the most effective ways to give immediate and effective assistance to a person in danger.

REACH OR THROW

Remain at a position of safety (e.g. shore, shallow water, boat, dock) if possible. Entry into the water exposes a rescuer to an additional risk. Extend your reach by some object which will make a successful rescue both easier and safer for the rescuer. A buoyant object thrown to a subject will permit him to stay afloat while he is pulled or kicks his way to shore.

ROW

If a boat is available nearby it is safer to go to the subject with the boat rather than attempt a swim.

The extension of an assist is then made from the boat.

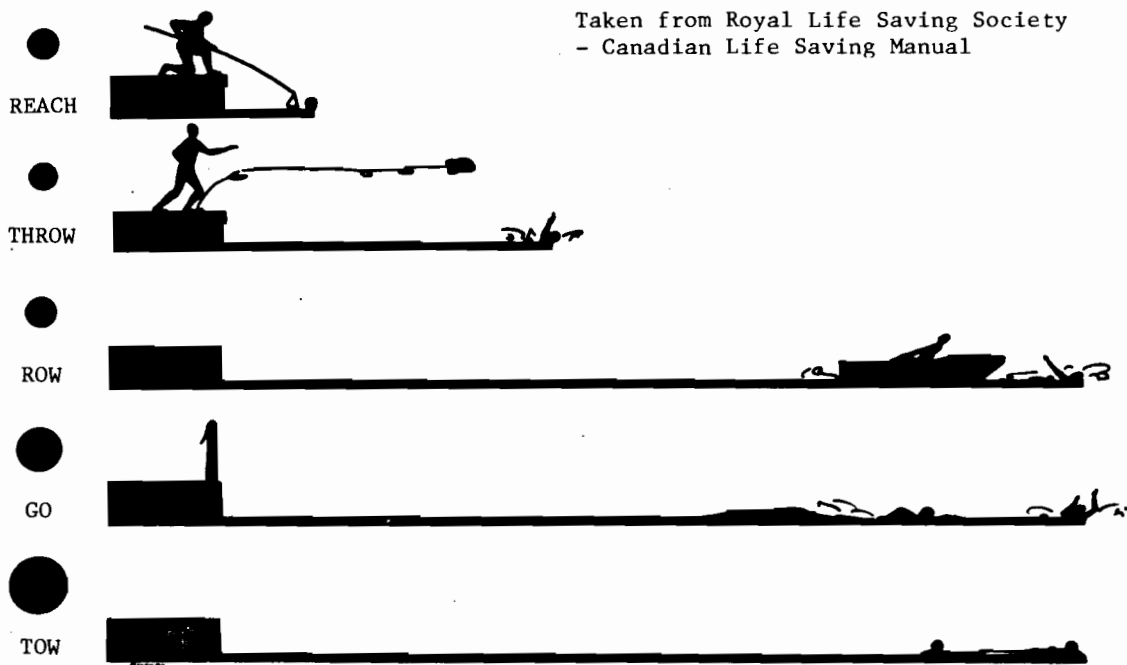
GO

Where reaching, throwing or rowing are impossible due to the conditions, lack of equipment or distance from the subject, it will be necessary to enter the water and go to the subject with a towing aid. Use the most readily available and most buoyant object. Learn to select the most suitable object whether it be a ring buoy, flutterboard or some other buoyant assist. With the support of the aid the subject may be able to kick his way to shore.

TOW

Should the subject be unable to swim, the rescuer will proceed to tow the subject by means of the object.

Taken from Royal Life Saving Society
- Canadian Life Saving Manual



THE INCREASED SIZE OF THE CIRCLES INDICATE THE INCREASED RISK INVOLVED DURING THE RESCUE.

Troop Meeting 18

THEME - Safety

PREPARATION - Arrange with owners or managers of buildings to have the Patrols visit their premises for safety evaluation. Set up Safety situations in the meeting hall.

Scouter responsible

- 7:00 P.M. Opening - Patrols presented with safety evaluation sheet.
- 7:05 P.M. Each Patrol is sent to a building where you have arranged with the person in charge to let the boys evaluate the safety of the building, to list the good safety measures along with the bad. (See copy of the report.)
- 8:00 P.M. The boys return and report the success of their inspection.
- 8:15 P.M. Flight deck relay race. One Patrol member lies down on the ground or floor, four boys grasp either an arm or leg and lift him up and carry him to a destination and back again, then the next four boys repeat the action, At the end of the relay point out that this is a fast way of moving a person in an emergency.
- 8:20 P.M. Patrol corners for briefing on Safety.
- 8:30 P.M. Troop Scouter moves to the centre of the hall and names a Patrol. He then tells them this is a time event. On the word go they have to find the nearest fire extinguisher, hose and alarm in the meeting hall and report back to him.
- 8:45 P.M. Next Patrol is told that there is an emergency in a certain hallway. The staged exercise is a boy with his clothes on fire. They are timed until they give the proper method of extinguishing the fire. A cloth or blanket should be placed nearby.
- 9:00 P.M. The next Patrol is told, there is a fire in a certain section of the meeting hall, they are to find the safest route, using methods for moving through fire and door closure and evacuate the building.
- 9:15 P.M. For the fourth Patrol the following is staged. A boy collapses on the floor, next to him is a bottle marked iodine. The boys then go through treatment of the patient for that type of poison. Make sure any antidote or emetic is available for their use.
- 9:30 P.M. Evaluation and summation of the exercises.
- 9:35 P.M. Trained first-aiders gives the boys a demonstration of mouth to mouth respiration. (He brings a plastic model made for such demonstrations.)
- 10:00 P.M. Scouter's five minutes and Closing.



Safety evaluation

Name of building.....

Location.....

Is the entrance to the building one that facilitates safe passage of tenants or patrons? Yes..... No..... Handicapped.....

Does it have steep stairs?.....Lack hand rails.....Good visibility.....

Are fire exits clearly indicated?.....

Are their fire extinguishers in strategic spots.....in good condition.....

What is the condition of the floors.....carpeted.....waxed.....

Is there any object or condition which might be a fire hazard?.....

Are there any electrical outlets which you consider overloaded?.....

Does the lighting appear to meet safety standards?.....

Is there a fire escape route from the premises and clearly indicated?.....

What is its condition?.....

Do you see anything that might cause an accident or contribute to a mishap?.....

Comments on building

Find the nearest fire hydrant on the exterior of the building.....nearest alarm

Is there any paper or waste in the alley which might cause a fire?

Return to base.

Troop Meeting 16

THEME - Safety and Emergencies (Casualty Night)

Preparation - Simulated accidents kit, a triangular bandage for each boy. Four first aid experts attend the meeting.

Scouter responsible

- 7:00 P.M. Opening
- 7:05 P.M. Relay race, transporter contest. Using a light chair two boys, carry a third member of the Patrol around a marked course and back again. Repeat the relay where one boy lifts another using the fire man's carry to a given point, then the carrier becomes the carried and he is brought back to the line. (Partners will have to be the same weight.)
- 7:30 P.M. Patrol corners where the first aid experts give the boys a demonstration of the use of the triangular bandage and methods of stopping bleeding.
- 7:55 P.M. In another room in the meeting hall a firecracker set in a metal container is ignited, or a sound effects record of an explosion is played over the P.A. System. The boys are sent en mass to investigate. All around the room are victims of a simulated accident, each Patrol is given a number of patients to treat while the First Aid people stand by to observe the methods they use. If they do not treat them properly the First Aider will move in and tell them to cease treating the victim and places a dead sign on the chest of the person being treated and tells them they're too late.
- 8:30 P.M. After all the treatment is over the simulated victims are transported back to the meeting hall and placed in the middle of the floor. The transporters have to devise the best and safest means to remove the victims from the area.
- 8:45 P.M. The First Aiders, moving from victim to victim, comment on how well the patient was treated, pointing out the errors in procedure and mistakes made in bandaging or stopping bleeding. Of course also giving praise to those who had done well, or how to improve on the treatment given.
- 9:05 P.M. First Aiders pass out application forms for a coming First Aid Course being held in the District.
- 9:10 P.M. Staves and ropes are given to each Patrol and they are sent to Patrol corners. On the word go they use John Sweet's stretcher improvisation method with staves, batons and cord to make a stretcher. The first Patrol to make the stretcher and carry a Patrol member around the hall and to the center of the room is declared the winners.
- 9:30 P.M. Designated Patrols clean up the debris of the night.
- 9:55 P.M. Scouter's five minutes.
- 10:00 P.M. Closing.

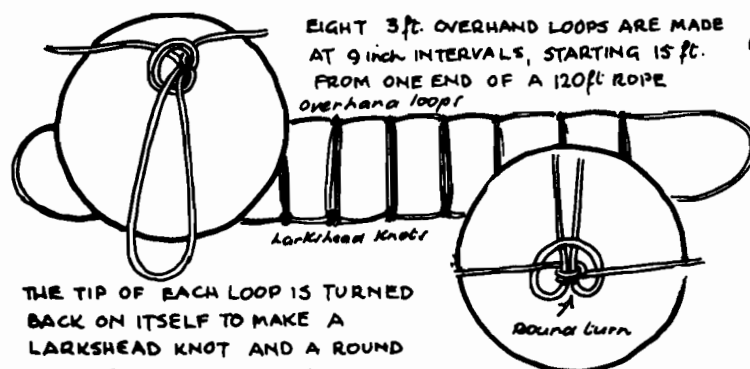
STRETCHER IMPROVISATION

POSSIBLE USES AS TROOP NIGHT PROGRAM MATERIAL

- Build stretchers and compare for speed with reliability. Is speed more important than reliability? If answer is 'Yes', when? Should a rope stretcher be used to carry an injured person after a fall? What other article of climbing equipment might be used to reinforce the stretcher? How?
- All things being equal, which stretcher would you prefer to carry someone when internal injuries are possible?
- Use stretchers in Obstacle expeditions etc.
- Staves and Blanket: Carry out research to determine best method of folding blanket.

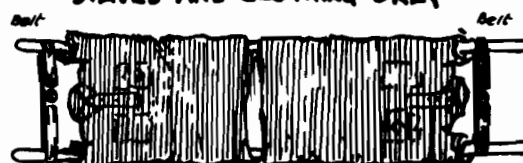


CLIMBING ROPE ONLY



THE TIP OF EACH LOOP IS TURNED BACK ON ITSELF TO MAKE A LARKSHEAD KNOT AND A ROUND TURN IS MADE THROUGH IT.

