

BOY SCOUT ROUNDTABLE PLANNING GUIDE



BOY SCOUTS OF AMERICA®

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BOY SCOUT

ROUNDTABLE PLANNING GUIDE 2012–2013

Boy Scout roundtables are a form of commissioner service and are supplemental training for volunteers at the troop and patrol levels. The objective of roundtables is to provide these leaders with program ideas; update information on policy, events, and training opportunities; and offer an opportunity to share experiences and enjoy fun and fellowship with other Scouting leaders. When skillfully executed, roundtables will inspire, motivate, and enable unit leaders to provide a stronger program for their Scouts.



BOY SCOUTS OF AMERICA®

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ROUNDTABLE OVERVIEW

The *2012-2013 Boy Scout Roundtable Planning Guide* was designed to help you plan a successful roundtable program for your district.

Boy Scouts have the ability to plan and execute a diverse and widely varying program, which is dependent upon the unique abilities and interests of the young men in the troop. It is for this reason that more flexibility and freedom has been built into this planning guide.

Each month, the Boy Scout roundtable commissioner and his or her staff will be able to select the activities and resources that best meet the needs of their local troops and leaders.

USING THE BOY SCOUT ROUNDTABLE PLANNING GUIDE

Much of how your roundtable staff chooses to use this planning guide will depend upon your experience. Being flexible enough to meet the needs of your district is the key to a successful roundtable, but keep in mind that while the program is flexible, policy is not.

If you have never planned a roundtable before, the sample meeting agenda can serve as a great example. Many roundtable commissioners may choose to use the agenda exactly as written, but each roundtable should be modified to suit the purposes and personalities of your staff and the leaders who attend.

As you gain confidence in your ability to plan, you can add extra features or substitute other topics or activities for those suggested. You may even plan an entire roundtable from scratch, choosing training topics and activities of your own.

Just be sure you adhere to Boy Scouts of America policies and have **FUN**.

LENGTH AND FORMAT OF ROUNDTABLE

Experience has shown that although roundtable meetings for each of Scouting's programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing) can be successfully conducted separately, a greater benefit is derived from the fellowship and unity that comes from holding these meetings on the same night and in the same location.

The suggested length of a roundtable meeting is 60 minutes and includes a combined opening, individual breakouts by program, and a combined closing ceremony.

Many districts choose to offer a time after the closing of the meeting (often referred to as "cracker barrel") to allow Scouters to mingle, share experiences and ideas, and fellowship with one another. Refreshments or other activities may be provided, but be mindful of staff and participants' time and budget constraints.

PARTS OF A ROUNDTABLE

PREOPENING

The preopening is a definite part of the program, not just a time-filler for early arrivals. Make your gathering time interesting and active. It's a way to get people to the meeting on time, and it sets the tone for everything that follows during roundtable.

Displays

Parking Lot—There will be time later in the roundtable to answer any questions your participants may have. Make it easy for them to share their thoughts by creating a “parking lot”—a container, a bulletin board, or any method of collecting written suggestions or questions. Be sure to have plenty of blank cards or sticky notes and pens available.

Highlighted Resources—One of the recommended sections of the roundtable is called Resource Highlights. Have a copy or two of the resources you will be highlighting available for Scouters to browse through. It's a great way to engage your participants in that discussion later in the gathering. You may also wish to make these Resource Highlights available for sale at the end of the roundtable.

Other Displays—If the resources are available, set out displays that give leaders ideas for new programs or promote upcoming roundtable presentations. Encourage leaders to use similar displays at courts of honor, parent's nights, or special troop events.

Supplies—Keep a supply of commonly used forms and literature on hand. These could include recruiting flyers, handbooks, program helps, and registration forms.

Registration

A roundtable staff member should be assigned to greet participants individually as they arrive, help them sign in at the registration table, give them a name tag, and get them involved in the gathering activity. Pay particular attention to newcomers. Perhaps you can identify them with a special name tag. Explain the format of your roundtable, including the use of the parking lot, and make them feel comfortable and welcomed.

Preopening Activities

Organize an interactive, easy-to-join game, such as a get-acquainted game, for those who arrive early.

GENERAL OPENING (FOR ALL SCOUTING PROGRAMS)

Welcome

The roundtable commissioner calls the meeting to order and starts things off by welcoming all participants to the meeting. Start on time. It is unfair to those who arrived on time to have to wait. Beginning with an enthusiastic greeting will set the tone for a fun evening of learning and fellowship.

Prayer

In keeping with a Scout's duty to God, include a nonsectarian prayer in the roundtable program. Remember that some people are not comfortable praying or speaking in public, so ask a staff member or participant in advance to offer the prayer.

Opening Ceremony

Use a simple opening ceremony that leaders will be able to duplicate in their troop meetings and patrols. You may wish to delegate this opportunity to a particular troop or group, or use participants if appropriate. Use the U.S. flag and emphasize citizenship and character development.

Introductions and Instructions

Although you have already welcomed those in attendance, extend a special welcome to newcomers and those who are attending for the first time. Make them feel so comfortable and appreciated that they look forward to returning next month.

Be sure to explain the flow of the evening's activities. Point out the various program groups and where they will be gathering. Take care of housekeeping items such as the location of restrooms and any policies specific to the building in which you are meeting.

After announcing the time and location of the general closing, dismiss the participants to their various breakout sessions.

BOY SCOUT SESSION (BOY SCOUT LEADERS ONLY)

Resource Highlights

In the Resource Highlights section of this guide, you will find a list of many of the books and media resources developed by the Boy Scouts of America. Choose one or two of these resources to introduce to your leaders. Explain how these materials might help them in delivering a better program for their units and where the resources can be obtained.

Often, leaders are looking for new resources but are simply unaware of where to find them. Keep in mind that there are also many great books, periodicals, and other media tools produced by knowledgeable groups and experts in various fields. Feel free to highlight these as well, but remember to point out any BSA policies that may be in conflict with the materials referenced.

You might invite a member of the district training team to present this part of the program.

Safe Scouting

Answers to many of the most frequently asked questions about BSA policies and safety guidelines are located in the Safe Scouting section of this guide. These include information about insurance, prohibited activities, and more. Choose one of these topics each month, or work with your local Scouting professional to create one of your own. Be sure to cite only official BSA policy.

Outing in Scouting

Nobody joins Scouting to be lectured in the basement of the local church. They want to get outside and be active. This section of your roundtable is dedicated to giving your leaders information about where to go camping, hiking, or any number of other outdoor activities.

Since each area is different, and each has its own unique terrain and natural resources, it would be impossible to include a sufficient list in this booklet. Use your resources. Here are a few suggestions:

- Local parks and recreation departments
- State parks departments
- Department of Natural Resources
- National Forest Service
- Order of the Arrow lodge
- Local Scouting leaders

A sample form, called Where to Go Camping, has been included in the Outing in Scouting section of this guide. It is intended to be used as a tool to help gather all of the pertinent information and answer questions that leaders may have. Consider inviting one of your unit leaders to facilitate this session by bringing a completed copy of this form and sharing some of their troop's favorite places to get outdoors. Make copies for each attendee so that they can start building their library of places to go or adding new places to their existing list.

This is a great time to suggest some nontraditional outings or a day trip instead of a typical overnighter. Going geocaching or turning a day hike into an audio scavenger hunt for local wildlife may be just what is needed to breathe new life into a stale program.

Remember, the goal is to inspire units to get out more often.

Basic Skills

A good roundtable strives to meet the needs of each participant from the very newest leader to the most seasoned. For this reason, it is a good idea to review some of the basics each month. In this session, the roundtable staff will briefly teach one of the basic skills that every Scout should know.

If you are aware of a specific skill that is needed by your leaders, feel free to have it taught here. Consider drawing your topics from the basic skill requirements to advance from Scout to First Class and topics found in the *Fieldbook*.

This is intended to be a hands-on session in which all of those in attendance participate. Plan in advance to have the needed materials and instructors. You may wish to use your more experienced leaders' help while teaching this session.

Membership and Retention

This is where leaders can discuss and share best practices for recruiting and retaining Scouts into their troops. Several ideas are included in the Membership and Retention section of this guide, but you may choose to use local resources or brainstorm some of your own.

Inviting new Scouts to join isn't just a matter of targeting Webelos Scouts once each year. It's actually a year-round activity that requires very little effort to achieve fantastic results.

Remember to challenge participants to use these tools, not simply discuss them. A plan without action will never yield the results desired.

Program Features

Our Scouts are looking for an action-packed program full of fun activities. In this session, you will spend some time delving into various program features or ideas.

In the Program Features section of this guide, you will find a number of program ideas taken from the three volumes of *Troop Program Features*. These ideas may be used as the core of your monthly feature, but only if they fit the needs of your leaders. You may choose the month in which to present them based upon what is most appropriate to your area. You may also choose to come up with a program idea of your own.

Don't hesitate to reach out to local experts to present this portion of your roundtable. In fact, that's sometimes the best way to conduct this session. Whether they have a Scouting background or not, you will find many who are not only willing but eager to share their knowledge of a particular activity. Know your local resources and use them on a regular basis to encourage their continued support for Scouting programs.

Be certain to provide your guest presenter with any BSA materials he or she may need in advance. For instance, it will be helpful for them to know what the *Guide to Safe Scouting* says about their particular area of expertise.

Open Forum (Q&A)

This is the part of the roundtable when staff members or fellow leaders can answer questions posted in the Parking Lot or any other question that has come up as a result of the roundtable discussions. For unique or unit-specific questions that may not engage most of those present, get contact information from the person asking the question and provide a way for them to get answers at a later date.

Following this final session, dismiss your leaders to join the other Scouting leaders for the closing.

GENERAL CLOSING (FOR ALL SCOUTING PROGRAMS)

Announcements

The chairs or committee members responsible for upcoming events give promotional announcements. This helps put a face to the event and makes people feel more welcome and eager to attend the events. Make sure speakers are available for questions after the meeting.

Limit each announcement to a short introductory statement about the event and where more information can be found, such as fliers and websites. Make sure the information is available to the participants at the end of the meeting.

Commissioner's Minute

The Commissioner's Minute should be thought-provoking and inspirational. It encourages participants to use the skills they learned at the roundtable to provide better programs for their youth. The Commissioner's Minute at roundtable can serve as a model for the Scoutmaster's Minute at a troop meeting.

The Scoutmaster's Minutes section of this guide has several examples of Scoutmaster's Minutes that can be used by the Commissioner, but inspirational stories and quotes are easily found in many different resources. Have fun and find ways to create your own.

Closing Ceremony

With the assistance of participants, conduct a model closing ceremony. Preselect the participants involved in the ceremony.

End the roundtable program on time.

AFTER THE MEETING

Fellowship (Cracker Barrel)

This is a time for camaraderie and the exchange of ideas through informal discussion. Simple nutritious refreshments add a finishing

touch. Roundtable staff will catch the tone of your meeting by moving from group to group. Scouters should feel free to leave at their convenience.

This is a good time to collect Getting to Know You surveys or Roundtable Program Evaluation forms. These completed forms will help give you ideas for planning the next month's program and help ensure you are addressing the needs of the Boy Scout leaders in your district.

Staff Meeting

At the close of each roundtable, conduct a short staff meeting to evaluate the meeting and review the plans for next month's meeting. Make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for troops whose leaders are not attending roundtable. Read and review the Getting to Know You surveys and the Roundtable Program Evaluation forms. These forms can provide new ideas that will pull in new troops and maintain their leaders' attendance.

TROOP PARTICIPATION

Roundtable should be presented as a learning experience. Leaders watch demonstrations and then practice what they just learned. Since people learn best by active involvement rather than by observations, Boy Scout leaders attending a roundtable should have as much opportunity as possible to participate. Participation can be in the form of a role-play, a panel debate, or a hands-on experience with the skill being taught. You may also choose to engage leaders by making assignments to individuals or a troop in advance so they have time to prepare. This makes roundtables a more satisfying experience and convinces Boy Scout leaders that these are *their* roundtables.

Publicity and Promotion

Promotion is the key to increasing your roundtable attendance. If your roundtable is fun and exciting and meets the needs of your district leaders, your current participants will keep coming back. But it all begins when you get the leaders there for that very first meeting.

Promotion is more than just letting Boy Scouting leaders know when and where the roundtable is happening. Your goal is to make them want to attend. You should include the following information in any of your roundtable promotional materials:

- **Purpose**—Let leaders know how roundtable meetings will help them in their leadership positions.
- **Involvement**—Roundtables are interactive, hands-on meetings in which participants are actively involved.
- **Contact**—Include the name and telephone number of a contact person who can answer leaders' questions about roundtables.

Fliers. Informational fliers that detail just what a roundtable is all about should be distributed to new leaders and at Basic Leader Training courses. Continue the distribution throughout the year at summer camps, camporees, or anywhere else you find Boy Scout leaders.

Invitations. Computer-generated invitations are easily created and are impressive to the new leader. Have the roundtable staff attend training events to hand-deliver invitations and invite new leaders to the roundtable. This could be done at the closing of the training

session in a special ceremony. At the roundtable gathering, the new leader will already know at least one person—the staff member who extended the invitation.

Mailed Announcements. This method can be expensive and time-consuming, but it might be worth the effort and expense for special events.

Newsletters and Bulletins. Be sure your roundtable dates and meeting places are listed on the district and council calendars. Include relevant information in each month's newsletter or article detailing the agenda for that month.

If your chartered organizations have printed communications, place stories in them. This can include church bulletins, monthly reports, and company newsletters.