STAVES AND CLOTHING ONLY

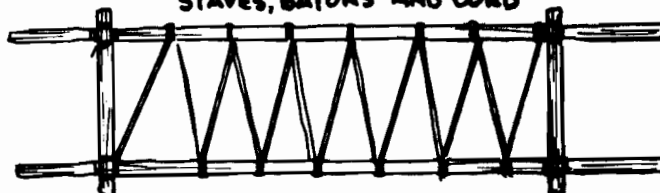


TURN THE SLEEVES INWARD AND PUSH THE STAVES THROUGH THEM. FASTEN ALL BUTTONS.

STAVES AND BLANKET ONLY



STAVES, BATONS AND CORD



Troop Meeting 17

THEME - Law and Promise

Chapter 1 of the Scout Leaders' Handbook serves as a good guide to allow you to plan a program based on the Law and Promise as your theme.

Take the boys on a walk through the chapter leading up to the meaning of the Promise and Law also the Motto, Slogan and Salute.

A review and interpretation of Pages 8 through 41 of the Canadian Scout Handbook will also

give you some good ideas for program material.

Have your Counsellors take their own Patrols into a session of certain phases of the program.

Then for a change of pace - you might like to pose the problems raised by John Sweet shown on page 27. This adds some life to the meeting.

Troop Meeting 18

THEME - Citizenship

John Sweet's pick your Patrol Leader sheet is presented to the boys as candidate for Scout Office. After evaluating the qualifications of each boy in Patrol corners, and election is held and the boys vote for the candidate of their choice. Have some boys working as returning officers, sketch and conduct it like a municipal election.

The winner is announced and a chosen gabby type in the Troop assumes the identity of the successful candidate and makes an acceptance speech.

Review Silver Stage - Citizenship Badge and develop a quiz based on the requirements.

PICK YOUR PATROL LEADER

NINE SCOUTS HAVE BEEN SHORT-LISTED FOR THREE APPOINTMENTS AS PATROL LEADERS. LET EACH SCOUT IN THE PATROL WRITE DOWN HIS CHOICE IN ORDER OF MERIT, THEN COMPARE RESULTS AND ARGUE THE CASE FOR EACH MAN.



1. BOB KIRK: Good all-rounder. Always neat and tidy - even after British Bulldog!



2. A.J. CARTER: Has a lot going for him. A born leader - when he turns up.



3. GEORGE JAY: Not brilliant. Enjoys his Scouting. Things go better when he's around.



4. GORD JACKSON: Plays to win and keeps his men hard at it. Gets results, but...



5. HUGH TULLY: No doubt about his popularity, but will he take the job seriously if -



6. TIM LAMB: Believes in leading by example, but often ends up doing the job himself.



7. PETE MURRAY: Head Boy at school next term. Would make a great P.L. but...



8. KIT CARR: Popular, with great leadership potential - but a bit of a loner.



9. JIMMY JAMES: Cubs love him - but will he make the grade with tough types in the Troop?

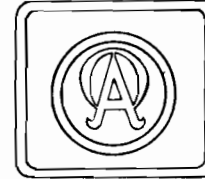
Troop Meeting 19

THEME - Religion and Life

Using the Scout Leaders' Handbook Chapter 11 - Page 97 as a guide, prepare your own regular meeting to suit the teachings of your Sponsor or Community.

Lead the boys on a discussion and interpretation of the uniqueness of the Scouting approach to his religious obligations.

Discussion and interpretation of the Religion-in-Life Award; the place of a Scouts' Own; Church Parades; Scout Silence can lead to the application of these elements into regular Troop programming.



Troop Meeting 20

THEME - Law and Promise - Investiture.

PREPARATION - electric campfire - Investiture equipment - projector and screen for B.-P. films.

Scouter responsible

- | | |
|-----------|---|
| 7:00 P.M. | Opening |
| 7:05 P.M. | Law and Promise Relay. Large cardboard placards with the key words to the promise and law are missing. Each boy is handed a card with the missing part printed on it. On the word go he runs to the board and places the card in the proper spot. |
| 7:30 P.M. | A spokesman for the Troop, guest speaker, entertainer, or one of the boys conducts a quiz on B.-P., the Patrols answer the questions as a group and points are awarded for the winning Patrol. The Quiz could be such questions as, where was B.-P. born? what was his first rank in the Army? his final rank? where did he serve? to make it easier you could have true or false answers. |
| 8:00 P.M. | A wide game, storm, the leader calls out port or starboard, the Troop has to rush to the lat side of the hall, if he calls storm they move to the centre of the hall and drop to the floor. If he calls aft they run to the back of the hall, bow, to the front. The last people to the location are casualties and counted out. The Patrol with the most members still in the game at a certain period are declared the winners. |
| 8:20 P.M. | Film on the life of B.-P. or any other appropriate theme. |
| 9:00 P.M. | Patrol corners, to get into full uniform and prepare the candidate for investiture. |
| 9:20 P.M. | Horseshoe. |

9:25 P.M. The Troop Scouter stands beside a table on which a candle sits, with matches beside it.

The Patrol Leader brings the candidate before the Scout Master, salutes: Sir I bring you Scout John Doe, who is ready to be invested as a Scout.

Troop Scouter: does he know the Scout Law? Patrol Leader: Yes sir he does.

Troop Scouter: Thank you Patrol Leader Smirch. Patrol Leader returns to position in horseshoe. Troop Scouter: John your life began as a feeble glow, (lights candle) but as the wax nourishes the wick of this candle and burns brighter, so did your life emanate light. By becoming a Scout the glow of love, thoughtfulness, service and good citizenship will shed a bright light on all who know you. Remember once a Scout always a Scout even if your path strays from the Scouting scene. Now place your hand on the flag and give the Scout Promise. (Scout does so) John you are now a member of the world brotherhood of Scouts, may I be the first to congratulate you (shake hands and present badges). Patrol Leader escorts John back to the Patrol. All Scouts give a hip hip hooray.

9:55 P.M. Scouter's five minutes, a short prayer for John Doe.

10:00 P.M. Closing.

Troop Meeting 21

THEME - Camping and hiking.

PREPARATION - Arrange for a guest speaker who has had long experience at hiking and living out of a packsack. Instruct those boys with a pack-sack to bring it to the meeting.

Scouter responsible

7:00 P.M. Opening

7:05 P.M. Relay Game - All members of the Patrol remove a shoe which is placed in a box some distance from the starting line. On the word go, the boys run one at a time to the box, find their shoe, put it back on, lace and tie it, and return to the line when the next boy repeats the procedure. Points to the winning Patrol.

7:25 P.M. Form a circle. The Scoutmaster introduces the guest speaker who carried his pack sack into the centre of the circle. He then removes the articles from the bag, one by one and reveals that he doesn't carry one single article he doesn't need on his journey. He then replaces the articles back into the pack revealing how he keeps the hard objects away from the small of his back. He speaks on the merits of a good pack sack and what to look for when you buy a pack sack. He also shows the boys a packboard which he made himself and speaks of it's good qualities.

7:35 P.M. Question period, the boys are given a chance to find out more about hiking and packing and looking over the Expert's gear.

- 7:50 P.M. Each boy is handed plans for making a packboard. Or if the Scoutmaster wants to go to the trouble and expense for a small amount per boy the precut wooden pieces may be given to them for assembly.
- 8:00 P.M. Game - Unseat the rider. Contesting Patrol against Patrol. The boys, one on the other's back, try and remove the riders from opposing Patrols. The Patrol with the most mounted riders at a given time are the winners.
- 8:20 P.M. Guest now forms the boys in a circle and talks about dress for winter hiking and camping. What to wear on your feet. The use of toboggans to transport supplies and tents. The clothing to wear and the secret of keeping warm outdoors.
- 8:35 P.M. Question Period.
- 8:55 P.M. Troop Scouter hands the boys literature on tinfoil cooking and gives a short talk on how to use the fire, what type of coals are best, and how little heat is actually needed to cook the food. He then shows them how a meal may be all wrapped in tinfoil and carried in the pack sack, ready for cooking.
- 9:15 P.M. Patrol corners, with the tinfoil cooking process in mind have the boys write down a menu for a noonday lunch meal, which they could cook on a coming winter day hike.
- 9:35 P.M. Short film on winter camping with comments by the Guest Expert.
- 10:00 P.M. Closing. (Question period for those who wish to remain.)

Troop Meeting 22

THEME - Exploring

Get your imagination fired up - then read Chapter 14 - Scout Leaders' Handbook - Page 131 re Adventure Hike material. Plan your own hike with envelopes hidden at strategic places containing secret instructions for the Patrols to follow.

Perhaps this could be done on a mini scale in and around your Troop meeting hall.

Envelopes or instructions can be hidden/stuck onto, into or under chairs, stairs, etc., to do an indoor/outdoor adventure - with some reward for the best Patrol.

Then have the Patrols get together to plan an Exploring hike - which they swap with another Patrol to follow.



Troop Meeting 23

THEME - Survival

Organize a trip to your local firehall to learn about survival at home in case of fire. Remember Scouting should cover or apply to the home as well as the outdoors.

Review the Winter Activities section of the Canadian Scout Handbook - Page 369 and plan an indoor meeting on equipment, materials, food, cooking methods - perhaps in quiz form.

Check with your local library for books on edible plants. Obtain charts etc. for boys to recognize the plants. Perhaps plan a hike to a location and try a meal of nature's own food for survival.



Troop Meeting 24

THEME - Map and Compass - Orienteering

PREPARATION - Cards for map and compass game. maps of the area, a topographical map of the district for each Patrol, compass for each Patrol. The setting up of the outdoor compass game. Short film on map and compass.

Scouter responsible

- 7:00 P.M. Opening.
- 7:05 P.M. Compass game relay. The cards with the compass bearings are placed on the floor. One set for each relay team. On the word go, the boy runs to the pile and places one of the compass points in it's proper place. The boys not familiar with the compass should be given the easy bearings. Place the complicated to the experienced.
- 7:25 P.M. The map and compass film. (Orienteering and bearings).
- 7:30 P.M. Relay. Using the topographical map the boy is given a card with a bearing on it, he runs to the map and locates the area. On each bearing there is a town or city. When he finds the town he writes a letter on a sheet placed next to the map. When all the towns are located the first letters will spell a word connected with Scouting, such as prepared, promises, citizens, etc. First one to name the word wins.
- 7:50 P.M. Boys are sent to Patrol corners to get dressed for an outdoor compass game, also to receive instruction from the Patrol Leader on the location of the North star. (If the night is free of clouds.)
- 8:00 P.M. The boys leave for the game. Each Patrol has a set of bearings and instructions as separate Patrols leave from the same starting area but take a different route to the objective which is a location where there is buried

treasure, and it's finders keepers. When the Troop is inexperienced word clues may be used along with simple bearings. Eg. From the lamp post on high look to the western sky, a white flagpole will catch your eye, from there get your direction, don't pass it by. One way of setting up the game is to have the boys start at one bearing, find their way to the next point and there find another bearing hidden which will direct them along the route. (Note - this event takes much patience and effort, to set it up so the boys won't go wrong and should be done carefully, but the fun they have on the hunt is well worth it.)

- 9:00 P.M. The victors return with the treasure. The treasure could be located in a spot seen from the meeting place. A box of 'Pot of Gold' chocolates is the prize.
- 9:05 P.M. Patrol corners to take off coats.
- 9:15 P.M. Boys called to a circle. A spokesman relates how they either followed the course to victory, or eventually went wrong along the way. Troop Scouter receives comments on the game and how it could be improved, made more difficult or simplified.
- 9:30 P.M. Hot chocolate served and the prize may even be shared by the victors.
- 9:55 P.M. Scouter's five minutes.
- 10:00 P.M. Closing.

Add spice to your meetings with a John Sweet stunt!

CODE WORDS

Patrols spend five minutes or so familiarizing themselves with the first circle of the semaphore code (A to G). A set of sealed instructions is issued to each Patrol with a CLUE to the 'Code Word' (NOT the word itself) on the outside. 'Code Words' are then signalled one by one. Patrols open what they think is the appropriate envelope and carry out the instruction in competition with each other.

FADE: Join three ropes together and try to rope in a rival Patrol.

CABBAGE: Without the use of a compass, lay out an arrow on the floor pointing NNE, using the bodies of your Scouts only.

BAGGAGE: Carry your Patrol Leader round the room shoulder high, singing 'For He's a Jolly Good Fellow' in English voices.

OLD SOLDIERS EVER DIE ONLY

ADAGE: Get the whole Patrol into the smallest possible ground space. A chalk circle will be drawn round the area in direct contact with the floor.

BADGE: Build a human pyramid three Scouts high, using all the available bodies. The pyramid must hold together while all hands sing 'GLORY, GLORY, HALLELUJAH!'

EDGE: Without interfering physically try to disrupt the activities of each of the other Patrols - all at the same time.

DEAF: Organise a game of Leapfrog in which every man goes over the back of every other man.

'THE TIME HAS COME' THE WALK SAID, 'TO TALK OF MANY THINGS: OF SHOES AND SHIPS AND'

Troop Meeting 25

THEME - B.-P. Night

PREPARATION - Film on B.-P., a willing citizen with a frustrated desire to work as a performer, make-up and costume. Set up Kim's game on a table. A B.-P. historian as a guest. Several willing people to work as decoys.



Scouter responsible

- 7:00 P.M. Opening
- 7:05 P.M. Kim's game. A table is bared revealing thirty objects on its surface. The Troop members file past the table at a slow pace and observe the objects on the table. At a given time the table is covered and the boys instructed to Patrol corners to make out as complete a list as they can of the objects on the table.
- 7:20 P.M. Time is up and the Patrols present their lists to the Troop Scouter who then introduces the B.-P. historian. While the guest speaks the Troop Scouter totals the list of correctly named objects.
- 7:25 P.M. The guest speaks briefly about B.-P.'s powers of observation. The yarn about the man he identified several years after he met him for the first and only time would be a good one to do. Also, the importance of observation in our every-day life is stressed.
- 7:45 P.M. While the yarn is in progress, on a pre-arranged signal, a man, or woman, heavily disguised, come running into the hall after belting a few of the boys and the Leader with a folded newspaper, or light purse they exit and make a fast get-away in a car.
- 7:50 P.M. Patrol corners, where the boys are asked to write a description of the mysterious visitor who is named Joe or Jenny Who. Height, weight, colour of clothing. After this is done they are told to take their statistics and go and find Joe or Jenny Who. They are given a code name to address them by. They all leave at the same time.
- 8:30 P.M. The hunt for Joe or Jenny Who should be over. To make the game more challenging decoy Joes and Jennys are sent out to the area, wearing clothing of similar colour, they are told to accompany the boys back if given the code word. Imagine the fun when they find they have the wrong ones!
- In addition to their search the boys are instructed to keep a record of everything unusual they see along the way e.g. trees with holes or damaged, holes in the sidewalk, dangerous cracks, road repair, objects in front yards, breed of dogs which were seen, people they met, etc.
- 8:40 P.M. Summation, unmasking and reward to the victors. Wouldn't one of the kids flip if it was his father? However if they bring in the wrong man the real Joe Who should appear and belt them with the paper again before he unmask.
- 10:00 P.M. The confusion and fun should be over for the Scouter's five minutes and closing.

Troop Meeting 26

THEME - Winter Day Hike - Held on a Saturday.

The winter day hike may use almost any interesting route for the day's outing. You could involve the boys in various projects along the way. It is entirely up to the Troop Scouter to utilize the surrounding countryside and make the focal point of the outing a historic site or anything unique to the area. On the following page is one example of a Winter Hike that illustrates this point.

Troop Meeting 27


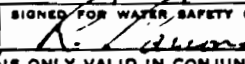
THEME - Water Safety

Review the section on Water Activities -
Page 306 - Canadian Scout Handbook.

Obtain copies of the Regional Water Safety Committee By-Laws on Boating Activities (including procedures for obtaining a Charge Certificate) and review with your Counsellors and Patrol Leaders.

Call Canoe Ontario, and arrange for a speaker or films on water safety, canoe handling or Whitewater Canoe Association for thrilling films shown on this great sport.

Review the Regional pamphlet on Safe Swimming and how to set up your own swim area on a hike or at camp.

BOY SCOUTS OF CANADA	
CHARGE CERTIFICATE	
	
THIS CERTIFIES THAT THE PERSON NAMED BELOW IS PERMITTED TO TAKE CHARGE OF THE CERTIFIED VESSEL(S) AND IN THE AREA(S) SPECIFIED.	
SURNAME BLOW	GIVEN NAME(S) JOSEPH
VESSEL(S) ANY KIND	
AREA(S) ANY WHERE	
DATE ISSUED FEB 80/80	SIGNED FOR WATER SAFETY COMMITTEE 
THIS CERTIFICATE IS ONLY VALID IN CONJUNCTION WITH A CURRENT REGISTRATION CARD.	



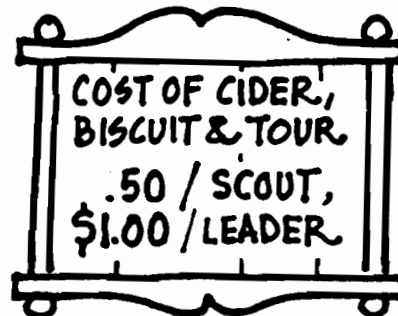
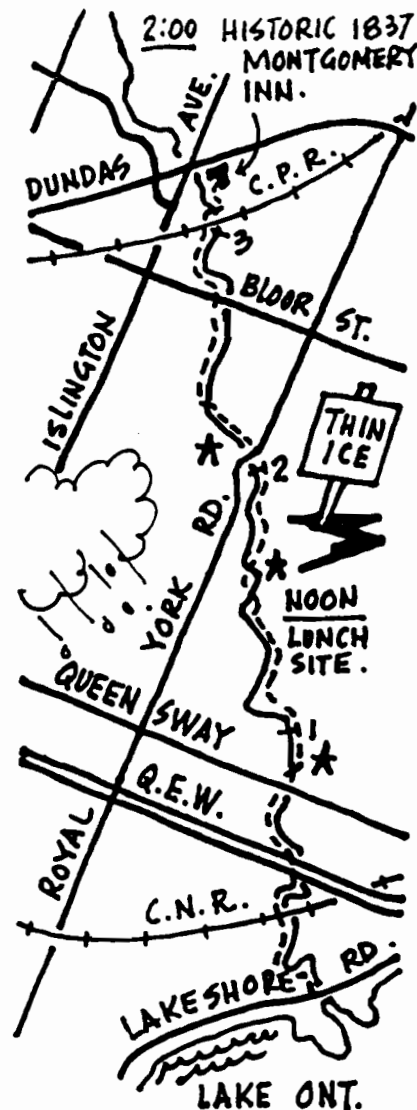
1978 WINTER HIKE: 7A SCOUT TROOP

WHERE: MEET AT ST. JAMES AT 9AM FOR RIDE TO MIMICO CREEK AT LAKESHORE ROAD. HIKE 3 1/2 MILES UP CREEK TO MONTGOMERY INN ON DUNDAS EAST OF ISLINGTON FOR HOT CIDER, BISCUIT AND TOUR ... HIKE ENDS AT 4 PM AND YOU CAN BE PICKED UP AT THE INN.

WHY: TO GAIN EXPERIENCE IN WINTER HIKING AND TO VISIT A HISTORICAL SITE. (CITIZENSHIP & WINTER SCOUTING BADGES).

HOW: DRESS WARMLY...SCARF, HAT, GLOVES, WATERPROOF BOOTS. SANDWICHES, HOT SOUP OR DRINK IN THERMOS IN PACK WITH EXTRA SOCKS & GLOVES. CARAMELS, PEANUTS AS SNACKS HELPS AS WELL. TRAVEL AS PATROLS, LUNCH AFTER 1 1/2 MILES IN VALLEY. ARRIVE AT INN BY 2:00 PM TO WARM BY FIRE WITH FOOD & ENJOY TOUR 'TILL 4 P.M.

BRING ROPES & FIRST-AID KITS FOR DANGER AREAS...★



SAT. JAN. 21ST — 9 AM ~ 4 PM

Troop Meeting 28

THEME - Campcraft - Campfire Cooking - Menus.

PREPARATION - Arrange for area near meeting hall where firelighting is allowed. Have cooking instructions for dehydrated foods and tin foil cooking available. Invite campfire cooking expert. Supply of wood, stones for lighting small fires.