District or Council Websites. Many districts and councils maintain sites on the World Wide Web. Keep up-to-date information on these sites about plans for upcoming roundtable events.

Local News Media. Make brief announcements in the local news section of your community newspaper, or create public service radio announcements. Your local cable television station may have a community bulletin board that will allow you to post information about your monthly roundtable.

Telephone Trees. Telephone campaigns can take time, but the whole roundtable team can cover a phone list in one evening. Try to keep the conversation to roundtable matters and set a time limit for each call. Make sure to place your call at a time that is convenient to the recipient. Messages on voicemail can also be effective.

Email Messages. Establish a roundtable email directory of district Boy Scout leaders. Reminders of meetings and special events can be sent efficiently to many people through this avenue of communication.

Road Shows. Develop a slide show or video presentation of your roundtable. Make arrangements for roundtable staff members to visit troop committee meetings around your district to show leaders what they are missing.

ATTENDANCE INCENTIVES

Now that you have succeeded in getting leaders to attend a roundtable, how do you keep them coming back? A well-planned roundtable program will inspire leaders to try the program ideas they see, and they will want to come back next month for more ideas, fun, and fellowship. With the many demands on leaders' time, however, you may want to consider using additional incentives to ensure continued attendance. These could include special recognitions or awards for regular attendance, most meetings in a row, or milestones. That little something extra might make the difference between a leader attending roundtable or staying home after a busy day.

COMMISSIONER'S NOTEBOOK

ROUNDTABLE STAFF MEMBERS

The roundtable staff members for _____ district:

.....

Name _____

Address _____

Phone number _____

Email address _____

Roundtable position _____

Training completed _____

Additional information _____

.....

Name _____

Address _____

Phone number _____

Email address _____

Roundtable position _____

Training completed _____

Additional information _____

.....

Name _____

Address _____

Phone number _____

Email address _____

Roundtable position _____

Training completed _____

Additional information _____

.....

Name _____

Address _____

Phone number _____

Email address _____

Roundtable position _____

Training completed _____

Additional information _____

RESOURCES, CONTACTS, SPEAKERS, MATERIALS, AND SUPPLIES

Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

.....
Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

.....
Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

.....
Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

.....
Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

.....
Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

.....
Company name _____
Address _____
Phone number _____ Email address _____
Fax number _____ Contact's name _____
Type of resource _____

TRAINING COURSES

Type of training _____
Date _____ Time _____
Place _____
Cost _____ Course director _____
Staff members who need to attend _____

.....
Type of training _____
Date _____ Time _____
Place _____
Cost _____ Course director _____
Staff members who need to attend _____

.....
Type of training _____
Date _____ Time _____
Place _____
Cost _____ Course director _____
Staff members who need to attend _____

.....
Type of training _____
Date _____ Time _____
Place _____
Cost _____ Course director _____
Staff members who need to attend _____

.....
Type of training _____
Date _____ Time _____
Place _____
Cost _____ Course director _____
Staff members who need to attend _____

.....
Type of training _____
Date _____ Time _____
Place _____
Cost _____ Course director _____
Staff members who need to attend _____

INTERNET REFERENCES

1. Website address _____
Name and resource _____
2. Website address _____
Name and resource _____
3. Website address _____
Name and resource _____
4. Website address _____
Name and resource _____
5. Website address _____
Name and resource _____
6. Website address _____
Name and resource _____
7. Website address _____
Name and resource _____
8. Website address _____
Name and resource _____
9. Website address _____
Name and resource _____
10. Website address _____
Name and resource _____
11. Website address _____
Name and resource _____

BOY SCOUT ROUNDTABLE PLANNING SHEET

Roundtables are a form of commissioner service and supplemental training for volunteers at the unit level intended to give them an example for unit meetings; information on policy, events, and training opportunities; ideas on program; and an opportunity to share experiences and enjoy fun and fellowship so they can provide a stronger program for Boy Scouts.

District _____ Location _____ Date _____

Boy Scout Roundtable for _____ Program Feature for the Month _____

PREOPENING (15 to 20 minutes)

Starting Time

Staff Member Assigned

_____	Facilities _____	_____
	Display _____	_____
	Registration _____	_____
	Activity _____	_____
	(See back of sheet for materials and equipment checklist.)	

GENERAL OPENING (7 minutes)

(All programs combined.)

Master of Ceremonies

_____	Welcome (1 min.) _____	_____
_____	Prayer (1 min.) _____	_____
_____	Opening Ceremony (2 min.) _____	_____
_____	Introductions and Information (3 min.) _____	_____

BOY SCOUT LEADER BREAKOUT (45 minutes)

Staff Member Assigned

_____	Resource Highlights (3 min.) _____	_____

_____	Safe Scouting (3 min.) _____	_____

_____	Outing in Scouting (5 min.) _____	_____

_____	Basic Skills (7 min.) _____	_____

BOY SCOUT LEADER BREAKOUT (continued)

	Membership and Retention (4 min.)	
	Program Features (20 min.)	
	Open Forum (Q&A) (3 min.)	

GENERAL CLOSING (8 minutes)

(All programs combined.)

	Announcements (5 min.)	
	Commissioner's Minute (1 min.)	
	Closing Ceremony (2 min.)	

AFTER THE MEETING

	Refreshments and Fellowship	
	Roundtable Staff Meeting	Roundtable Staff

CHECKLIST—DISPLAY MATERIALS

- | | |
|--|--|
| <ul style="list-style-type: none"> <input type="checkbox"/> <i>Boys' Life</i> magazine <input type="checkbox"/> <i>Scouting</i> magazine <input type="checkbox"/> Preopening activity supplies <input type="checkbox"/> Registration sheet <input type="checkbox"/> Name tags <input type="checkbox"/> Pens/pencils <input type="checkbox"/> U.S. flag <input type="checkbox"/> District/council flags <input type="checkbox"/> Audiovisual equipment | <ul style="list-style-type: none"> <input type="checkbox"/> Extension cord <input type="checkbox"/> Skill demonstration materials <input type="checkbox"/> Giveaways <input type="checkbox"/> Handouts <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ |
|--|--|

ROUNDTABLE ATTENDANCE RECORD



Scoutmaster present



Total number people present

[illegible]

GETTING TO KNOW YOU

Welcome to our district's Boy Scout roundtable. Congratulations on taking that extra step to be an informed Boy Scout leader. Please fill out this form and return it to a roundtable staff member tonight. This information will help the roundtable staff to get to know you and better meet your needs.

Your name _____

Home address _____

Phone number (H) _____ (B) _____ (C) _____

Email (H) _____ (B) _____

Troop No. _____ of (town) _____

Chartered organization _____

Registered Scouting position _____

What Scouting training have you attended? _____

Previous Scouting experience _____

Are you an Eagle Scout? ☐ Yes or have earned the Girl Scout Gold Award? ☐ Yes

Occupation _____

Spouse _____ Scouting experience _____

Children (Please list their Scouting experience) _____

How did you hear about roundtable? _____

Why did you come to roundtable? _____

With whom did you come, or did you come by yourself? _____

What are your expectations of the roundtable program? _____

ROUNDTABLE PROGRAM EVALUATION

Please complete this evaluation form on tonight's program. Be honest! Tell us what you liked and did not like. The goal of your roundtable staff is to plan a program that meets the needs of our district's leaders.

What was your favorite topic tonight? _____

Why? _____

What was the most helpful topic? _____

Why? _____

What was the least helpful topic? _____

Why? _____

Did you feel welcome and warmly received? ☐ Yes ☐ No

Why or why not? _____

Did you feel comfortable participating in the program? ☐ Yes ☐ No

Why or why not? _____

What portions of tonight's program will you use in your unit? _____

Why? _____

Was the program run on time? ☐ Yes ☐ No

Were there enough handouts? ☐ Yes ☐ No

Do you feel motivated by tonight's program? ☐ Yes ☐ No How so? _____

What would you change about tonight's roundtable? _____

Why? _____

Do you plan on returning to the next roundtable? ☐ Yes ☐ No

Would you encourage other Boy Scout leaders to attend? ☐ Yes ☐ No

Why or why not? _____

RESOURCE HIGHLIGHTS

100 Years of Scouting (DVD), No. 36105
A Guide for Merit Badge Counseling, No. 34532
A Scout Is Reverent, No. 609269
A Time To Tell (DVD), No. 605696
America the Beautiful (Video), No. 8022
Baden-Powell and Bugle Calls (CD), No. 605688
Baden-Powell: The Two Lives of a Hero, No. 34366
Boy Scout Handbook, No. 33105
Boy Scout Requirements (current year), No. 34765
Boy Scout Songbook, No. 33224
Boy Scout Journal, No. 34437
Boy Scouts NOVA Guidebook, No. 614936
Camp Cookery for Small Groups, No. 33592
Communicating Well (DVD), No. 605646
Conservation Handbook, No. 33570
Craftstrip Braiding Projects, No. 33169
Fieldbook, No. 33104
First Aid Log, No. 32352
Gospel of the Redman, No. 33574
Group Meeting Sparklers, No. 33122
Guide to Advancement, No. 614448
Guide to Awards and Insignia, No. 32326
Guide to Safe Scouting, No. 610138
High Adventure Survey Cards, No. 34241
Knots and How to Tie Them, No. 33170
Membership Inventory,
http://www.scouting.org/filestore/pdf/524-176_WB.pdf
More Stories from Around the Campfire, No. 3102
Okpik Cold-Weather Camping, No. 34040
Passport to High Adventure, No. 34245
Patrol Leader Handbook, No. 32502
Patrol Record Book, No. 34516
Plan and Prepare for Hazardous Weather (CD), No. 610642
Project COPE, No. 34371
Reverence, No. 34248
Scoutmaster Handbook, No. 33009
ScoutParent Volunteer Indicator Brochure, No. 34579
Senior Patrol Leader Handbook, No. 32501
Staging Recognition Meetings, No. 33706
Star-spangled Banner (Video), No. 8021
State of Scouting (Video), No. 605645
Stories Around the Campfire, No. 34095
The Constitution of the United States, No. 30529
This Is Scouting (DVD), No. 610460
Topping Out, No. 32357
Tour and Activity Plan, No. 680-014
Trail and Campfire Stories, No. 33529
Troop Advancement Chart, No. 34506
Troop Committee Guidebook, No. 34505
Troop Program Features, Vol. 1, No. 33110
Troop Program Features, Vol. 2, No. 33111
Troop Program Features, Vol. 3, No. 33112
Troop Program Resources, No. 33588
Troop Resource Survey,
<http://www.scouting.org/filestore/pdf/34437.pdf>
Troop/Team Record Book, No. 34508
Uniform Inspection Sheet Adult Leaders, No. 34048
Uniform Inspection Sheet Boy Scout/Varsity Scout, No. 34283
Your Flag, No. 33188
Youth Protection (DVD), No. 610327

SAFE SCOUTING

ROUNDTABLE SAFETY MINUTE: ANNUAL HEALTH & MEDICAL RECORD

The BSA Annual Health and Medical Record (often known as the “medical form” or “annual physical”) is designed for several purposes but mostly to help assure that all participants in the Scouting program are healthy enough to participate in the adventure of Scouting. The form serves as a single place to document the medical history and recent medical examination plus consent to obtain treatment in the event a participant needs emergency care while traveling away from a parent or guardian.

The form comes in four parts: A, B, C, D. Most participants should complete the three form parts (A, B, C) and be sure that part D is printed and available to the examining health care provider at the time of the medical examination.

Parts A and B must be completed annually by *all participants* in the Scouting program—no exceptions. Leaders should have a copy for each participant on file and the forms should be taken along on every event—especially when the participant’s parent or guardian is not present. “All participants” includes leadership and parents along on the activity.

Part C must be completed annually by all participants in any event that exceeds 72 hours in duration—summer camp, national events, high-adventure base participation, AND anytime an activity may be physically demanding like a weekend backpacking trip or a strenuous service event or project. Note: This part is not just for high-adventure activities.

Part D is informational and must be reviewed by all participants and the examining medical professional to assure that participants in our national high-adventure bases are physically prepared for the strenuous activity in isolated areas where medical treatment may not be rapidly available. Each high-adventure base has specific health requirements based on the expected activities and the environment. Participants hiking at Philmont and those participating in scuba activities at the Florida National High Adventure Sea Base may have special requirements requiring additional testing and forms—please read Part D closely as participants who fail to meet the medical criteria will not be allowed to participate.

Frequently Asked Questions

More than 95 percent of the questions received by the Health and Safety Team concerning the Annual Health and Medical Record can be found on the FAQ page on the Scouting Safely website.

Question: Where can I find the most current version of the AHMR? Why is it updated?

Response: The most current version and the standards for use can be found on the BSA website, www.scouting.org/healthandsafety/ahmr.aspx. The form is updated periodically to reflect new issues and understanding of the medical experts who volunteer to advise the BSA. Some updates are done to encourage your licensed health care provider (MD, DO, NP, or PA) to screen for specific indicators such as the potential of sudden cardiac death consistent with the recommendations by the American Heart Association. Others updates may be required to accommodate new programs or activities such as the Scuba Diving merit badge.

Question: Why is the form completed annually?

Response: There is the need—especially in growing boys and aging adults—for periodic examination and review to assure optimal health. Because our health status can change quickly, waiting longer than 12 months could be detrimental and put our participants at risk.

Question: Is this process intended to eliminate participants or restrict participation?