Scouter responsible

- 7:00 P.M. Opening.
- 7:05 P.M. The boys pick up prepared supplies and all leave for the outdoor location.
- 7:20 P.M. Each Patrol is given a designated area where they leave their supplies and form a circle around the expert. Step by step he shows the boys how to lay and light a fire. With the stones he shows them how to make a fire trench for cooking. Explains how aluminum foil cooks well in the coals rather than flame of fire.
- 7:40 P.M. Fire-lighting contest by Patrols. On the word go they start to lay and light the fire in their fire trench. With an observer at each Patrol to referee, the winner is the first Patrol to boil water.
- 7:50 P.M. The expert gives a talk on dehydrated foods and aluminum foil cooking. The use of pots and how they may be kept clean (rubbing soap over the outer surface that is exposed to flames).
- 8:20 P.M. The boys all bake their meals and baking powder biscuits. (If you have one menu they may prepare it as demonstrated by the cooking expert and at the same time.)
- 8:55 P.M. The meal over, each Patrol cleans up their area and restores it to its former condition. (Try and leave it better than you found it.)
- 9:25 P.M. The fire of the camp expert is built up and a campfire is held. The expert, after the singing and fun is over, speaks of the boys cooking their meals in camp, not for one single meal but for a long-term outing in the wilderness. He hands each boy a booklet of menus (these are free from some of the dehydrated and aluminum foil companies).
- 10:00 P.M. Closing and Scouter's five minutes (a thought about camping).
- The boys clean up the expert's camp area and the evening is over.



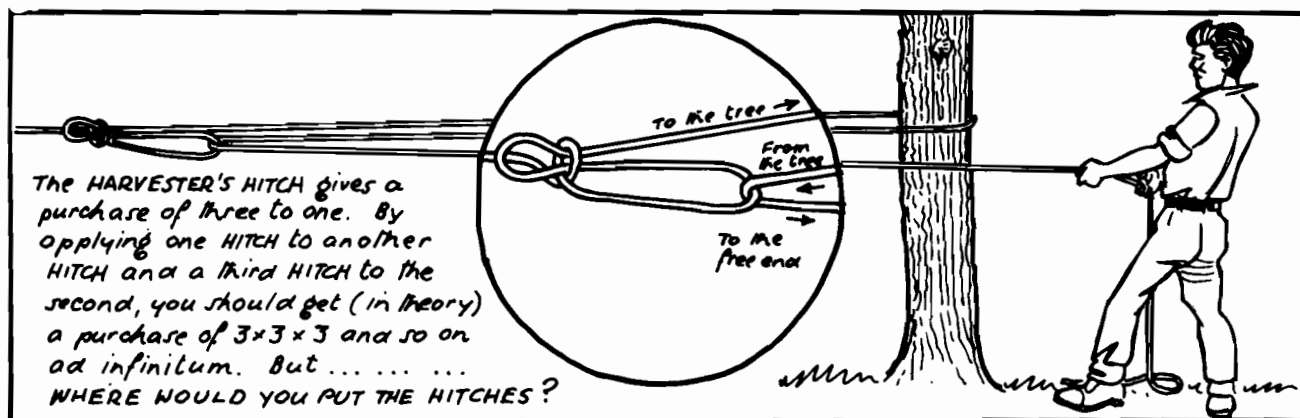


The rock climber has dropped his rope. His friends, 30 feet below, have no means of sending it up to him. He is not wearing anything made of wool, which he could unravel. But - like most mountaineers - he has an even better garment. What is it?



Hank the Tropper knows that Blackfoot Indians always tell the truth while Pinkfoot invariably tell lies. He has asked the first chief to which tribe he belongs. The answer is given in a low growl that Hank does not hear properly. The second chief explains. 'He says he is a Blackfoot - and he speaks true.' The young brave intervenes: 'The great chief who just spoke is a Pinkfoot.'

HANK'S PROBLEM - AND YOURS - IS TO DECIDE WHICH TRIBE EACH OF THE THREE BELONGS TO



Troop Meeting 29

THEME - Campfires and Sing Songs

The major purpose of a campfire is no different than the purpose of any other Scouting activity. It is another tool for the Scouter in developing character in boys.

It can be used in many ways. One type of program will act as a safety valve to tone down an

active group, while another type can stir up and enthuse the sluggish. The campfire can create a mood and prepare Scouts for a special yarn or story that you want to get across. Much valuable training in self-discipline, in learning to do your part, and in working together for the common good can be transmitted at these sessions.

One of the key words to think of when considering the purpose of a campfire is brotherhood. This works in two ways. The development of good relationships among your boys is the first of these. You can't be mad at your fellow members while singing happy songs with them around a blazing fire. The wider aspect of brotherhood is developed through yarns and songs of other countries.

We have at our disposal several different types of campfires to be used as conditions and situations require.

The simplest is not really a campfire, but informal singing for a few minutes at the end of a Troop, Pack or Crew meeting. This is the time and place to teach new songs to your boys, so that your more formal campfires will be more successful.

An indoor formal campfire is a short session, usually at the close of your meeting. It differs from a simple sing-song because it should have a proper opening and closing, also other material, such as yarns, stunts and skits. This type of campfire should be scheduled regularly through the winter months to familiarize your boys with the procedure, etc.

All this, of course, leads up to the formal outdoor campfire, complete with an opening, a varied program, a good yarn and a proper closing. This is one of the highlights of a weekend or summer camp. Although we call it formal, it is not stilted and heavy, but has a relaxed, easy and happy atmosphere. Enjoyment by all is the target at which you should aim.

The opening will set the stage for the rest of of the program. Creating the right atmosphere at the start helps good order, discipline and deportment.

The call to Campfire can be given by Troop call, first flames of the fire, etc. Whistles don't seem right.

Opening phrases should suit the mood, occasion, weather, etc.

In closing be brief and sincere. A hymn, Scout silence, the Lord's Prayer and good night. Announcements must be made before closing.

Have your Campfire notebook handy with your favourite songs, skits, stunts, games, yarns, etc. Use a postcard to jot down the proposed items.

The theme depends on circumstances. For instance, if your Troop lacks "togetherness", have lots of choruses, rounds, games, etc. that will unify them. If it's the opposite, then go for Patrol items, stunts, solos, etc. In other words, make the campfire work for you in a subtle way.

Build the program with opening items, closing items and in-between items in that order.

Opening items should be well-known, rousing songs. Get everybody in and singing. Action songs, Troop songs, sea shanty, rounds, etc.

Closing items, to be effective, must taper off the boisterous and lead naturally to the Closing Ceremony. Spirituals, Poor Old Joe, Swing Low, etc.

In-Between items give variety and plenty of it. Have more than you can use. Suit them to the mood. Are they tired, elated, mischievous, sentimental? Try to determine this, but be prepared to change the tempo during the program. Mood must be obeyed.

Balance and variety can be achieved by using National and Folk Songs, sea shanties, spirituals, yells, games, rounds, stunts, Patrol and Solo items, yarns.

Give Patrols and individuals a chance to show their stuff. Limit new songs. One is usually enough. Have the highlight yarn, presentation, guest, 2/3 way through the program.

Patrol items are fitted in at intervals.

Duration should be about one hour. Don't let it drag and don't continue because all is going well.

Sample Program

- | | |
|---------------------------|--|
| 1. Opening Song | Get Acquainted or Here for Fun |
| 2. Round (four-part) | All Things Shall Perish |
| 3. Crazy Action song | A Bucket, a Dish, a Ladle or Head and Shoulders. |
| 4. Two musical songs | Early One Morning
Vive La Compagnie |
| 5. Game or Yell | Shouting Across.
Noise Machine. |
| 6. Chorus | She'll Be Coming
Round The Mountain
or Green Grow the
Rushes, Oh. |
| 7. Action Song | Smile Awhile or
The Dampier Song |
| 8. Troop Yell | |
| 9. Difficult Round | Hi, Ho, Anybody
Home? or Three
Blind Mice |
| 10. Cheery Chorus | Blow the Man Down
or Jamboree Song |
| 11. A conversational yarn | |
| 12. Good night songs | Vesper Song
Hail, Scouting Spirit
Taps, Hymn. |

Troop Meeting 30

THEME - Camp Skills

Bring along a large box of wooden matches, glue or rubber cement, and thread or fishing line and aluminum foil - then direct the boys' attention to Page 119 of the Canadian Scout Handbook.

Have the Patrols make models of various camp gadgets, with the materials provided.

Give the boys a list of equipment needed for Troop and Patrol for a weekend camp. Have them prepare a distribution of the equipment, presuming everyone is bringing a rucksack or backpack and will have to share the load, as there will be a hike into camp. See pages 119 to 130 in Canadian Scout Handbook. Let the boys design the menu for the camp, go to the local shops to price same and include it also in the above distribution of loads to be carried.

Troop Meeting 31

THEME - Conservation

PREPARATION - Contact the Toronto Conservation Authorities and arrange for one of their officers to conduct the boys through one of the nearest Conservation areas. Arrange transportation to the area. Drive the route beforehand and find all the places along the road where soil and wind erosion is apparent. Car commentators should accompany you on this preparatory trip so that they know the countryside. Each boy brings a lunch.

On the way to the Conservation area, the Car commentator brings to the boys' attention places where erosion and improper drainage have caused the topsoil to end up in the lake leaving hard clay behind. Bring attention to trees along the way and ask the boys to identify them. Show them small creeks along the way which one time were navigable bodies of water. Explain that this is due to the fact that years ago the large treed areas to the north were cleared. Stress the importance of re-forestation and the important work of the Conservation Authority.

After arriving at the site of the tour, the boys are briefed and the Officer takes them on the tour, his topic is conservation and he knows his subject well. By the time the tour is over, it is lunch time. The Troop Scouter provides the drinks, the boys their own lunch.

After lunch the Troop moves to a designated area and takes part in a fish hatchery project, or any other Conservation Project (except tree planting, see Meeting No. 33) the officer can find for the boys to do.

Wash-up and head for home.

(Note: We may try teaching the boys conservation from the book but there's nothing like getting them outdoors and getting experience first hand. This is a day meeting that always leaves the boy with feeling he has made a contribution to a worthwhile cause.)



CREDIT VALLEY
CONSERVATION
AUTHORITY



Troop Meeting 32

THEME - Citizenship.

PREPARATION - Quiz show and mock court.
Visit to local businessmen

Scouter responsible

- 7:00 P.M. Opening
- 7:05 P.M. The Patrols are given a set of instructions, directing them to a businessman in the District. They visit the building of the local businessman, who has been warned of their coming and has agreed to help in the project. They learn all about his business, what it entails, the good and bad points of the enterprise. How much control the Federal and Provincial Governments exercise over his facility and what laws he must observe in running the business. What training does he need to have to qualify him for the work he does? Return to base.
- 7:45 P.M. A spokesman for each Patrol reports their findings at a Drugstore, Retailer, Service Station, Jeweller, Florists, etc.
- 8:05 P.M. Canada Map relay: a large map of Canada is placed on a table. Each boy is given a cardboard strip with the name of a Province printed on it. On the word go he runs to the table and places the Province name in the correct section of the map and returns to line.
- 8:30 P.M. Physical games to work off steam.
- 9:00 P.M. One of the Troop members is charged with a crime. He picked his nose while in the horseshoe, or appeared at the meeting not in full uniform or some other such fun charge. The court places him on trial, we have one boy playing the judge, one a defence lawyer, the Crown Prosecutor, the jury, the court policemen, the court recorder, the court clerk, and the rest of the Troop are the spectators. The openings and procedure should be pre-scripted but what happens in between should be spontaneous, be sure to place the boys with the inventiveness and vocal qualities for the most fun. (Note one Troop I knew charged the Troop Scouter with failing to come up with an active outdoor program.)
- 9:55 P.M. Scouter's five minutes, summation of what makes a good Citizen.
- 10:00 P.M. Closing.



Troop Meeting 33

THEME - Trees for Canada

As Scouts arrive have them work as Patrols on the "Hidden Tree Puzzle".

National Film Board:

"A Tree is a Living Thing"
 "Life in a Woodlot"
 "Woodlot Management"
 "The Forest"



TREES
FOR
CANADA



Contact your local Municipal Parks Department to have one of their forestry personnel attend and talk to the Scouts explaining the reasons they are involved with Trees for Canada and how or why they plant the trees where they do.

Contact the Ministry of Natural Resources and obtain pamphlets, i.e.

"Care and Planting of Forest Trees"
 "Planning for Tree Planting"
 "Who are we...What are we doing for you"

And from International Harvester Company -
 "Trees and our Environment".

You have just done a complete program in regards to the "Resource Management Badge" based on a Forestry Interest.

HIDDEN TREE PUZZLE

There are at least seventeen kinds of trees (including fruit trees) hidden in the diagram below.

You may start at any square and move continuously in any direction, one square at a time - up, down, left, right or diagonally. Do not cross out the squares which go to make up a word, as they may be needed in making another word. Do not use any square more than once for any one word. A square may be used again in another word.

Example: Commencing with the upper left-hand corner square, the word "OAK" may be readily traced out.

SCOUT BADGES:

Conservation Badge



- Test 4B
Bronze Stage.
- Test 3E and 4C
Silver Stage.
- Test 4D
Gold Stage

Agricultural Badge

- Tree farming

Resource Management Badge

- Forestry interest demonstrated.



A	O	W	R	A	S
K	L	I	N	B	D
L	F	P	E	E	A
O	P	A	C	H	G
W	M	L	R	U	I
S	U	E	S	P	F

Troop Meeting 34

THEME - Bridging the Gap - Going Up Ceremony

Troop meets on same night as the Pack, possibly in room large enough to accommodate both Sections forming up in own usual manner - i.e. circle and horseshoe.

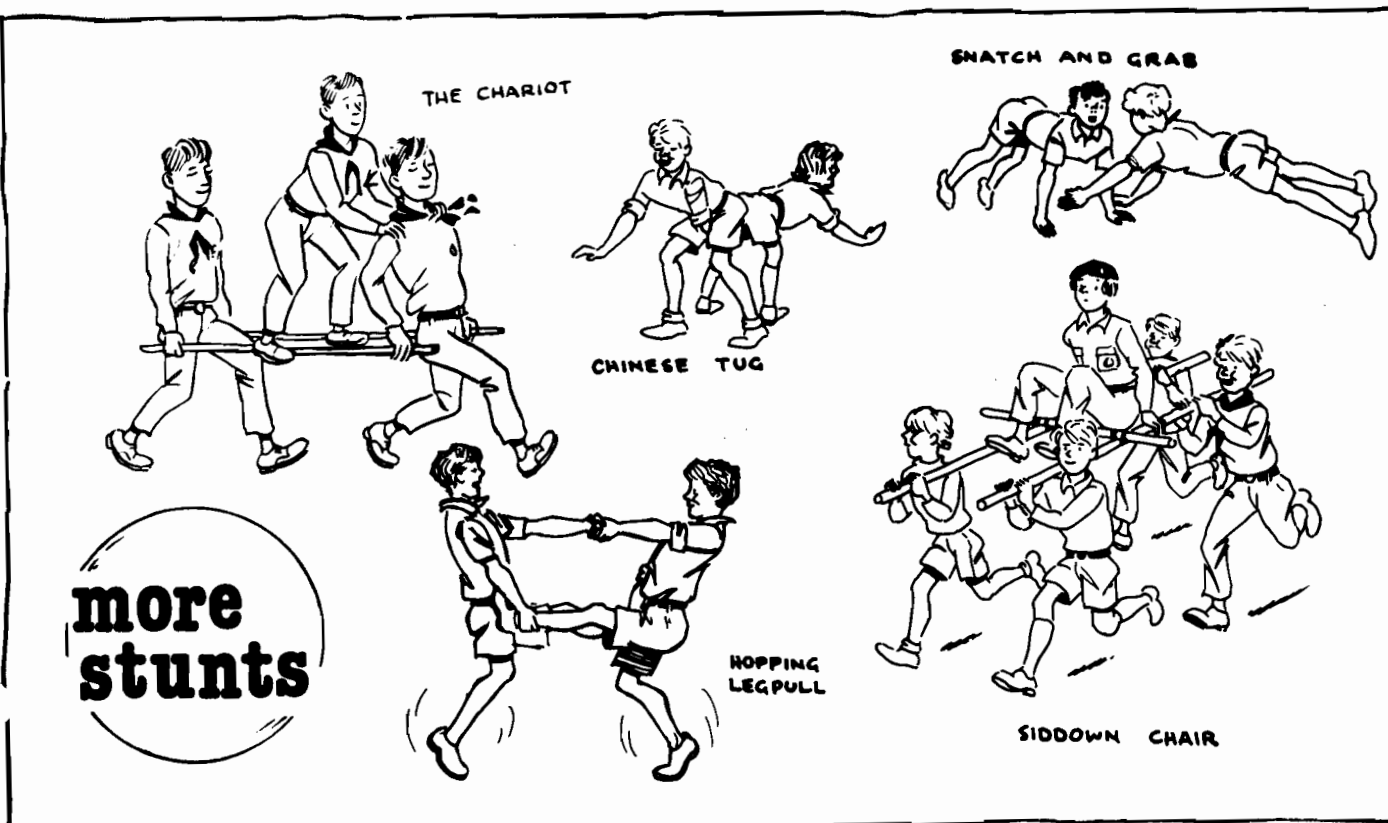
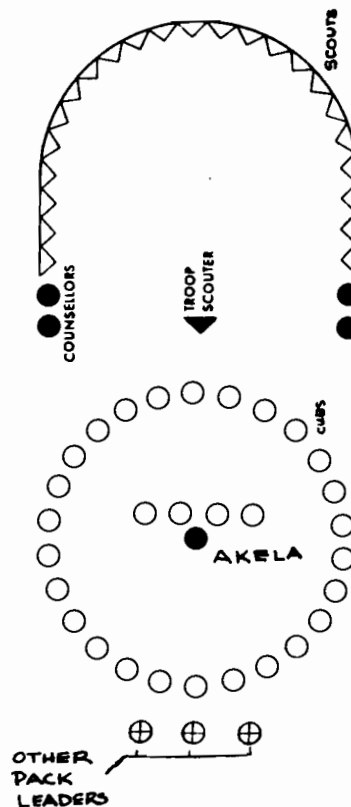
A short games program could be held with basically Cub games used, using mixed teams of Cubs and Scouts, well balanced for size and ability. This will help boys to get to know each other and breakdown barriers of leaving Pack for Troop.

Scout Troop to demonstrate a Scouting skill or show pictures - slides or movies - of recent hike or camp.

Then proceed with the Going up Ceremony as outlined in the Scout Leaders' Handbook - Page 113.

If the new Scouts have been meeting with the Troop Scouter and Patrol Leader, perhaps the Investiture Ceremony could then take place.

If not, then the evening could end with the usual Pack and Troop Closing Ceremonies followed by refreshments.



Troop Meeting 35

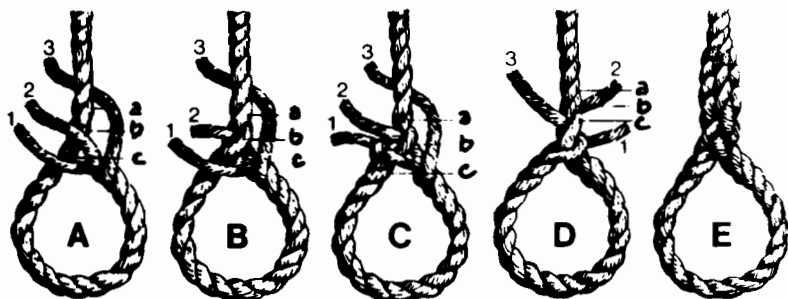
THEME - Knots and Splicing

PREPARATION - Length of sash cord for each boy.
Rope lengths for splicing. Knot board of the
basic knots. Projector and film on knots.