Response: No. The process is all about assuring safety. The process is intended to assure that the participant can safely enjoy the activity without risk to himself or herself and to help those who will be responsible for rendering aid should the participant suffer from some medical condition in a strenuous or remote area.

Question: Will there be separate forms for Philmont, Sea Base, Northern Tier, the Summit, or the jamboree?

Response: No. Volunteer and professional leaders from all BSA national events and high-adventure bases have collaborated to develop one form that meets all needs of the various Scouting activities and to meet all known standards of those states and areas where Scouting activities occur.

ROUNDTABLE SAFETY MINUTE: AQUATICS SAFETY

Many units take advantage of summer weather to participate in aquatics activities. Swimming in the backyard pool, at the nearby lake, or at a municipal swimming pool are all fun summer activities. Some units may also be taking boating trips on lakes and rivers this summer. When participating in aquatics activities, unit leaders are reminded that they must follow the principles listed in Safe Swim Defense and Safety Afloat.

Basic training introduces Safe Swim Defense and Safety Afloat procedures. The plans emphasize prevention, but they also cover emergency recognition and response. Such training is required whenever a unit goes swimming or boating. Awareness training for these policies may be provided by lectures or videos at various training events. Introductory training is also available at the Online Learning Center through www.myscouting.org. Unit leaders who attend summer camps are provided opportunities to practice the procedures with staff assistance.

Aquatics Supervision: BSA Swimming & Water Rescue and BSA Paddle Craft Safety. These training courses will help train unit leaders in the skills needed to conduct swimming and boating activities that are safe as well as fun, exciting, and rewarding. Contact your local council aquatics committee to find out how you can take one of these courses.

Frequently Asked Questions

Question: Where can I find information about Safe Swim Defense and Safety Afloat?

Response: Copies of both Safe Swim Defense and Safety Afloat can be found in the *Guide to Safe Scouting* on the BSA's web page, www.scouting.org. Click on "Scouting Safely."

Question: Where can I get training in Safe Swim Defense and Safety Afloat?

Response: Online training is available for both Safe Swim Defense and Safety Afloat.

Question: What are the eight points of Safe Swim Defense?

Response: The eight points are:

1. Qualified supervision
2. Personal health review
3. Safe area
4. Response personnel (lifeguards)
5. Lookout
6. Ability groups
7. Buddy system
8. Discipline

Question: What are the nine points of Safety Afloat?

Response: The 9 points are:

1. Qualified supervision
2. Personal health review
3. Swimming ability
4. Life jackets
5. Buddy system
6. Skill proficiency
7. Planning
8. Equipment
9. Discipline

ROUNDTABLE SAFETY MINUTE: AGE-APPROPRIATE GUIDELINES

In its Age-Appropriate Guidelines, the BSA outlines those activities suitable for specific age groups. Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of Boy Scouts of America youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.

Frequently Asked Questions







Question: Where can I find the Age-Appropriate Guidelines?

Response: The chart is found as an insert in the printed and online editions of the *Guide to Safe Scouting* and on the BSA's web page,

www.scouting.org, in the Guidelines/Policies area of the "Scouting Safely" page.

Question: Must a unit follow the Age-Appropriate Guidelines for all our unit activities?

Response: Yes. There is risk to any unit outing or activity; a unit must develop its tour and activity plan around the Age-Appropriate Guidelines to minimize injury and risk to the youth.

AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES <small>Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of Boy Scouts of America youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.</small>		 TIGER CUBS <small>(WITH ADULT PARTNER)</small>	 WOLF/BEAR CUB SCOUTS	 WEBELOS SCOUTS	 BOY SCOUTS	 OLDER BOY SCOUTS, VARSITY SCOUTS, AND VENTURERS
 OUTDOOR SKILLS						
Camporees				Visit Only		
Conservation Projects						
Cooking Outdoors						
Fire Building						
Fishing						
Fueled Devices <small>(Stoves and lanterns)</small>						
Hiking—Day						
Hiking—Multiple Day						
Horseback Riding						
Hunting						Venturers Only
Map and Compass	Map Only					
Mountain Boards						
Mountaineering/Scrambling/Cross-Country Travel						
Orienteering						
Pioneering						
Rope Bridges/Pioneering Towers <small>(Check requirements for height restrictions.)</small>						
Survival Training						
Winter Camping						

The full Age-Appropriate Guidelines chart can be found at <http://www.scouting.org/BoyScouts/Age-AppropriateGuidelines.aspx>.

ROUNDTABLE SAFETY MINUTE: CHEMICAL FUEL AND EQUIPMENT POLICY

Safety and environmental awareness concerns have persuaded many campers to move away from traditional outdoor campfires in favor of chemical-fueled equipment for cooking, heating, and lighting. Be aware that chemical fuels and equipment create very different hazards than traditional wood, charcoal, and other solid fuels.

The BSA's Chemical Fuel and Equipment Policy directs BSA members on how to safely store, handle, and use chemical fuels and equipment.

Frequently Asked Questions

Question: Where can I find the BSA Chemical Fuel and Equipment Policy?

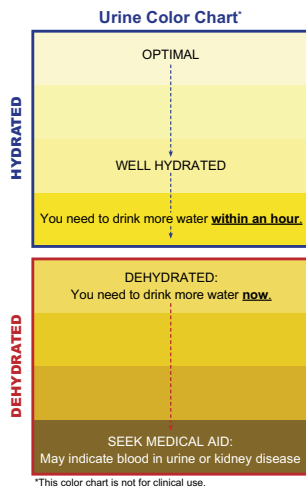
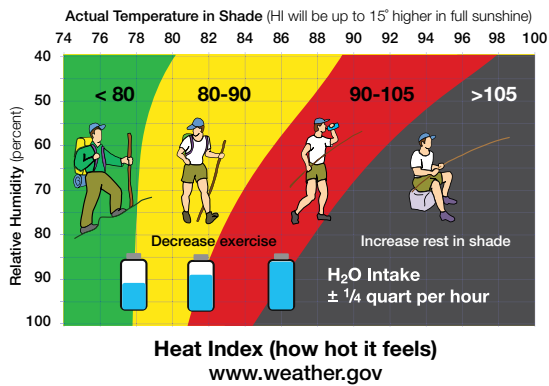
Response: The policy can be found in the *Guide to Safe Scouting* or on the BSA's web page, www.scouting.org. Click on "Scouting Safely." Then look under Alerts.

Question: Must a unit follow the BSA's Chemical Fuel and Equipment Policy?

Response: Yes. There is a risk to any unit outing or activity. A unit must use the BSA's Chemical Fuel and Equipment Policy whenever appropriate. It is a unit leader's responsibility to minimize injury and risk to the youth and other adults.

ROUNDTABLE SAFETY MINUTE: HEAT AND HYDRATION

It's easy to get caught up in a Scouting activity on a hot summer day and not pay attention to how the heat is affecting your body. Heat index is defined by the National Oceanic and Atmospheric Administration as "a measure of how hot it really feels when relative humidity is factored with the actual air temperature." The heat index/urine color chart, No. 680-022, which can be downloaded and used to produce a sticker, pocket card, or hang tag, describes situations when you should increase your rest and water intake. Tools such as this will help you pay attention to the warning signs.



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Who is affected? Scouts and Scouters exposed to hot and humid conditions are at risk of heat illness, especially during outdoor activities. Some Scouts and Scouters might be at greater risk than others if they have not built up a tolerance to hot conditions.

What is heat illness? The body normally cools itself by sweating. During hot weather, especially with high humidity, sweating isn't enough. Body temperature can rise to dangerous levels if precautions are not taken. Heat illnesses range from heat rash and heat cramps to heat exhaustion and heat stroke. Heat stroke can result in death and requires immediate medical attention.

How can heat illness be prevented? Remember three simple words: water, rest, shade. Drinking water often, taking breaks, and limiting time in the heat can help prevent heat illness, and unit leaders should include these prevention steps in their unit activity planning. Unit leaders should also take steps that help Scouts and other adult leaders become acclimated to hot conditions. Gradually increase outdoor activity and allow more frequent breaks. It's important to know and look out for the symptoms of heat illness in yourself and others during hot weather. Plan for an emergency and know what to do—acting quickly can save lives!

Unit leaders are encouraged to follow the BSA's heat index/color chart to minimize heat illnesses in youth and adults.

Frequently Asked Questions

Question: Where can I find the heat index/urine color chart?

Response: The heat index/urine color chart is found on the BSA's web page, www.scouting.org. Click on "Scouting Safely." Then look under the Alert Section.

Question: Must a unit follow the heat index/urine color chart for all outdoor activities?

Response: There is always some level of risk in any unit outing or activity. A unit that develops its tour and activity plan and incorporates the heat index/urine color chart can minimize heat illness to the youth and adults.

ROUNDTABLE SAFETY MINUTE: LEADERSHIP/SUPERVISION ON TRIPS AND OUTINGS

It is the responsibility of the chartered organization of any Cub Scout pack, Boy Scout troop, Varsity Scout team, or Venturing crew or ship to inform the committee and leadership of the unit that sufficient adult leadership must be provided on all trips and outings (coed overnight activities require both male and female adult leaders).

Two-deep leadership—Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings.

Frequently Asked Questions

Question: Can a patrol of Boy Scouts camp out overnight by themselves?

Response: Adult leadership is required for any overnight activity. There are a few instances, such as patrol activities, when the presence of adult leaders is not required and adult leadership may

be limited to training and guidance of the patrol leadership. With the proper training, guidance, and approval by the troop leaders, the patrol can conduct day hikes and service projects.

Question: Can the father of a female crew member stand in for the requirement to have both male and female adult leadership for an overnight activity?

Response: No, an adult female over the age of 21 must be present.

Question: Does the two-deep leadership policy mean we have to have two adults in every vehicle when transporting Scouts?

Response: During transportation to and from planned Scout outings two-deep leadership can be maintained by meeting for departure at a designated area, periodic checkpoint stops as a group, and a daily destination point.

If you cannot provide two adults for each vehicle, the minimum required is one adult and two or more youth members—never a one-on-one ratio.

ROUNDTABLE SAFETY MINUTE: SWEET 16 OF BSA SAFETY

Few youth organizations encompass the breadth, volume, and diversity of physical activity common to Scouting, and none enjoys a better safety record. The key to maintaining and improving this exemplary record is the conscientious and trained adult leader who is attentive to safety concerns.

As an aid in the continuing effort to protect participants in a Scout activity, the BSA National Health and Safety Committee and the BSA National Council have developed the Sweet 16 of BSA Safety procedures for physical activity. These 16 points, which embody good judgment and common sense, are applicable to all activities.

Frequently Asked Questions

Question: Where can I find the Sweet 16 of BSA Safety?

Response: The Sweet 16 of BSA Safety is found on the BSA's web page, www.scouting.org. Click on "Scouting Safely" at the top of the blue banner. Then click on "Guidelines/Policies."

Question: Must a unit follow the Sweet 16 of BSA Safety for all activities?

Response: Yes. There is a risk to any unit outing or activity. A unit that develops a tour and activity plan that follows and adheres to the Sweet 16 points can minimize the injury and illness risk to the youth and adults.

Question: What are the Sweet 16 points?

Response: The 16 points are:

1. Qualified supervision
2. Physical fitness
3. Buddy system
4. Safe area or course
5. Equipment selection and maintenance
6. Personal safety equipment
7. Safety procedures and policies
8. Skill level limits
9. Weather check
10. Planning
11. Communications
12. Permit and notices
13. First-aid resources
14. Applicable laws
15. CPR resource
16. Discipline

ROUNDTABLE SAFETY MINUTE: ACCIDENT AND SICKNESS INSURANCE

Accident and sickness insurance (also known as accident and health insurance) coverage for Scouts and Scouters furnishes medical reimbursement in case of death, accident, or sickness within the policy amounts. The accident and sickness insurance plans provide limited financial protection for the cost of unexpected medical expenses. Accident and sickness is optional coverage for local councils.

The Council Plan was developed to provide each council with the opportunity to include all its members under one common councilwide plan of accident and sickness insurance. The plan extends to all youth and seasonal staff. Registered leaders and volunteers can be enrolled in the plan, too. The choices available for coverage are youth and/or adults in the traditional programs and Explorers and/or non-Explorers in Learning for Life. It is up to each council to select the coverage of the Council Plan. Scouts, guests who are being encouraged to become registered Scouts, and volunteers are automatically insured while in attendance at a scheduled activity. Other guests are not covered.

If the council does not provide insurance coverage, the traditional units are encouraged to enroll in the Unit Accident Plan. The Unit Accident Plan does not provide coverage for illnesses. All registered youth (Tiger Cub Scout den, Cub Scout pack, Boy Scout troop, Varsity Scout team, and Venturing crew) must be insured. Leaders

and committee persons, as a group, may be insured at their option. New members added during the year are automatically covered under this plan until the renewal date. This includes leaders and committee members, if insured. Non-Scouts, non-Scouters, and guests attending scheduled activities for the purpose of being encouraged to become Scouts or leaders are automatically insured at no additional cost. Other guests are not covered.

These plans/policies are in excess to any and all other available source of medical insurance or other healthcare benefits. In the event there is no other primary insurance or healthcare plan, these policies generally pay as primary coverage subject to the plan limits and terms.

The coverage provided has maximum limits it pays and a maximum benefit period, usually 52 weeks from the date of the incident. The plans do not take care of everything. Claims should be filed with the accident and sickness carrier as soon as possible along with any other source of medical insurance or other healthcare benefits.

Conclusion

Accident and sickness plans and insurance companies have specific procedures for processing claims. Volunteers need to check with their local council to verify which plan/policy their council provides or has available.

ROUNDTABLE SAFETY MINUTE: THE *GUIDE TO SAFE SCOUTING*

The purpose of the *Guide to Safe Scouting* is to prepare members of the Boy Scouts of America to conduct Scouting activities in a safe and prudent manner. The policies and guidelines have been established because of the real need to protect members from known hazards that have been identified through 100 years of experience. Limitations on certain activities should not be viewed as stumbling blocks; rather, policies and guidelines are best described as stepping-stones toward safe and enjoyable adventures.

The *Guide to Safe Scouting* is a compilation of policies and procedures from various documents and publications of the BSA. The purpose of the publication is to familiarize the reader with the information needed to plan safe and enjoyable activities. Note that the *Guide to Safe Scouting* does not contain all the information available on a particular subject or topic and information in the *Guide to Safe Scouting* is not the only source; complete information on a subject or topic can be found in the main source documents and other reference materials.

All participants in official Scouting activities should become familiar with the *Guide to Safe Scouting* and be aware of state

or local government regulations that supersede the Boy Scouts of America policies and guidelines. The *Guide to Safe Scouting* provides an overview of Scouting policies and procedures rather than comprehensive, standalone documentation. For some items, the policy statements are complete. Unit leaders are expected to review the additional reference material cited prior to conducting such activities.

In situations not specifically covered in this guide, activity planners should evaluate the risk or potential risk of harm and respond with action plans based on common sense, community standards, the Boy Scout motto, and safety policies and practices commonly prescribed for the activity by experienced providers and practitioners.

In addition to the printed version, the *Guide to Safe Scouting* is available online at www.scouting.org/healthandsafety/gss.aspx. The online version provides a print-friendly version in PDF format. Any changes that are made between printings are noted on the webpage with the online version. The online version is updated quarterly.

ROUNDTABLE SAFETY MINUTE: INSURANCE INFORMATION FOR VOLUNTEERS

Below are brief outlines of insurance coverage available to volunteers and chartered organizations.

Comprehensive General Liability Insurance

This coverage provides primary general liability coverage for registered volunteer Scouters with respect to claims arising out of an official Scouting activity. This coverage responds to allegations of negligent actions by third parties and provides protection for Scouting units, volunteer Scouters, and chartered organizations with respect to claims for property damage or bodily injury arising out of a Scouting activity.

Registered volunteers are provided primary coverage through the BSA general liability program but not for vehicle or maritime (watercraft) liability, which is only on an excess basis; the owner's vehicle or maritime (watercraft) liability is primary. This insurance is available only while the vehicle or watercraft is in the actual use of a Scouting unit and being used for a Scouting purpose.

The insurance provided to unregistered Scouting volunteers through the general liability insurance program is excess over any other insurance the volunteer might have to his or her benefit, usually a homeowners, personal liability, or auto liability policy.

The general liability policy does not provide indemnification or defense coverage to those individuals who commit intentional and/or criminal acts. The Boy Scouts of America does not have an insurance policy which provides defense for situations involving allegations of intentional and/or criminal acts.

Automobile Liability Insurance

The greatest single risk on a trip is a motor vehicle accident. All vehicles **MUST** be covered by a liability insurance policy. The amount of this policy must meet or exceed the insurance requirements of the state in which the vehicle is licensed. (It is recommended, however, that coverage limits are at least \$100,000 combined single limit.) Any vehicle carrying 10 or more passengers is required to have limits of \$500,000 single limit. In the case of rented vehicles, coverage limit requirements can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle.

All vehicles used in travel outside the United States must carry a liability insurance policy that complies with or exceeds the requirements of that country.

Chartered Organizations for Scouting Units

The general liability policy provides primary liability insurance coverage for all chartered organizations on file with the BSA for liability arising out of their chartering a traditional Scouting unit. Automobile and maritime liability coverage is provided on a secondary or excess basis. All vehicles used in Scouting activities must be covered by automobile liability insurance with limits that meet or exceed the requirements of the state in which the vehicle is licensed. All boats/vessels used in Scouting must

be insured by the owner for liability exposures. The amount of coverage is determined by the size and usage of the boat. Coverage of \$1 million is recommended to be carried by the chartering organization or boat/vessel owner.

Unauthorized and Restricted Activities

The Boy Scouts of America general liability policy provides coverage for a bodily injury or property damage claim that is made and arises out of an Official Scouting Activity. The *Guide to Safe Scouting* contains a listing of Unauthorized and Restricted Activities. Unauthorized activities are not considered Official Scouting Activities. Volunteers (registered and unregistered), Units, Chartered Organizations and Local Councils are jeopardizing insurance coverage for themselves and their organization by engaging in unauthorized activities. **PLEASE DO NOT PUT YOURSELF AT RISK.**

Accident and Sickness Coverage (Optional Coverage for Council or Units)

Accident and sickness insurance (also known as accident and health insurance) coverage for Scouts and Scouters furnishes medical reimbursement in case of death, accident, or sickness within the policy amounts. Information regarding accident and sickness coverage is available through the local council. **The coverage provided has maximum limits it pays and a maximum benefit period, usually 52 weeks from the date of the incident.**

Coverage is excess of all other insurance or healthcare plans in force. This policy is excess to any and all other available source of medical insurance or other health care benefits.

Medical bills should be filed with the person's primary/personal insurance carrier or health care plan prior to this policy responding. When the primary insurance company or health care plan processes the charges, they will send an explanation of benefits (EOB) to the person. So that the accident and sickness carrier can process the claim, the explanation of benefits (along with any medical bills) should be sent to the council's accident and sickness carrier.

In the event there is no other primary insurance or health care plan, this policy will generally pay as primary coverage subject to the plan's limits and terms.

Conclusion

The coverage provided has maximum limits it pays and a maximum benefit period, usually 52 weeks from the date of the incident. The plans do not take care of everything. Claims should be filed with the accident and sickness carrier as soon as possible along with any other source of medical insurance or other healthcare benefits.

Accident and sickness plans and insurance companies have specific procedures for processing claims. Volunteers need to check with their local council to verify which plan/policy their council provides or has available.

OUTING IN SCOUTING

WHERE TO GO CAMPING

NAME:
Description: _____

CONTACT INFO	LOCATION DETAILS
Address _____	Reservation required <input type="checkbox"/> Yes <input type="checkbox"/> No
_____	Permit required <input type="checkbox"/> Yes <input type="checkbox"/> No Type _____
Website _____	How many sites _____ Group campsites <input type="checkbox"/> Yes <input type="checkbox"/> No
Organization/agency governing _____	Gated <input type="checkbox"/> Yes <input type="checkbox"/> No Hours _____
_____	Year-round or seasonal _____
Contact person _____	Best season _____
Telephone _____	Fees _____
Email _____	Available programs _____

AMENITIES			
<input type="checkbox"/> Tent sites	<input type="checkbox"/> Adirondacks	<input type="checkbox"/> Trailer hookups	
<input type="checkbox"/> Cabins	Handicap-accessible cabins	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<input type="checkbox"/> Refrigerator	<input type="checkbox"/> Stove	<input type="checkbox"/> Heat	<input type="checkbox"/> Fireplace
		No. bedrooms _____	Capacity _____
<input type="checkbox"/> Drinking water	<input type="checkbox"/> Showers	Handicap-accessible showers <input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Primitive	<input type="checkbox"/> Pit toilets	<input type="checkbox"/> Flush toilets	
<input type="checkbox"/> Campfires allowed	<input type="checkbox"/> Wood available		
<input type="checkbox"/> Lake	<input type="checkbox"/> River	<input type="checkbox"/> Pool	
<input type="checkbox"/> Swimming	<input type="checkbox"/> Canoeing/rentals	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<input type="checkbox"/> Fishing	<input type="checkbox"/> Cycling/rentals	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<input type="checkbox"/> Low COPE	<input type="checkbox"/> High COPE	<input type="checkbox"/> Horses/rentals	<input type="checkbox"/> Yes <input type="checkbox"/> No
<input type="checkbox"/> Hike in	<input type="checkbox"/> Base camping		
<input type="checkbox"/> Hiking	<input type="checkbox"/> Backpacking	Difficulty _____	
Unique features _____			

[illegible]

MEMBERSHIP AND RETENTION

MEMBERSHIP MINUTE: HOW TO RECRUIT EACH AND EVERY MONTH

Note: This tool can be tailored to the program feature of the month and can be used monthly if so desired.

Youth can join Scouting any time of the year. We want to make sure each Scout troop has a true year-round recruiting plan. Understanding how to turn every activity into a recruiting opportunity is easy, but developing a culture of inviting all to participate in Scouting can be difficult. Following a few simple steps can result in some amazing growth in your troop. Using the theme of specialty cooking as an example, teach leaders how easy recruiting can be. As noted above, this Membership Minute may be used each month by simply modifying the steps to fit your selected program feature.

The Basic Principle

Step 1—Decide upon the activity to be targeted as a recruitment event. This should be something that is already on the troop's calendar and therefore does not take any additional time to plan or resources to accomplish. Example: Dutch oven cooking.

Step 2—30 days in advance of the event (Dutch oven cookout), have the Scouts make a list of invitees. This can be done by asking simple questions, such as, "If you were to have a party this weekend, who would you invite?" or "If you were going to invite some friends over to play video games tonight, who would they be?" Write down all of the names. This is similar to a brainstorming session, so do not remove any names from the list. Don't take away the right to accept the offer from any potential Scout.

Step 3—Within the next week (3 to 4 weeks before the activity), have each Scout deliver, mail, or email an invitation to the friends on the list you created in step 2. Extending an invitation to join may be difficult for many of our Scouts. Making the first invitation through a written format instead of face-to-face can be less intimidating and much easier for most Scouts. (See the sample invitation.)

Step 4—One week after the initial invitation is delivered (2 to 3 weeks before the activity), have the Scouts follow up with a phone call or text message to their friends. They may simply ask two

questions. First, "Did you get my invitation?" second, "Do you think you can come?" This step opens the door for a further discussion but avoids a face-to-face rejection, which can be embarrassing for the Scout should his friend choose not to show interest.

Step 5—After the Scout has received a warm reception to his invitation, have him make personal contact with his friend in regard to the invitation (1 to 2 weeks before the activity). Have the Scout ask direct questions such as "Can you come?" or "Do you need a ride?"

Step 6—Three days prior to your event, have the Scouts get a final commitment from their friends to attend. You will need this count in order to have enough materials or supplies on hand. Using the cooking program feature as an example, you may have Scouts ask something like "We want to make sure we have enough pizza for everybody. Will you be there?"

Step 7—Remember, we are working with teen and preteen boys who have a lot going on. Forgetting about a scheduled event is not uncommon. On the day of the activity, have the Scouts call or make personal contact one last time to either confirm or offer their friend a ride to the activity. This should give you a definite final count.

Step 8—Hold your activity. Remember that this is a regularly scheduled activity, likely during a troop or patrol gathering. You want your potential Scouts to have a realistic picture of what your troop does and how things work. Include all of the usual formalities such as opening ceremonies, business items, etc.

Step 9—Following your activity (within 3 days), have each Scout follow up with his friends who attended and extend an invitation to join the troop.

Step 10—Have each Scout follow up with those who couldn't make the activity and let them know how much fun you had and that they were missed. This opens the door for a future invitation.



Playing with fire and eating pizza—How much better does life get? My troop is having a pizza party, and I'd like to invite you to come along. Not only do we get to eat, but we'll be learning how to cook pizza Dutch-oven style.

Date: _____

Time: _____

Place: _____

Let me know if you need a ride or if you have any questions. I think it'll be pretty fun!

Phone: _____

Email: _____


 BOY SCOUTS OF AMERICA

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RETENTION MINUTE: SCOUTPARENTS

www.ScoutParents.org

Experience has shown us that keeping youth involved in Scouting isn't simply a matter of engaging the Scout, but also reaching out to the parents and families of the Scouts in our units. That's where ScoutParents comes in.

What Is a ScoutParent?

A ScoutParent is a parent or adult mentor of a Scout who enthusiastically participates with their Scout and also helps other volunteers to provide the best quality program experience to all youth in every unit.

A ScoutParent leads their family in obtaining the values, benefits, experiences and rewards from their family's Scouting participation, and in sharing these with others; enjoys participating with his or her Scout and inspires their child to persevere in Scouting with

their tenure, activity participation and achievement; helps enhance youth and parent-mentor recruitment; demonstrates retention, enthusiasm, commitment and participation in the passionate GREAT family FUN of Scouting.

What Is the ScoutParents Mission?

The ScoutParents mission is to develop and implement methods which encourage and empower Scouting participants to help maximize the number of dedicated Scouting youth and parents and mentors as dedicated Scouting volunteers who participate with their Scouts.

Be sure to check the registration forms of your Scouts. You'll probably find that many of their parents have checked the box to be a ScoutParent. Look for ways to engage them and you'll retain more Scouts in Scouting.

RETENTION MINUTE: UTILIZATION OF *BOYS' LIFE* MAGAZINE

How can you keep more boys in your troop? Promote and utilize *Boys' Life* magazine to your parents and boys. Why?