- 7:00 P.M. Opening
- 7:05 P.M. Knot relay. Each boy with cord in hand runs to a stave held by a Scouter, they tie the half hitch on the stave, leave it and return to the line. Points to the winner, the most correct knots.
- 7:20 P.M. Patrol corners where the Patrol Leader is given fifteen minutes to teach his Patrol the reef knot.
- 7:35 P.M. Another relay, this time the runner ties the reef knot, then drops it to the floor and runs back to the line.
- 8:00 P.M. A Troop Scouter or knot expert accompanies a Patrol to Patrol corners. Each boy is handed a length of rope and taught the crown knot and back splice. If the boy doesn't finish the splice he is instructed to take it home and bring it back completed at the next meeting.
- 8:30 P.M. Another knot relay, this time each boy who is able to tie one of the basic knots is delegated to tie that knot in the race. The Troop Scouter or assistants hold a stave at a measured distance from the line. On the word go, one boy ties the clove hitch to the stave, the next one a reef, then sheetbend, sheepshank, Fisherman's knot and then bowline.
- 8:50 P.M. The boys go to Patrol corners and are taught to whip the end of the rope they used for the splicing project.
- 9:20 P.M. Film on knots and knotting. There is an excellent one made by some rope company.
- 9:40 P.M. Question and answer period on knots and their uses.
- 9:55 P.M. Scouter's five minutes.
- 10:00 P.M. Closing

EYE SPLICE

- A. Unlay end.
B. Strand two is tucked over strand (c), under (b) and out between (a) and (b).
C. Strand one is tucked once over (b) and under (a).
D. Tuck strand three.
E. Tuck each strand, in turn, two more times. Clip ends.



Pages 103 to 116, Canadian Scout Handbook.

Troop Meeting 36

THEME - Pioneering

PREPARATION - Saturday meeting. Each boy must carry a staff and a length of sash cord five feet long. Each boy also carries a roll of lashing cord. The Patrol Leaders and Leaders all should carry a compass. Scout the location for the project and make sure there are a number of obstacles for them to cross - a creek, ravine, building, fallen tree, etc. Dress is old clothes and hiking boots, but they all wear Scout headgear.

This is a Troop project and at the start they are given a compass bearing, the one and only bearing they must use in their travel. Keeping religiously to this bearing, they move off in that direction without deviating from the bearing. They must go over, under or across any object which gets in their way, dismantling each bridge, etc. they make before proceeding. If the site is well chosen, they'll have enough to keep them occupied for a good part of the day.

The route could be marked with instructions to perform other projects along the way.

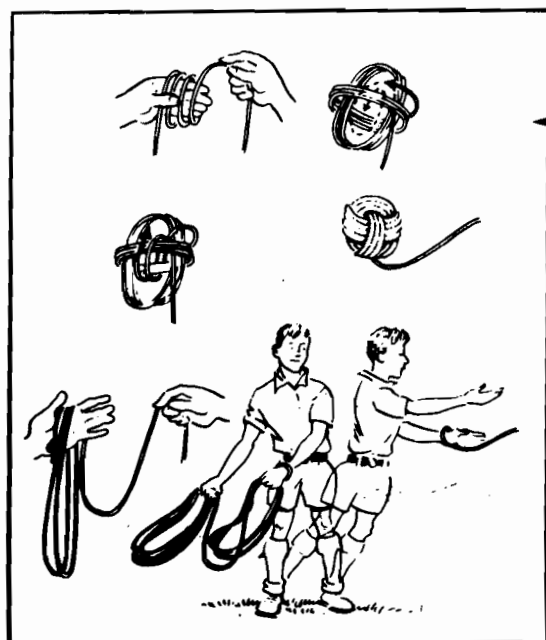
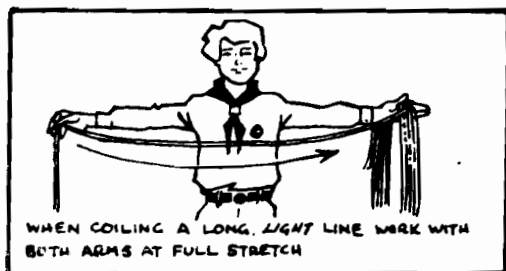
If the boys travel according to plan, they will arrive at a campsite where their evening meal has been prepared by Scouters and members of the Troop who were unable to participate.

The project is reviewed and the highlights discussed.

The cooking fire is built up and we have a Campfire, with fun songs at the beginning, then quieter songs, then a spiritual, finally a yarn by the Troop Scouter or Troop Spokesman about the Early Pioneers who settled in this country.

Scouter's time for reflection and closing.

Camp is cleared and all make their way home.



MONKEY'S FIST

To make a Monkey's Fist you start about six feet from the end of the line and make a number of turns around your left hand. The line is then taken off the hand and the same number of turns are made at right angles to the first set. The end of the line is then threaded through the first set of turns and round the second, after which it is merely a matter of drawing up the turns and losing the tail to make a neat finish. It helps if a round pebble is inserted in the middle of the "Fist" to give it extra weight.

In line throwing, everything depends on the careful coiling of the line on the hand. Remember that the free end, with the Monkey's Fist, must fly off the throwing hand FIRST, with the succeeding coils following in order, otherwise they will snarl up in the air.

Troop Meeting 37

THEME - Campcraft

PREPARATION - Tents, pegs, mallets, camp gadgets (already constructed), ropes and sleeping bags. Packsacks containing clothes for a long-term camp. Lanterns. Guest speaker -- an experienced camper.

Scouter responsible

- 7:00 P.M. The Troop meets in an outdoor area, with appropriate Opening.
- 7:05 Each Patrol is assigned an area. At each site is a tent, pegs, ropes, poles and lashing cord.
- 7:20 Tent-pitching contest between Patrols. This is a time event with the first Patrol having the tent pitched properly winning the contest. There is a referee at each site and if the poles are not straight, etc. the Scouts are told to continue working until they are right.
- 7:50 The boys move through a model campsite complete with tent, camp gadgets, sleeping bags and rucksacks, all placed neatly as they should be if they are on a camp. (This camp is set up beforehand and off to the side of the activities.) The boys, after inspecting the campsite, form a circle around the Troop Scouter who points out the advantages of setting up a camp in the same manner as the one they inspected.
- 8:15 The Guest speaks on tents -- where they should be pitched to avoid rain, trenched on the sides to sidetrack water, avoiding depressions, low spots, etc. Taking a sleeping bag, he then speaks on the merits of a proper bag, stressing the importance of a ground sheet and insulation underneath -- this is most important. If the boys have a cold, uncomfortable night, this might be their first and last camp.
- 8:45 With a lighted lantern -- if dark by this time -- each Patrol moves into a tent with a discussion leader (adult or boy who has had a lot of camping experience). A question and answer period is held -- what makes a good camp, the activities available, the merits of the Haliburton Scout Reserve vs Woodland Trails, etc. Stress that the training they have received tonight is in preparation for bigger and better things to come -- the time when they put the OUT in ScOUTing.
- 9:15 Time to break camp. The sites are cleared on a time-contest basis with points to the winning Patrol. The Leaders compete with the boys by clearing the model site. Then back to the meeting hall.
- 9:40 The boys are served hot chocolate and cookies by the Scouts who couldn't participate in the events.
- 10:00 Scouter's Five Minutes and Closing.

Troop Meeting 38

THEME - Camp Skills

This meeting requires the use of the regular Troop meeting hall or similar quarters, and an outdoor area with permission to light fires.

Indoor Program Items:

Have the Scouts bring their sleeping bags, blankets, blanket pins, etc. Then have a talk on the quality of sleeping bags, various types, weight and allergy materials, etc. Each Scout can then assess his bag as to category and quality.

Have on hand sufficient material for each Patrol to make a camp bed, as per diagram.

Outdoor Program Items:

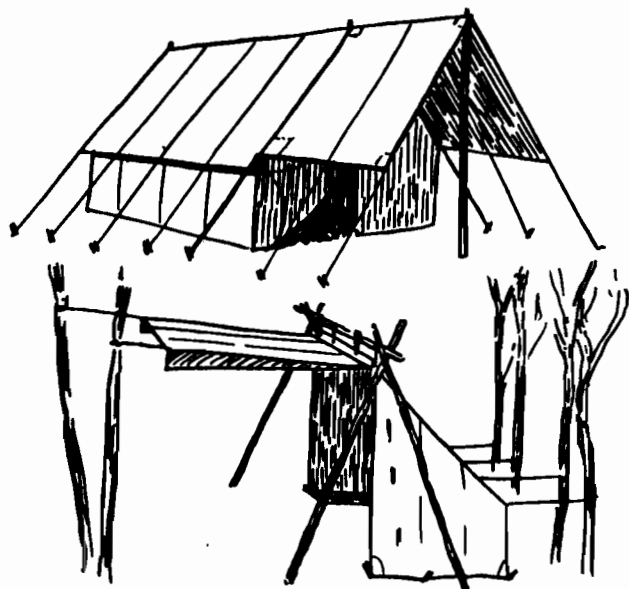
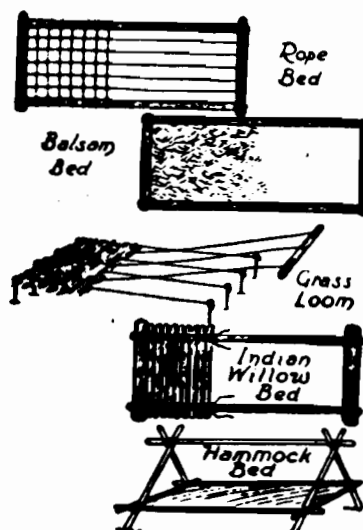
Have on hand naphtha and/or propane stoves, lanterns and heaters; whichever the Troop uses. An experienced adult should give the boys a talk on the various appliances and let each have a try at lighting and changing mantles.

Several types of tents could be on hand and the Scouts shown how to erect each style properly, along with being apprised of the correct application of each style. They could then practise putting up the tents and packing same when through.

If possible, have some firewood on hand. Scouts could then be shown -- and practise -- how to build various types of fires, depending on need (light, heat, campfire program or cooking).

Remember: Have a fire extinguisher on hand for each type of fire demonstrated.

SOME CAMP BED IDEAS



Troop Meeting 39

THEME - Map and Compass

PREPARATION - Topographical maps of the district, compasses and a panic envelope. Four vans or light trucks which will carry a Patrol. The Troop is driven out into the country to a starting point. The Scouts are given a bearing on the map as their destination. Each boy is then blindfolded and loaded into a van. The driver, making frequent turns and back tracking, finally drops the Patrol at a starting point. The blindfolds are removed and the next step is to ascertain their location by comparing roads, terrain and/or water with a map of the area. Once they know their location, they are to head for their destination some distance away. They are to carry light packs containing a lunch and a prepared tinfoil meal.