- **Longer Scout tenure and retention.** On average, Scouts who subscribe to *Boys' Life* recharter two times more often than Scouts who do not subscribe to *Boys' Life*.
- **The silent Scout leader.** *Boys' Life* works in the absence of direct leadership. Even if a boy must miss a meeting or two, *Boys' Life* will be there, helping him work on his Scouting projects when no leader is available. *Boys' Life* brings Scouting into the home!
- **Higher rank advancements.** On average, 78 percent of *Boys' Life* subscribers advance at least one rank each year, versus 38 percent for nonsubscribers.
- **Stronger parent support for Scouting.** Most parents/family members read part or all of *Boys' Life* each month and become more knowledgeable about and stronger in their support for Scouting.
- **Age-specific reading for Scouts.** The BSA publishes two demographic editions of *Boys' Life* magazine, for ages 6 to

10 and 11 and older, to meet the reading levels needs of all Scouts.

- **General Scouting excitement/education.** *Boys' Life* is an essential part of the Scout's learning process. It is a positive influence in shaping the character of our Scouts.
- **Scouts in Action.** This is one of the most popular features in *Boys' Life*. Scout leaders can use the stories of Scouts in Action for inspirational talks and real-life examples of Scout heroes. The stories are based on the actions of real Scouts who have received the BSA Lifesaving and Meritorious Action Award.

Frequently Asked Question

Question: How many months is the *Boys' Life* subscription, and how much does it cost?

Response: *Boys' Life* comes each month, and the cost for Scouts is only \$1 per month—only \$12 per year, a real bargain! *Boys' Life* is the official monthly youth magazine of Scouting. It stimulates rank advancements and strengthens membership retention! Visit www.scouting.org/magazines for more information.

RETENTION MINUTE: MENTOR, ENGAGE, CONNECT, AND NURTURE NEW SCOUT PARENTS

- **Engage them.** Do not disregard these new parents. You must pay attention to these new parents immediately. Intentionally plan and conduct activities that will build relationships and interactions with all the new parents.
- **Involve them.** Look for ways that new parents can be a part of your patrol and troop activities. As a Scout leader, your first source of helpers, transportation, chaperones, new adult leaders, and other resources are these new parents. Provide intergenerational activities, Scout projects, and learning opportunities that will involve the entire family (including brothers and sisters).
- **Inform them.** Information should be provided on several levels. First, make sure parents are aware of the events and activities their children are involved in. Parents/leaders newsletters, event calendars, and personal contacts reduce the chances of misunderstandings and miscommunication. Second, keep them in the loop concerning the needs and decisions regarding their Scout. Treat them as partners who have joined with you to provide the very best for their children. Third, become a student of local school culture and serve as a resource to help parents recognize current trends and thought processes.
- **Educate them.** Survey parents to determine their needs and resources. Provide regular workshops and training opportunities to develop Scouting skills to address those needs. Schedule times for parents to interact and discuss common interests. Serve as a mentor to these new Scout parents, or enlist other successful Scouting parents to mentor new Scout parents.
- **Support them.** Regardless of how successful and popular a Scout leader is, the parent is still the parent, and Scouting leaders are not. Never criticize or defy a parent in front of a youth or child. If there are problems or misunderstandings, handle them privately and confidentially and deal directly with the parent. The most important support a Scouting leader can give beyond Scouting is to support parents individually and specifically.
- **Encourage them.** The best thing a Scout leader can do for a youth or child is to give that child a supportive parent. One principle of growth states that adults/parents are open to the people/leaders/coaches/teachers who invest in their children. As you mentor and provide servant leadership to their children, you are building credibility, confidence, and trust with Scouts and their parents.

RETENTION MINUTE: THINK STEM!

Keep more youth in your Scout troop: How? Do cool science experiments and teach your boys about the wonders of STEM! Each Scout can work on the NOVA and Super NOVA awards. Some of our most famous astronauts, nuclear scientists and inventors started right here in Scouting. With the NOVA awards guidebook, Scouts can have fun and learn about the STEM fields of science, technology, engineering, and math. They can choose from four separate modules, and each module supports existing recognitions in Scouting. Robots and cool science experiments are one of the best retention strategies around!

Frequently Asked Questions

Question: Do leaders need to be experts in STEM fields?

Response: No; the NOVA awards guidebook has a section for counselors and mentors. There is also website support at www.scouting.org/STEM. By having and using the NOVA awards

guidebook you can increase the STEM experiences in your unit and help your Scouts earn their NOVA Awards!

Question: What is in the NOVA awards guidebook?

Response: The guidebook provides the instructions and requirements for earning all four of the NOVA awards and the Super NOVA awards. These awards are based on the integration of existing merit badges and Scouting awards plus hands-on experiments targeted to Scout-age boys.

Question: Do Scouts need to complete all four modules to earn the NOVA Award?

Response: No; each Scout can choose from four different modules. Completing any one of the modules will earn the Scout the right to wear the NOVA Award. For each additional module he completes, the Scout is recognized with a “pi” pin device placed on the NOVA patch.

RETENTION MINUTE: SUCCESSION PLANS FOR SCOUT LEADERS

Many new and even long-tenured troops fail to recharter due to a key adult leader who has decided to step down. They may be moving out of the area, there could be health issues, there could be any number of reasons for leaving the leadership position. Many times the troop fails because there are no other people prepared and willing to assume the leadership roles. To avoid this, it's important to establish a succession plan, identifying at least two key leaders in every troop for leadership roles, and getting those leaders trained. Good succession planning calls for leadership to be identified and selected two years in advance.

Frequently Asked Questions

Question: How do you implement succession planning?

Response: The committee chairman should identify a candidate or two who will be trained to succeed the Scoutmaster, assistant Scoutmasters, or other leadership positions. This person should be familiar to the unit's parents, other leaders, and the boys. To ease the transition, he or she should be provided leader in training authority to support the troop or a patrol while still serving under the current leader's direction.

Question: When should we begin succession planning?

Response: Like most emergency preparedness, the best time to plan is now, yesterday, last year, immediately. Ideally, the current troop leadership should do this before there is a crisis. Starting early also allows the current leadership to really research the past performance of the troop to help predict the future needs and requirements of the troop. Warning: Some leaders might feel threatened by having to groom their replacements.

Question: So do we recruit new leaders?

Response: This isn't about just recruiting new leaders. It's the planning and execution of a system by the unit, for the unit, and with the active engagement of a unit commissioner. The process must also continuously update and improve the unit, while making sure nothing is lost in the transition process. The ultimate goal is to effectively have the next leader trained and ready to go before that leader is REALLY needed to take over.

RETENTION MINUTE: UTILIZE THE *BOY SCOUT HANDBOOK*

Keep more youth in your troop: How? Use the *Boy Scout Handbook*! Each Scout should have the most recent edition of the *Boy Scout Handbook*. Leaders should be given the handbook appropriate to their role: *Patrol Leader Handbook*, *Senior Patrol Leader Handbook*, etc. As a parent or caring adult, you want your son to grow up to be self-reliant and dependable, worthy and caring. Scouting has these same goals in mind for him. Your son will be greatly helped not only by the fun outdoor information, but also by the reminders of those important character traits included in the Scout Oath and Scout Law, which are contained in the handbooks. Your son will be groomed to receive the full benefits of Scouting with the *Boy Scout Handbook* to guide you and him along the Scouting trail. It is the responsibility of the troop leadership to promote the utilization of the handbook. It is the manual for Boy Scouting and one of the best retention strategies around!

Frequently Asked Questions

Question: What is in the *Boy Scout Handbook*?

Response: The *Boy Scout Handbook* is a resource and instructional tool for Scouts. In it you will find instruction on the purpose of Scouting, including the goals and ideals. While that may not sound like a lot of fun for the Scouts, the bulk of the handbook teaches

them all about how to have fun in the outdoors. It includes things like how to pack a pack, first-aid, orienteering tips, how to safely use wood tools (knives and axes), cooking in the out of doors, and so much more.

Question: Can the handbook help parents as well as Scouts?

Response: Yes. The handbook is for both of you. While it includes information about skill development, advancement, and outdoor program for the Scout, it can also be a valuable introduction guide for adults. The handbook includes basic information that will help parents understand the goals and ideals of the Boy Scouts of America, which will then help them to support their son in his Scouting involvement. It will also serve as a tool for parents to assist their child work on skills and goals even when he is not in a troop or patrol setting.

Question: Is there just one *Boy Scout Handbook*?

Response: Yes, but there are a number of other books that will help support your son and keep him engaged in Scouting. The *Fieldbook*, for example, is a great tool to generate enthusiasm and instill confidence in a young man's ability to try new activities and explore the outdoors in more depth.

RETENTION MINUTE: PARENT COMMUNICATION

Regular communication with your Scout parents/families is critical to keeping boys in Scouting.

For Scouts who have just joined your troop, the first few weeks of activities are very important. It's important to remember that even though they are officially members of your troop, during the first few weeks most Scouts (and their parents) are still making up their minds on whether this troop is right for them. They are still in an assessment stage. Help them make the choice to stay with your troop.

- **Be sure your troop is welcoming to new families and introduce them to both youth and adult leadership.** They may have lots of questions. You should answer their questions completely, but don't overwhelm them with information. It is important to stay in contact with parents during the first few weeks so they will decide they want to continue to be a part of the unit.
- Social media (Facebook and Twitter) is very helpful with troop communication. **Regular push communications about upcoming events/activities can help ensure good attendance.**

- Making and distributing periodic **newsletters with upcoming events, contacts, and frequently asked questions (FAQs)**, as well as announcements of rank or other accomplishments, is a great way to keep Scouts and their families engaged.

It's a good idea whenever a boy is absent from meetings/activities to give his parents a personal phone call rather than an email to provide a more personal connection. **At the very least, the leader should call when the boy has missed two meetings in a row.** Most people are very appreciative when someone notices their child's absence and checks to see how he is doing. Staying in touch like this is often enough to keep a boy who misses a few meetings from dropping out altogether.

Of course, sometimes boys have to miss gatherings for an extended period of time due to sports, family matters, health issues, or other activities. When this happens, let them know that this is understandable. Simply ask that they stay in touch with the troop and keep tabs on what the troop is doing. **Make sure they are welcomed back when they can return to regular attendance.**

PROGRAM FEATURES

AQUATICS



In any camp where a waterfront is within a half-mile, Scouts will gravitate there like bees to honey. Most Scouts like nothing better than a swimming session or a couple of hours in canoes or boats.

In this program feature we will capitalize on that interest by providing a month of fun and, at the same time, encouraging the boys to become stronger swimmers and better boaters and canoeists.

If possible, hold all troop activities this month at a waterfront or swimming pool. The troop meeting plan for this month suggests both water activities and alternatives to use if you must meet at your regular meeting place.

If the troop does not have access to a waterfront or pool, ask for help from your unit commissioner or district activities committee. They might suggest municipal pools, facilities at a YMCA or YMHA (Young Men's Hebrew Association), or even school or motel pools that could be used. For these facilities, you will probably have to hold troop activities in off-hours.

At a minimum, the troop's goal should be to have all Scouts advance from the nonswimmer class by month's end. If most of your Scouts are already good swimmers, urge them to work toward the merit badges

in swimming, lifesaving, and aquatic sports, and the Snorkeling, Mile Swim, BSA, and BSA Lifeguard awards.

The big event will be a water show for the troop's families or a water expedition with canoes or rafts. The patrol leaders' council's choice of events for the show will depend on how many Scouts have earned the swimmer designation.

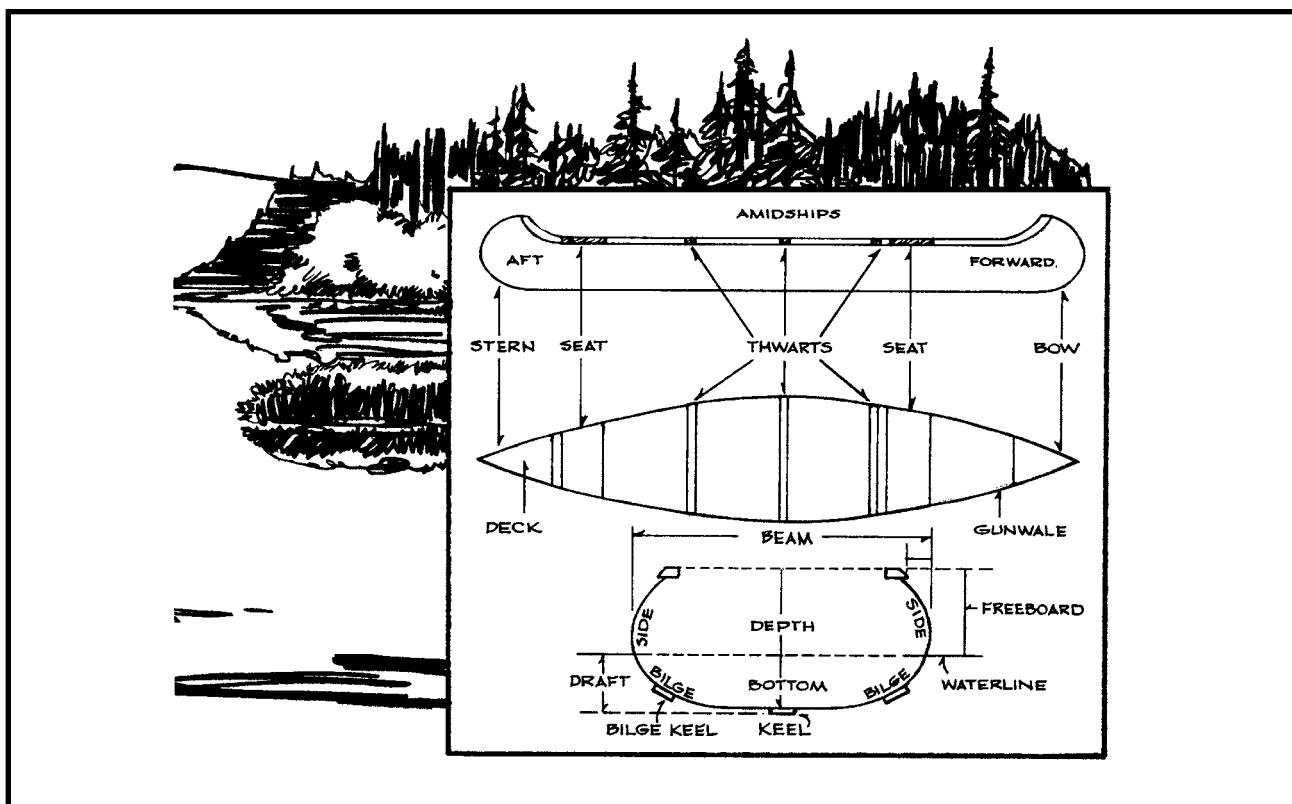
SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A better understanding of physical fitness
- Greater swimming skills, and perhaps greater skill in handling canoes, boats, or other watercraft
- Enhanced self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met the majority of their physical fitness requirements through First Class rank. Depending on the activities, they may also complete all or part of the following rank requirements:



Tenderfoot

- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, swimming

Second Class

- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, swimming

First Class

- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, swimming

Merit Badges. Older Scouts can concentrate on the Swimming merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Lifesaving, and if the facilities permit, other aquatic-related merit badges such as Canoeing, Rowing, and Small-Boat Sailing.