On their journey a Patrol scribe keeps a log of the hike, the people met, and experiences, embellished with good-natured kidding of each man in the Patrol. A lunch is eaten along the way.

Should they pass through a village, some piece

of its history should be recorded -- the oldest building, mill, person, etc.

This is not a time event but a ramble so there are no points scored for the length of time it takes to finish, but the quality and quantity of the log will reveal the winning Patrol.

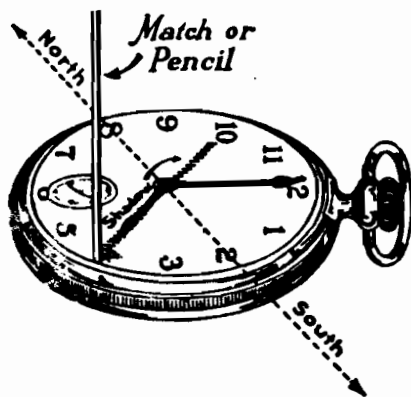
When the Patrols arrive at their destination, they will find a campfire ready for cooking and a first-aid tent to treat blisters and minor wounds.

The Patrols will then cook their meals and take a supper break.

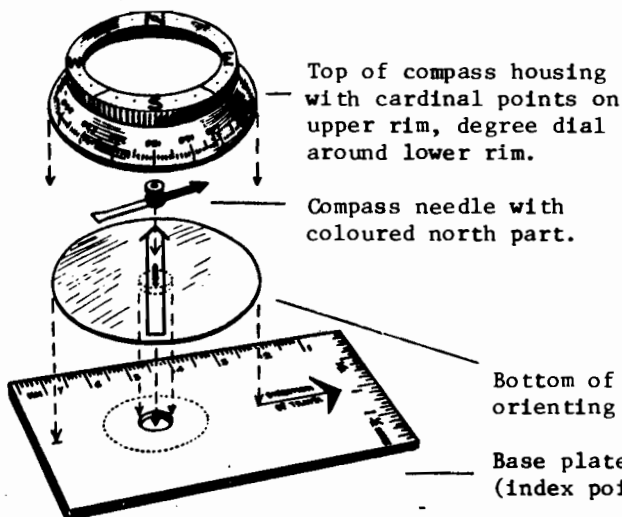
Around the campfire, each spokesman reads his log. A short sing-song follows and a Scouter's Five Minutes brings the campfire to a close.

Leave for home.

(Note: Times not indicated because it is up to the Scouter to decide the length and time devoted to the hike.)



Parts of a modern compass.



To find directions by your watch:- Place the watch flat on your hand and stand a lead pencil or stick over the end of the hour hand. Turn the watch until the shadow of the pencil falls along the hour hand. Now a line drawn half way between the end of the hour hand and 12 o'clock runs North and South; and between 6 A.M. and 6 P.M., the North will lie on the side of the watch on which the hour hand is farthest from 12 o'clock.

On a cloudy day place a piece of white paper over the face of the watch, and hold the pencil close to but not touching the paper. Under the point of the pencil you will see a small shadow. One side of the shadow will have a sharp edge, the other will be indistinct. The sharp edge is the side from which the light of the sun is trying to come. Turn the hour hand in that direction, or until you think the little shadow, if produced backward, would pass through the centre of the watch.

If summer time is in effect, set watch back to standard time.

Troop Meeting 40

THEME - Long-Term Camp

This is the culmination of the yearly program. By following the previous 39 meetings, your Troop should have a fairly good grounding on Scouting Skills necessary to lead to a successful Long-Term Camp.

The following pages will also give you - the Troop Scouter - further ideas that are an essential part of planning a Long-Term Camp.

By following through on the charts, you will be able to ascertain the skills and knowledge required for recruiting an all-round group of adult helpers to operate the camp.

The Haliburton Scout Reserve has many "built in" assets that make your first Long-Term Camp enjoyable, thrilling and leave a desire for more. You are welcome to drop into the Reserve anytime during July and August to see the great number of Program Resources and Service facilities that are available.

A call to the Camping Department at Scout House (925-3425) will also bring the answer to many questions you may have. Slides and films can also be arranged for showing on camping subjects.



**Good luck
with your planning**

CAMPING STANDARDS

There is some confusion over what 'standards' should be expected and how they can be achieved. The booklet "About Camping" details the normal arrangements in camp to ensure that cleanliness and hygiene are maintained, equipment is safely and correctly stored and personal effects are tidily kept and not lost.

An important factor is the changing nature of camping, away from an end in itself towards being a means to an end - purposeful exploration and other activities. Mobile Patrol camps with lightweight equipment are also far more common and require different techniques.

The problem for Leaders is not so much what to do, though this is important, but how to achieve it. While a rigid imposition of standards might be acceptable to 11 to 12 year olds, the way of helping boys to achieve high standards will vary depending on their background and educational experience. Scout Leaders must understand their Scouts and the best way of working with them. What can be stated with conviction, however, is that the Scout way of camping and of establishing and maintaining standards, is through the Patrol System. This means giving the Patrol Leader real responsibility, trusting him, and ensuring he has the necessary support to overcome difficulties. Where the Scout Leader has created the right relationship with his Patrol Leaders, with the court of honour working effectively, standards will be maintained by the Scouts themselves, encouraged by the Scout Leader.

Where Scout Leaders continuously fail to keep the older boy it is usually because they cannot establish the relationship with them necessary to make the Patrol System operate properly to meet their needs. However, it must be stated that in training situations with young Scouts and inexperienced campers a set routine of inspections and competitions is the best way of establishing the correct habits. When this is achieved it should then lead on to self-contained Patrol camping with the Patrol Leaders being trusted with the minimum of adult involvement. This does not mean that the Scout Leader does nothing - he has a very positive role to play in encouraging and helping the Patrol Leaders in their difficult job, by being around, knowing what is happening and ensuring that standards are maintained at all times, not just at morning inspection.

1. What is the purpose of Inspection?

Personal - Cleanliness and tidiness
- Identifying and sorting problems.

Group - Pride in Patrol
- Orderly living.

Clothing - Sorting the wet from the dry.
- Sorting the clean from the dirty.

Food - Hygienic cooking and storage.
- Hygienic waste disposal.

Cooking pots & pans and dishes - Cleanliness and storage.

Fires - Control of size
- Provision of wood.

Stoves - Storage of fuel
- Maintenance.

2. What standards should Leaders expect?

- dependent on age, experience and existing standards within the Patrol
- younger boys need greater attention and more detailed guidance
- older boys encouraged to set high standards for themselves and for their younger members

3. How regularly should inspections occur?

- dependent on age and experience of the Patrol
- younger boys appreciate regular routine.
- older boys require reminders
- inspections should not be a ritual controlled by adults
- 'spot' inspections and informal tours by Leaders and Patrol Leaders should be encouraged
- morning inspections during the early days of the camp help to establish routine of tidiness and order on the Patrol site

4. Who should be responsible for inspections?

- initially the Leader and Assistant Leaders
- shared with Patrol Leaders

5. How can Scouts be encouraged to achieve high standards?

- they should appreciate the purpose of the inspection
- praise rather than criticise
- reward good efforts - attempts to acknowledge all high standards not just the best
- training as part of the pre-camp training program.
- use of books - Enjoy Camping
- Scout Camping
- encourage a tradition of high standards in Patrol at court of honour
- personal comments to Patrol Leader from time to time using praise or helpful suggestions as necessary.



CHECKLIST OF BASIC PRACTICAL SKILLS FOR LEADERS IN THE SCOUT SECTION

The following list of skills is intended to help you as a Leader to identify those particular skills which you need to acquire to be more effective and gain more satisfaction from your Leadership in the Scout Section. It is not suggested that you should have all these skills - but someone closely connected with the Troop should be able to provide this basic expertise.

Before saying "I can" to any particular skill,

be quite sure in your own mind that you really mean it - could you instruct a Scout in the skill? Have you ever actually done it or is your knowledge theoretical? If you need help in acquiring particular skills then make full use of the training opportunities provided within the Region.

In addition to all this you may find the list useful in your Court of Honour in planning training for the Patrol Leaders and their Patrols, but do not just talk about it - go out and practice the skills properly, there is no substitute for the real thing.

Area and Skill	I can	I would like help to
A. CAMPING		
1. Where to camp? a. list the points to look for when selecting a camp site b. describe an ideal Patrol camp layout for a mobile camp c. describe an ideal Patrol camp layout for a standing camp d.	a. b. c. d.	a. b. c. d.
2. Equipment a. list personal kit for a weekend mobile camp b. list personal kit for a week's standing camp c. select (and justify) all items of personal equipment (e.g. anorak, rucksac) d. pack a rucksac e. list Patrol equipment for a weekend mobile camp f. list Patrol equipment for a week's standing camp g.	a. b. c. d. e. f. g.	a. b. c. d. e. f. g.
3. Tentage a. select (and justify) a lightweight tent for camping in exposed situations b. select (and justify) a Patrol or frame tent for a standing camp c. pitch and strike a hike tent d. pitch and strike a Patrol tent e. pitch and strike a frame tent f. care for and repair tentage g.	a. b. c. d. e. f. g.	a. b. c. d. e. f. g.
4. Fires and stoves a. list the burning qualities of different woods b. select woods for starting a fire c. select woods for keeping a fire going d. prepare and light different types of fire e. select, use and maintain a pressure stove suitable for Scouts f. list the safety rules for all types of stoves. g.	a. b. c. d. e. f. g.	a. b. c. d. e. f. g.
5. Kitchens a. set up a camp kitchen b. make camp furniture c. make useful gadgets d. set up a mobile camp kitchen e. prepare an altar fire and list the safety factors f. prepare a camp oven g.	a. b. c. d. e. f. g.	a. b. c. d. e. f. g.

6. Catering

- a. plan a menu for a weekend and week Patrol camp
- b. store food hygienically in camp
- c. cook a meal on an open fire
- d. cook a meal on a camping stove
- e. cook a meal using a camp oven
- f. make a twist, damper, bread
- g. prepare a meal using only dehydrated foods
- h. prepare a meal without utensils
- i.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.
- i.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.
- i.

7. Camp activity skills

- a. make a plaster cast
- b. read a tracking sign
- c. keep a weather log
- d. prepare a camp fire
- e. stage a wide game
- f. run a camp bank
- g. demonstrate survival swimming techniques
- h.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.