PARENT/GUARDIAN PARTICIPATION

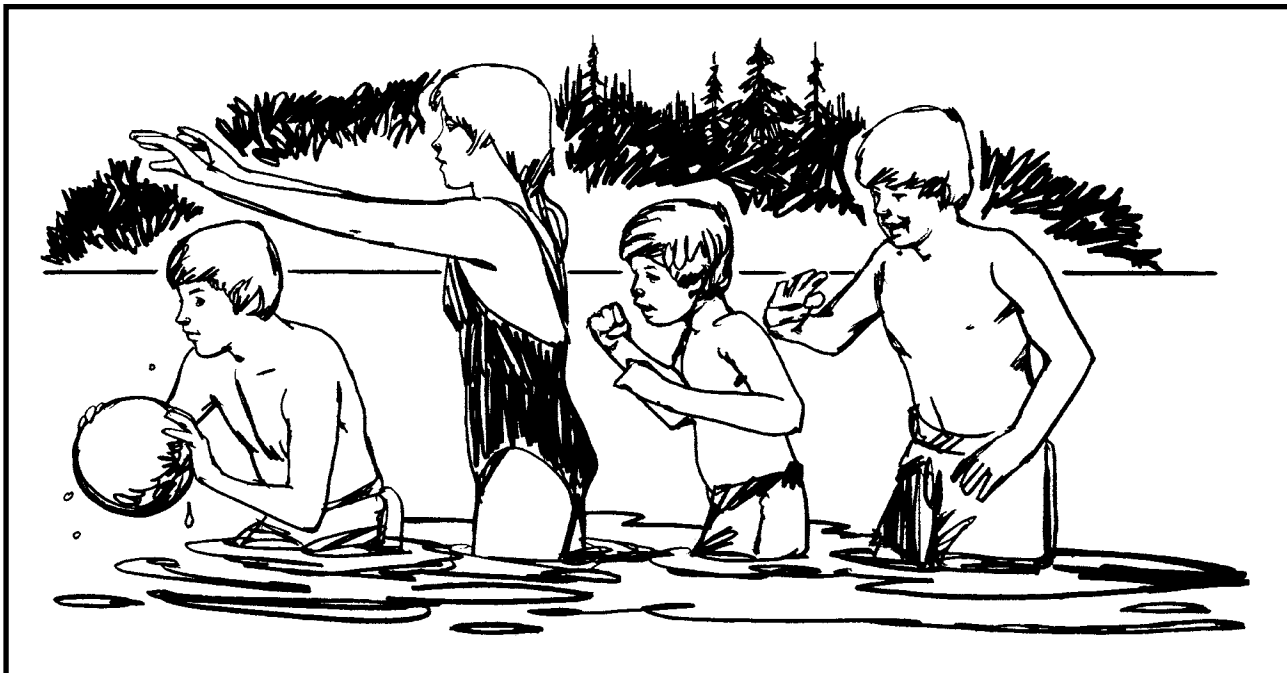
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified parents to assist with swimming instruction
- Inviting parents to come along on the water expedition
- Inviting the whole family to your water show

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at patrol leaders' council meetings after each troop meeting.

- Older boys may want to plan a canoe trip at one of the BSA's high-adventure bases.
- Decide whether to make the big event a water expedition or water show. Remember that for a canoe or raft trip, only Scouts who have been classified as "swimmers" are eligible to go, since the BSA Safety Afloat plan bars nonswimmers from all watercraft except rowboats and motorboats. So, if many of your Scouts cannot be expected to earn the swimmer designation before the big event, better plan for a water show. See the ideas on these pages.



- Choose a site or watercourse for the big event. Assign someone to secure the necessary permissions; ask the troop committee for help, if necessary.
- If the big event will be an expedition, arrange to borrow or rent equipment. (Some BSA local councils will rent canoes.)
- If possible, arrange to secure a waterfront or pool for all troop activities. (Remember that it may be necessary to change regular meeting dates or hours to use these facilities.)
- Plan the details of troop meetings for the month. Consider inviting Swimming merit badge counselors to help with swimming instruction. You might also ask counselors for other aquatics merit badges to help, depending on available facilities and equipment.

FEATURE EVENT

Water Show or Expedition

The patrol leaders' council should plan the big event based on the swimming ability and desires of the Scouts. The patrol leaders' council will probably prefer a water expedition, such as a canoe or raft trip, but only those classified as swimmers will be eligible to go.

If the troop has a lot of nonswimmers or beginners, it is best to have a water show—or have both events, with only swimmers taking part in the expedition.

Water Show

This is a day of water fun and water safety demonstrations for the whole family. It could be held at a

swimming pool or at a waterfront. If it is held at a waterfront and canoes and boats are available, the program can be more varied. The day might end with a troop family picnic and campfire.

The following are some suggested activities.

SAFE SWIM DEFENSE. Remember to use this for all swimming activities. Demonstrate the Safe Swim Defense and explain its value for safety. Prior planning is needed for any swimming or boating activity. It is required that at least one adult must be certified in Safe Swim Defense and/or Safety Afloat, which also requires CPR from any community agency. See the *Scoutmaster Handbook*.

RESCUE BREATHING. Have a patrol demonstrate rescue breathing and invite family members to try it.

CANDY HUNT (for Scouts and their brothers and sisters). Drop a number of foil-wrapped hard candies into the water at chest level. On signal, children jump in and retrieve as many pieces as they can.

WATER RESCUES. Have a patrol demonstrate the Reach, Throw, and Go With Support methods of water rescue (*Boy Scout Handbook*).

NAIL-DRIVING UNDERWATER (for parents). Have a hammer, five nails, and a piece of 2-by-4 for each parent. The object is to go underwater with the block, nails, and hammer, and pound as many nails as possible within a specified period—say, three minutes. Obviously, your parent can come up for air between strokes.

BACKPACKING



Long before backpacking became a popular sport, the Boy Scouts of America was promoting this exhilarating activity. For many years, Philmont Scout Ranch in northern New Mexico has provided hundreds of miles of trails for thousands of Scouts across the country. In addition, BSA high-adventure bases and local councils throughout the country can provide Scouts with a stimulating backpacking experience.

Backpacking can be a single-day activity of several miles or a weeklong trip of 50 miles or longer. But no matter what length, participation requires hikers who are in top physical condition and prepared to meet the challenge. New Scouts can learn the basics of hiking and low-impact camping so that many thousands of people can enjoy the same trail for decades to come.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Improved physical fitness

- A sense of communion with nature and God
- A greater appreciation for the outdoors and a determination to follow the Outdoor Code
- Enhanced self-confidence in their ability to be comfortable on the trail and in camp

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met the majority of their basic hiking and camping requirements through First Class. Depending on the outing activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Backpacking and Hiking merit badges this month; they should be able to complete many of the requirements. Depending on activities during the month, they might also cover requirements in Camping, Cooking, Orienteering, Pioneering, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified parents to assist with instruction in camping and hiking skills
- Inviting parents on the backpacking outing
- Asking parents to provide transportation to the starting point for the hike, if necessary, and pick up at the end

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the route and destination for the hike. If permission will be needed, assign someone to secure it.

- Decide whether it will be a day outing or a longer trek.
- Review skills needed for the hike.
- If the troop will be camping overnight, plan special activities. If special gear will be needed, assign someone to obtain it; seek the troop committee's help, if necessary.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the hiking activities.

FEATURE EVENT

Backpacking Outing

Backpacking offers a multitude of program adventures for your troop. A hike or trek allows Scouts to interact with nature, test their physical abilities, presents photo opportunities for any camera bugs, and helps new Scouts meet their hiking and camping requirements through First Class.

You may want to organize the hike in stages, based on the skill levels and physical capabilities of the Scouts. One part could be relatively easy so that inexperienced Scouts can get a taste of backpacking. The second stage would give the more experienced young men a more challenging trail. Finally, the third stage would be a challenge for the older Scouts—almost a wilderness survival outing.

An unfamiliar route and destination would be best for the Scouts. Give them a topographic map and compass to find their way, or follow an established trail.

Conduct various activities along the route. Depending upon the needs of the group, you may want to consider one or more of the following highlights:

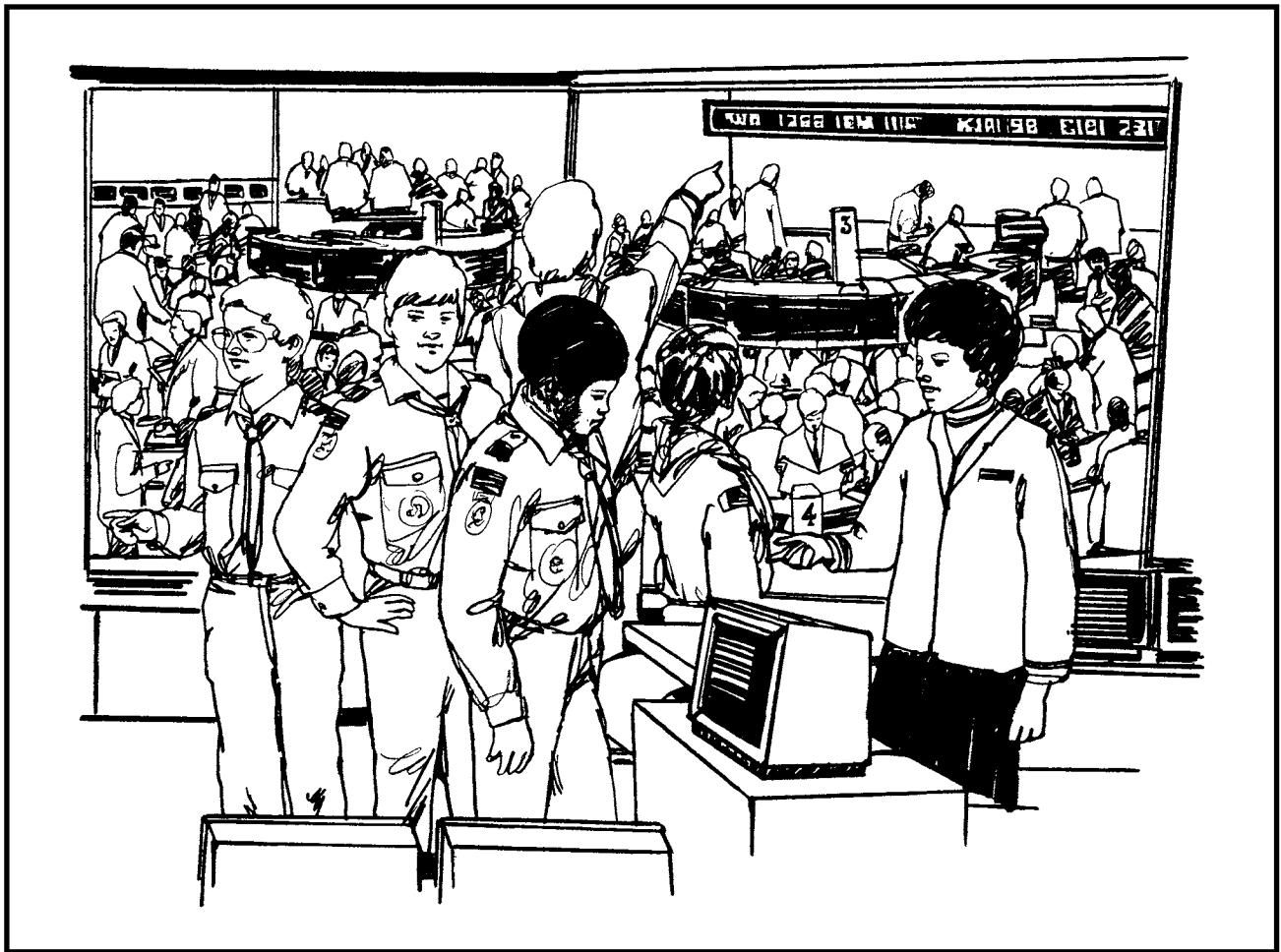
NATURE NOOK. Select a spot along the trail. Have each Scout select a 3-square-foot area and study wildlife within those boundaries. Note the plant life, animals, insects, etc.

ENVIRONMENT PROJECT. Check with local conservation authorities for an appropriate Good Turn. Here are some possibilities.

- Plant tree seedlings or shrubs to provide food and cover for wildlife.
- Build a check dam, deflector, or cover device to provide shelter for fish and to reduce streambank erosion.
- Build and set out nesting boxes for birds and small mammals like squirrels and raccoons.
- Plant hedges or windbreaks to provide winter cover for wildlife.
- Protect a streambank by planting grass or trees.
- Control erosion on hiking trails by constructing water bars or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.

HOW TALL, HOW FAR? Locate a tall tree, mountain peak, cliff wall, etc., and have Scouts estimate its height and how far away it is.

BUSINESS



In a few years, the Scouts in your troop will have the right to vote, own property, and sign contracts. This month we will introduce them to the responsibilities they will have as adults in dealing with their business affairs. They will also learn something about how businesses operate in our society.

For one troop meeting, plan a visit to a local business or industry to learn how the free enterprise system works. Make arrangements beforehand to have a guided tour or a meeting with a company official to discuss business. The patrol leaders' council might also want to invite a business person to a troop meeting.

The big event will be a campout to practice Scoutcraft skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A better understanding of the free enterprise system
- Enhanced outdoor skills

- A greater understanding of the importance of conservation
- Enhanced self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met the majority of their basic citizenship requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—camping, cooking, hiking
- Citizenship—flag ceremonies



- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—camping, hiking, cooking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts may concentrate on the American Business, American Labor, Citizenship in the Community, and Citizenship in the Nation merit badges this month. They should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Camping, Cooking, Hiking, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by

- Asking those qualified to assist with instruction for citizenship and business skills
- Inviting families on the outing
- Asking them to provide transportation for the visit to a business and the outing

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide what business the troop will visit this month and make arrangements for the visit.

- Make arrangements to invite a community or business leader to the second troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen.
- Plan the special activities for the outing.
- Inventory the troop's camping equipment, if this hasn't been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for completion of advancement through First Class rank.

FEATURE EVENT

Business Outing

Discovering the world of business and how business and government in our country work together can be an exciting adventure. You have an opportunity to see how business works right in your own community. Take the opportunity to get to know how your community and local businesses work. Get a local business person to meet with the troop and discuss how his or her business operates.

BUSINESS PROJECTS

Here are some ideas for patrols or individual Scouts.

STOCK MARKET. Invite a stockbroker to visit the troop, and give a brief explanation of how the stock market works. Have each patrol, or better still, each Scout, select a particular stock or mutual fund and track it for a period of time. Compare the results, and see which Scouts do the best—and the worst.

CREDIT CARDS. Explain how a credit card works. Explain how important credit is to an individual, and why it is so vital a person should pay credit card charges in a timely manner. How a credit card charges interest, and why it is a good idea to keep credit card charges under control.

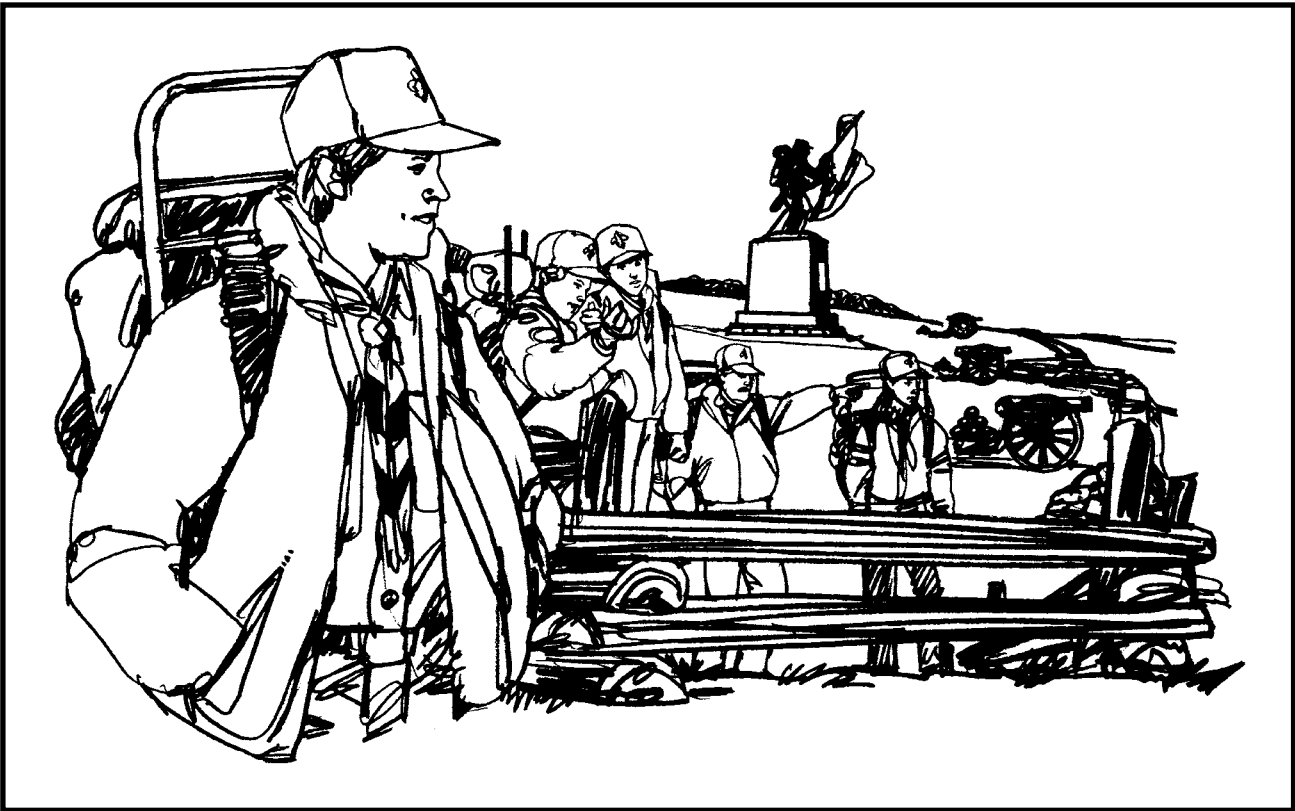
LOANS. Find out how to get a loan from a bank. What would the interest rate be? How much interest would you have to pay if the loan was for six months?

BONDS. Look into the cost of purchasing a municipal bond. How much interest would you earn by the time the bond matures?

“RUN” A COMPANY. Set up an imaginary company to manufacture widgets. Develop a product plan, a marketing strategy, and a sales plan.

PRODUCT SALES. Set up a sales campaign and a marketing plan for some product—baseball gloves, hiking boots, tents, etc.

CITIZENSHIP



A primary aim of the Boy Scouts of America is to guide youth toward good citizenship. That goal is clearly expressed in the Scout Oath pledges of “duty to God and my country” and “to help other people at all times.” The 12 points of the Scout Law are virtually a checklist for good citizenship.

The citizenship program feature is designed to heighten a Scout’s appreciation of his rights and duties as a citizen, to make him aware of his heritage as an American, and to acquaint him with the approved ways of displaying and showing respect for the chief symbol of our country—the flag. The suggested troop meeting plans also include elements that apply to related merit badges including Citizenship in the Community, Citizenship in the Nation, American Cultures, and American Heritage.

As one highlight of the month, the troop could plan to attend a meeting of a public body such as the city council or school board, or a gathering of a private group that is concerned with the public welfare, such as a tenants’ or homeowners’ association or neighborhood block-watch group. (Obviously the troop schedule will have to be adapted to the schedule of the council, board, or group.) While planning the event, the patrol leaders’ council can arrange for an official or officer of the group to answer questions after the meeting.

The troop’s big event will be a heritage hike. The destination might be a historic site or trail in your troop’s area. Or it could be a place that is significant to the heritage of your region—a wildlife refuge, an unusual geological formation, a zoo, or the location of an ethnic festival. The heritage hike can be a day outing or an overnight campout.

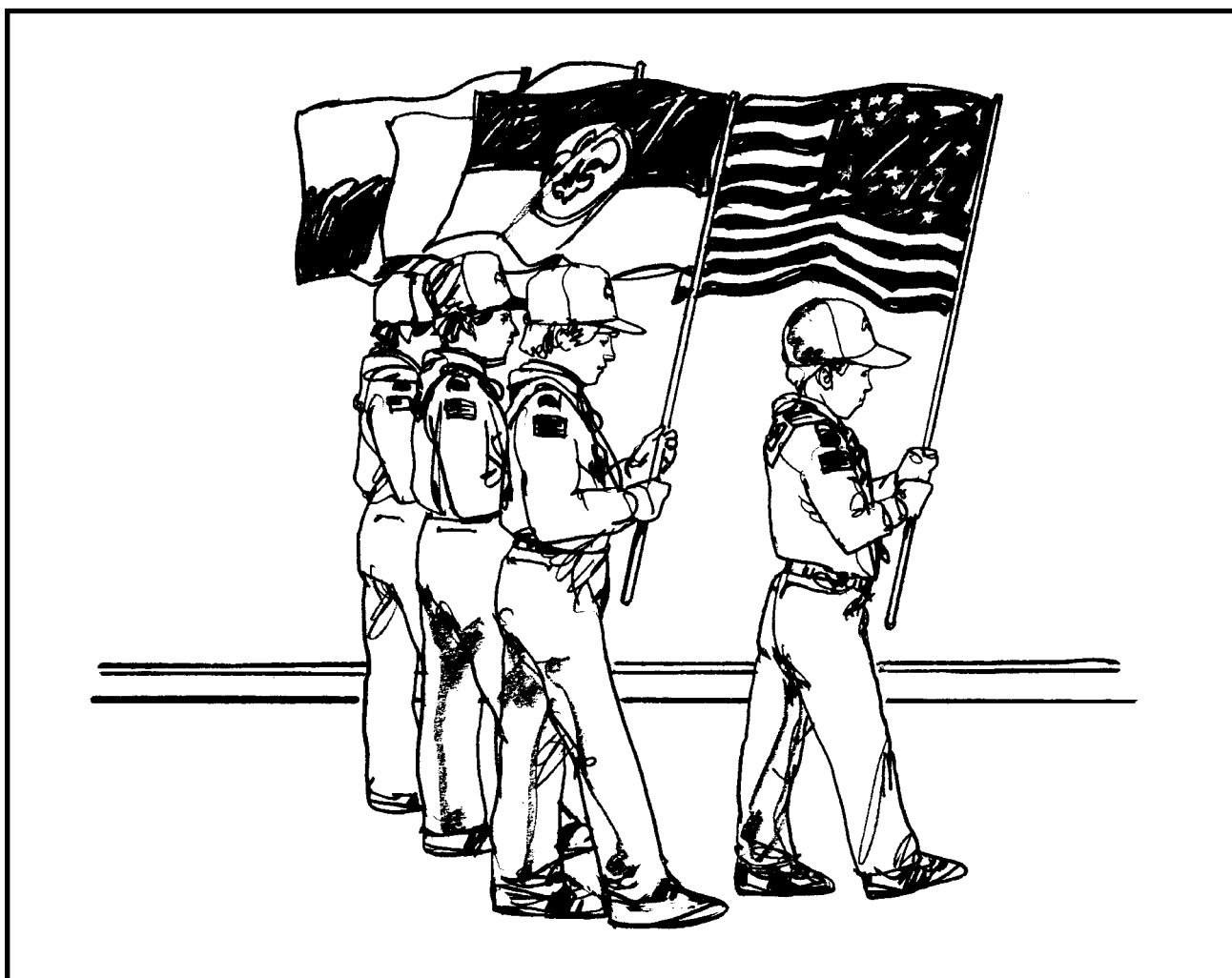
SCOUTING OUTCOMES

This month’s patrol and troop activities should give your Scouts

- A greater understanding of their duty to country and their obligation to help other people
- Awareness of their rights and responsibilities as citizens
- Some knowledge of their heritage as citizens of their community and nation
- Growth in self-confidence
- Increasing ability to work cooperatively with others in an outdoor setting

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their citizenship requirements through First



Class rank. Depending on the activities, they might also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts should be able to complete some of the requirements for one or more of the Citizenship merit badges. Depending on activities during the month, they might also complete some of the requirements for American Cultures, American Heritage, Camping, Cooking, Hiking, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents and guardians in the program feature this month by

- Asking qualified parents and guardians to help with troop meeting instruction (Give special consideration to those involved in public positions—lawyers, history teachers, law enforcement officials, journalists, etc.)
- Inviting parents and guardians on the heritage hike



- Asking them to provide transportation for the visit to a community meeting or to and from the starting point of the hike

PATROL LEADERS' COUNCIL

The patrol leaders' council should have met in the middle of the previous month to plan troop activities for this program feature. If they didn't complete all of the items on the following agenda, they can continue planning at brief patrol leaders' council meetings after each troop meeting.