8. Health

- a. list rules of health in camp
- b. construct a latrine
- c. dispose of waste
- d.

- a.
- b.
- c.
- d.

- a.
- b.
- c.
- d.

9. First Aid

- a. prepare a personal First-Aid kit
- b. treat external bleeding, shock, a burn, sting, sprain
- c. apply resuscitation
- d. apply a bandage, sling
- e. improvise a stretcher
- f. move a casualty safely
- g. handy list of all boys' O.H.I.P. numbers
- h.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.

10. Flagbreak and Inspections

- a. prepare and break a flag
- b. list the points to look for on a camp inspection
- c. list points of personal welfare of Scouts to look for
- d.

- a.
- b.
- c.
- d.

- a.
- b.
- c.
- d.

11. Camp worship

- a. select prayers, readings and hymns for particular occasions
- b. lead a hymn song
- c.

- a.
- b.
- c.

- a.
- b.
- c.

B. BASIC EXPEDITION SKILLS

1. Safety

- a. list the water safety rules
- b. list the causes and symptoms of "exposure"
- c. list the precautions to be taken to avoid, and treat "exposure"
- d. list the Patrol emergency equipment for different standards of expedition
- e.

- a.
- b.
- c.
- d.
- e.

- a.
- b.
- c.
- d.
- e.

<p>2. Personal equipment</p> <p>a. list the personal equipment required for different standards of expedition</p> <p>b. select suitable personal equipment for different standards of expedition</p> <p>c.</p>	<p>a.</p> <p>b.</p> <p>c.</p>	<p>a.</p> <p>b.</p> <p>c.</p>
<p>3. Getting about</p> <p>a. use a Silva compass</p> <p>b. set a map</p> <p>c. read a 1" O.S. map (or metric equivalent)</p> <p>d. read a 2½" O.S. map</p> <p>e. explain the contour system</p> <p>f. use six figure grid references</p> <p>g. select a route from a map</p> <p>h. set an orienteering course</p> <p>i.</p>	<p>a.</p> <p>b.</p> <p>c.</p> <p>d.</p> <p>e.</p> <p>f.</p> <p>g.</p> <p>h.</p> <p>i.</p>	<p>a.</p> <p>b.</p> <p>c.</p> <p>d.</p> <p>e.</p> <p>f.</p> <p>g.</p> <p>h.</p> <p>i.</p>
<p>4. Expedition activities</p> <p>a. make a relief map</p> <p>b. find direction without a compass or map</p> <p>c. identify weather signs</p> <p>d. keep a hike log</p> <p>e. make a sketch</p> <p>f. list rules for care of feet</p> <p>g. state and explain the Country Code</p> <p>h. estimate distance travelled</p> <p>i.</p>	<p>a.</p> <p>b.</p> <p>c.</p> <p>d.</p> <p>e.</p> <p>f.</p> <p>g.</p> <p>h.</p> <p>i.</p>	<p>a.</p> <p>b.</p> <p>c.</p> <p>d.</p> <p>e.</p> <p>f.</p> <p>g.</p> <p>h.</p> <p>i.</p>
<p>5. Rescue</p> <p>a. makes a triple bowline</p> <p>b. select a safe belay point</p> <p>c.</p>	<p>a.</p> <p>b.</p> <p>c.</p>	<p>a.</p> <p>b.</p> <p>c.</p>
<p>6. Survival</p> <p>a. list and demonstrate simple survival techniques</p> <p>b.</p>	<p>a.</p> <p>b.</p>	<p>a.</p> <p>b.</p>
<p>C. ROPEWORK AND PIONEERING</p> <p>1. Caring for ropes</p> <p>a. list the working loads for 1", 2", 3" (circumference) natural and synthetic ropes</p> <p>b. select the appropriate type and size of rope for different purposes</p> <p>c. inspect and store a rope</p> <p>d. coil and hank a rope</p> <p>e. whip the end of a rope using a simple or common whipping</p> <p>f. whip the end of a rope using a sailmaker's whipping</p> <p>g. make a back splice</p> <p>h. make a short splice</p> <p>i. make an eye splice</p> <p>j.</p>	<p>a.</p> <p>b.</p> <p>c.</p> <p>d.</p> <p>e.</p> <p>f.</p> <p>g.</p> <p>h.</p> <p>i.</p> <p>j.</p>	<p>a.</p> <p>b.</p> <p>c.</p> <p>d.</p> <p>e.</p> <p>f.</p> <p>g.</p> <p>h.</p> <p>i.</p> <p>j.</p>

2. Knotting

Make and list the uses of the following knots

- a. a reef knot
- b. a slip reef knot
- c. a bowline
- d. a sheetbend
- e. a double sheetbend
- f. a timberhitch
- g. a clove hitch
- h. a figure of eight knot
- i. a sheepshank
- j. a round turn and two half hitches
- k. a highwayman's hitch
- l. a rolling hitch
- m. a fisherman's bend
- n.

- | | |
|----|----|
| a. | a. |
| b. | b. |
| c. | c. |
| d. | d. |
| e. | e. |
| f. | f. |
| g. | g. |
| h. | h. |
| i. | i. |
| j. | j. |
| k. | k. |
| l. | l. |
| m. | m. |
| n. | n. |

3. Lashings

Make and list the uses of the following lashings:

- a. square lashing
- b. diagonal lashing
- c. sheer lashing
- d. japanese lashing
- e. figure of eight or sailmaker's lashing
- f.

- | | |
|----|----|
| a. | a. |
| b. | b. |
| c. | c. |
| d. | d. |
| e. | e. |
| f. | f. |

4. Basic Pioneering

- a. reeve, use and maintain a block and tackle
- b. select and inspect suitable spars for pioneering
construct the following:
- c. a 3:2:1 picket holdfast
- d. a deadman holdfast
- e. a log and picket holdfast
- f. a trestle
- g. a simple tower
- h. a simple bridge
- i. a rope ladder
- j.

- | | |
|----|----|
| a. | a. |
| b. | b. |
| c. | c. |
| d. | d. |
| e. | e. |
| f. | f. |
| g. | g. |
| h. | h. |
| i. | i. |
| j. | j. |

D. NATURE PROJECTS AND FORESTRY

1. Nature Projects

- a. list nature projects suitable for inclusion in Scout Programs, for individuals or Patrols.
- b. list the resources available locally for developing these projects
- c. identify and acquire selected skills as appropriate, in the study of, for example birds, trees, minerals, ecology
- d. keep a nature log
- e.

- | | |
|----|----|
| a. | a. |
| b. | b. |
| c. | c. |
| d. | d. |
| e. | e. |

2. Use of forestry tools

- a. select, use and care for a hand axe
- b. select, use and care for a felling axe
- c. list the safety rules for axemanship
- d. use and care for a bush saw
- e. use and care for a cross cut saw
- f. use and care for a knife
- g. whittle a simple object
- h. use a hammer and wedges to split timber
- i.

- | | |
|----|----|
| a. | a. |
| b. | b. |
| c. | c. |
| d. | d. |
| e. | e. |
| f. | f. |
| g. | g. |
| h. | h. |
| i. | i. |

3. Practical forestry

- a. transplant a seedling - successfully
- b. log and trim timber
- c. move heavy timber
- d. identify twelve trees
- e.

- a.
- b.
- c.
- d.
- e.

- a.
- b.
- c.
- d.
- e.

E. SCOUTCRAFT SKILLS

1. General

- a. list essential services (doctors, police stations, etc.)
- b. describe training activities for the highway code
- c. simulate wounds (casualty make-up)
- d. identify stars
- e. use a plane table
- f. estimate height and width
- g.

- a.
- b.
- c.
- d.
- e.
- f.
- g.

- a.
- b.
- c.
- d.
- e.
- f.
- g.

F. TRAINING AIDS

- a. use a tape recorder
- b. use a 16mm film projector
- c. use a 8mm film projector
- d. use a 35mm slide projector
- e.

- a.
- b.
- c.
- d.
- e.

- a.
- b.
- c.
- d.
- e.

ALL THE ANSWERS.

STRETCHER IMPROVISATION

Reliability should never take second place to speed, but in a 'life or death' situation they could be of equal importance.

A rope stretcher would not give necessary support to broken bones or other internal injuries.

Ice axes could be used in conjunction with a rope stretcher. Perhaps this could be used as additional 'research'.

'? ? ?'

1. A string vest. 2. The first Chief must have said he was a Blackfoot, whether he was one or not. The second Chief reported what he had said, so he too must have been Blackfoot; and he confirmed the truth of what the first Chief had said. The young Brave was a liar and therefore the only Pinkfoot in the party. 3. To multiply the purchase on the tackle, the Harvester's Hitch must be made in the 'free' part of the rope.

PICK YOUR PATROL LEADER

1. BOB KIRK: Anybody who stays 'neat and tidy' even after a game of B.B. can't be pulling his weight. (OUT!) 2. A.J. CARTER: Obviously unreliable. (OUT!) 3. GEORGE JAY: The key phrase is 'Things go better when he's around.' (IN!) 4. GORD JACKSON: A bit of a slave driver perhaps? (??) 5. HUGH TULLY: Other boys like him. (IN!) 6. TIM LAMB: Obviously works himself hard but might learn. (IN!) 7. PETE MURRAY: Worth a trial. (IN!) 8. KIT CARR: Ditto. (IN!) 9. JIMMY JAMES: Ditto (IN!)

THE AIRPORT MURDER MYSTERY

Obviously what had happened here was that, knowing that the 'plane was due to arrive just after dawn, the murderer had prepared to stake himself out in the shade of the bungalow, where he would suffer the minimum of discomfort from the intense heat. Before doing the job, he had given the four lengths of cord a good soaking, then, before the water had taken effect, had secured one end of each cord to a stake or post and, while the cords were still comparatively slack, had tied the other ends to his wrists and ankles. Only the final clove-hitch would have given him any trouble but it would have been a simple matter to make the hitch, slip it on to his wrist and then work it tight with his fingers. (Anyone who doubts this should try it!)

CODE WORDS

Left luggage office - BAGGAGE. 'Old Soldiers Never Die' - FADE. Panda - BADGE. (World Conservation badge.) Cliff edge - EDGE. Ear - DEAF. 'The Time has come' the Walrus said' - CABBAGE. Rolling stone - ADAGE



*With every good wish
John Sweet*

G.T.R. ACTION  PLAN