- Decide which public body or private organization the troop will visit during the month. Assign a member to check on the date, time, and place of the meeting, and arrange to have an official meet with the troop either beforehand or afterward. (The patrol leaders' council may ask an adult on the troop committee to make these arrangements if that is more appropriate.)
- Make arrangements to invite a community leader to the second troop meeting of the month to discuss his or her work and to lead a discussion on the rights and duties of a citizen. The person could be a mayor, city council member, school board member, city attorney, judge, or the leader of a civic or service group.
- Make patrol assignments for the following troop meeting activities:
 - Perform the opening and closing flag ceremonies.
 - Give a presentation on the history of the U.S. flag.
 - Report on the history or significance of the destination of the heritage hike.
 - Lead a discussion on the rights of Scout-age youth—including the right to be protected from assault and theft, to inform authorities if someone is being treated unjustly, to use public facilities on the same basis as all other citizens, and to have adequate food and shelter. Also discuss the duties of young people, including the duty to attend school, to complete schoolwork to the best of their ability, to pay for public services on the same basis as other citizens, to avoid littering or damaging public and private property, and to follow traffic rules while bicycling. (See the *Boy Scout Handbook* for more ideas.)

- Make a list of possible patrol Good Turns for the community. (For ideas and guidelines, see chapter 19, “Community Service,” and “Conservation Projects” in chapter 9, “The Outdoor Program,” in the *Scoutmaster Handbook*. The BSA’s *Conservation Handbook* contains plenty of information about meaningful ways Scouts can complete projects on public and private lands.)

BIG EVENT

The Heritage Hike

As with most other Scouting activities, this big event should be fun. It should have an educational purpose, too, although not in a classroom sense.

The aim is to introduce Scouts to some aspect of their American heritage. It might be a historic site of local, regional, or national interest. It could be a place where Scouts can bask in America’s beauty or be awed by the nation’s natural wonders—perhaps a pristine lake, a wildlife refuge, a canyon or mesa, or an ancient forest. If this program feature occurs during a national holiday, your “hike” might take the form of participation in a parade, an ethnic festival, or other fitting event.

The big event can be a day outing or an overnight campout. Based on the patrols’ interests, the patrol leaders’ council should determine the distance to be covered and the location of the destination or campsite. An overnight stay increases the possibilities for Scouts to complete outdoor-oriented rank and merit badge requirements.

The senior patrol leader could assign a patrol the task of researching some facts about the heritage hike destination and reporting to the troop on its history and significance. For example, if the troop is going to a historic site, what can the Scouts expect to see? What happened at the site? This kind of advance information will enhance the experience for the Scouts, especially if there will not be a local guide at the site.

Historic Trail Hike

In most states Scouts can find historic trails marked and waiting for troops to enjoy. More than 250 such trails have been approved by the Boy Scouts of America for their historical significance and the condition in which they are maintained. For a list of these trails, see <http://www.scouting.org>, or contact your local council service center or the National Parks Service.

LEARNING THE PUBLIC’S BUSINESS

The troop meeting plan for week three suggests that the troop visit a meeting of a public body, a private organization that works for the public welfare, or some other agency or group that affects the lives of citizens. The goal is to show Scouts American democracy in action. Here are several possibilities:

- City council
- School board
- Municipal court
- County court for a naturalization ceremony
- Tenants’ or homeowners’ association or neighborhood block-watch group

At meetings of this type, it is essential that the presiding officer or other knowledgeable person meet with the troop either before or after the regular meeting to explain the proceedings. If not, the meeting’s business might not make much sense to Scouts.

Check ahead of time with those in charge of the meeting to determine the expected length of the session. The meetings of some city councils and school boards can last for hours, much longer than the attention span of most boys. Arrange to have troop members attend a particular portion of the meeting that is most likely to hold their interest, and then have them quietly file out. The “public comment” section of a meeting is often lively and entertaining.

At the troop meeting following the visit, encourage Scouts to discuss what they saw and heard. Reinforce the idea that the meeting was a demonstration of *representative democracy*—the way Americans govern themselves.

OTHER SPECIAL ACTIVITIES

If the troop is using this feature around Memorial Day (last Monday in May) or Independence Day (July 4), the patrol leaders’ council might want to observe the holiday by encouraging display of the U.S. flag or by taking part in local celebrations. The troop might march in a parade, assist at a ceremony, perform a public display of flag courtesies, or distribute fliers to remind residents when and how to fly the flag.

FIRST AID



Having agreed to live by the Scout Oath, Scouts pledge themselves to help other people at all times. Often, all that takes is an observant eye to spot a person in need of assistance, and then the kindness to lend a hand.

But sometimes, especially when somebody is ill or injured, being helpful takes skill and knowledge, too. That's why Boy Scouts have been learning first aid since the earliest days of the Scouting movement.

That's also why this program feature is so important. It will introduce Scouts to the know-how that could be vital in an emergency, and it will give them the confidence that comes with knowing they are prepared to act in situations requiring basic first aid.

Troop meeting activities should focus on first aid skills. Younger Scouts will work on first aid requirements for Tenderfoot through First Class ranks. Experienced Scouts will concentrate on the more advanced skills required for the First Aid, Lifesaving, and Emergency Preparedness merit badges.

The big event of the month will be a disaster day. Patrols will be confronted with mock emergency situations that will improve and test their first aid skill, decision-making ability, and teamwork. The disaster day might be the highlight activity of a weekend campout, or it can be held in a local park or shopping center as a public demonstration of BSA first aid.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- An understanding that the pledge "to help other people at all times" requires skill as well as goodwill toward others
- A good grasp of the fundamentals of first aid for life-threatening situations and for many less serious injuries
- Confidence that they will be able to act rationally in an emergency

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic first aid requirements through First Class rank. If the disaster day is part of a campout, they might also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—drug awareness

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the First Aid and Emergency Preparedness merit badges this month; they should be able to complete most of the requirements. If the troop has a campout in conjunction with disaster day, they might also complete some requirements for Cooking, Camping, Hiking, and Lifesaving merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents and guardians in the program feature this month by

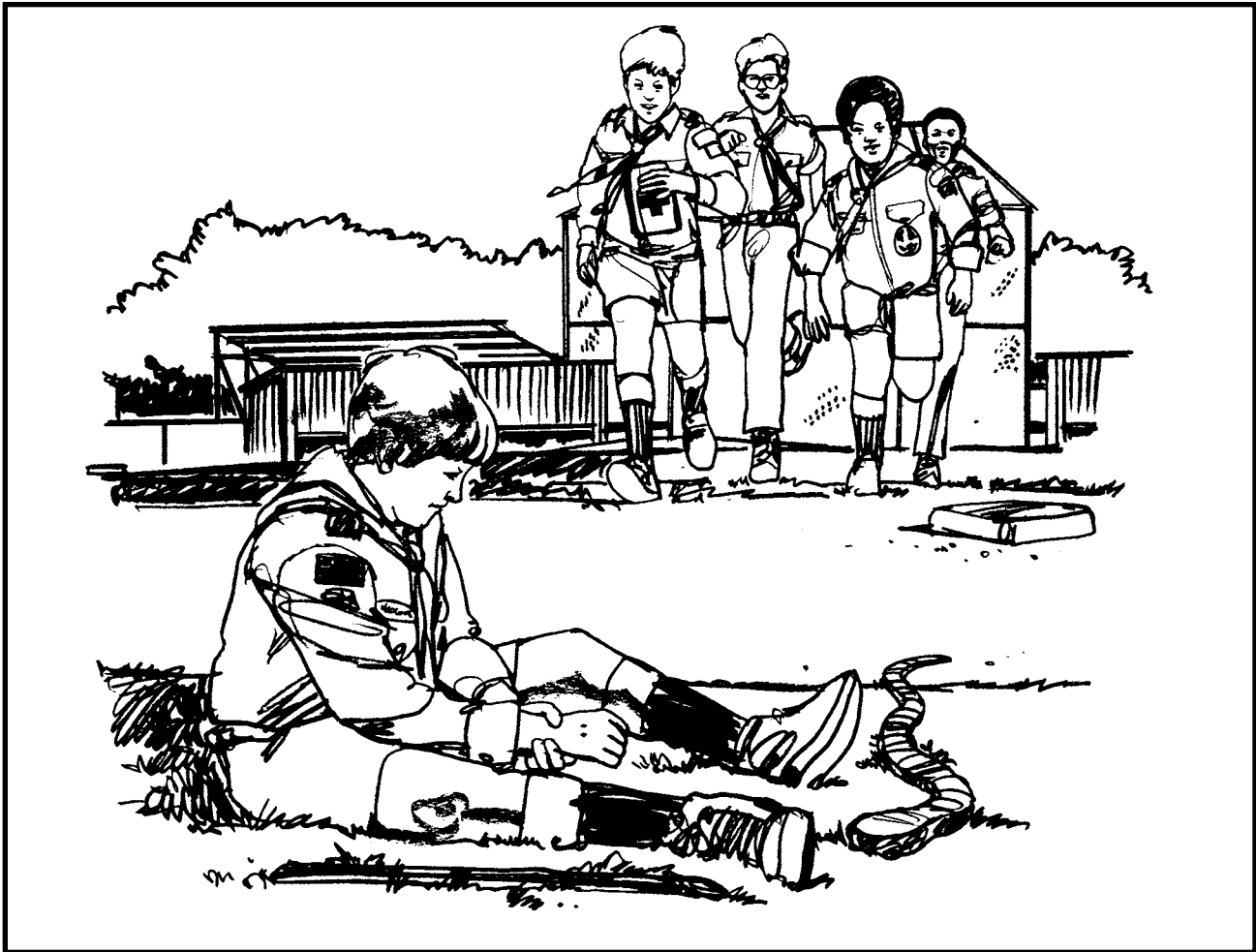
- Asking qualified parents and guardians to help with first aid instruction

- Inviting them to the disaster day event
- Asking parents and guardians to provide transportation, if necessary, for disaster day

PATROL LEADERS' COUNCIL

The patrol leaders' council should have met during the early part of the previous month to plan troop activities for this program feature. If they didn't complete all of the items on the following agenda, they can continue planning at brief patrol leaders' council meetings after each troop meeting.

- Decide whether or not the disaster day will be a stand-alone event or the highlight of a campout. Choose a site and ask an assistant Scoutmaster or troop committee member to secure any necessary permissions.
- Plan the mock emergency situations the patrols will face on disaster day or, if the patrol leaders' council wants the entire troop to be surprised by the mock emergencies, assign an adult leader to plan them. (Sample emergencies appear on the following pages.)
- Invite First Aid and Emergency Preparedness merit badge counselors to help with troop meeting instruction and to serve as judges of patrol performance on disaster day.



- Plan details of troop meetings for the month. Assign patrol demonstrations of the skills needed for disaster day.

BIG EVENT

Disaster Day

This big event can take one of several forms. It might be

- The highlight of a campout during which patrols are confronted with several unexpected situations requiring a search for “victims,” administering first aid, deciding whether or not to transport the “victims,” and if so, how to transport them properly
- A fairly simple afternoon exercise of first aid tests, either in a remote area or in town
- A public demonstration of first aid in a local park, shopping center, or other easily accessible area
- A surprise call at an unusual hour for the troop to mobilize and be prepared to handle first aid for the “victims” of a mock disaster

The patrol leaders’ council should decide how to set up the disaster day. Whatever form they choose, the patrols will be presented with a series of first aid problems that are as realistic as possible. Use makeup on your “victims” to simulate real injuries. The victims can be troop committee members or Webelos Scouts from a nearby Cub Scout pack.

Make the emergencies as realistic as possible, too. If, for example, disaster day is held in a remote area and one of the victims is supposed to have fallen down a steep embankment and suffered a broken leg, that’s where he should be found. You might want to have one of the victims lost as well as injured so that the patrols must organize a lost-person search.

Sample Disaster Day Emergencies

A disaster day exercise can be made up of a series of first aid problems. Patrols go from one scenario to the next, spending twenty to thirty minutes at each one.

Mock emergencies should be set up based on the first aid training Scouts have received during the month. The emergencies should reinforce what the boys

have learned and give them confidence in their ability to provide appropriate emergency care.

For each problem there should be a knowledgeable adult or older Scout on hand who is qualified to assess the patrols' performance and to reinforce their knowledge. As Scouts complete their treatment of an accident victim, the resource person can help them understand what they did correctly and provide guidance on ways they can improve in the future.

Sample Emergency 1

A Scout who has been working on a conservation project on a hot, humid afternoon returns to camp to help with supper. Near the cooking fire, he suddenly becomes dizzy and nauseous, loses his balance, and falls. As he falls, his hand goes into a pan of hot grease. His face is pale and clammy, and he is barely conscious.

Sample Emergency 2

A hiker has tumbled down a steep ridge. Scouts find him with one leg bent under him and the ankle apparently deformed. A cut on his left wrist is spurting blood.

Sample Emergency 3

Scouts find a fisherman along the shore of a stream. He is having trouble breathing, is sweating heavily, and feels nauseous. He complains of an uncomfortable pressure in the center of his chest.

Sample Emergency 4

A boy is found unconscious near a large fallen tree branch. His right lower leg is bleeding and is turned at an abnormal angle. There is blood on his chest and face.

Sample Emergency 5

The victim is found sitting at the foot of a tree. He is holding his leg and says, "I've been bitten by a snake!" On his calf are two small puncture wounds about three-fourths of an inch apart.

Sample Emergency 6

A young boy is found wandering near a stream, mumbling to himself. His clothing is wet and he is shivering uncontrollably. Blood is oozing slowly from a wound on his head.

FORESTRY

Diameter Tape and Cruising Stick

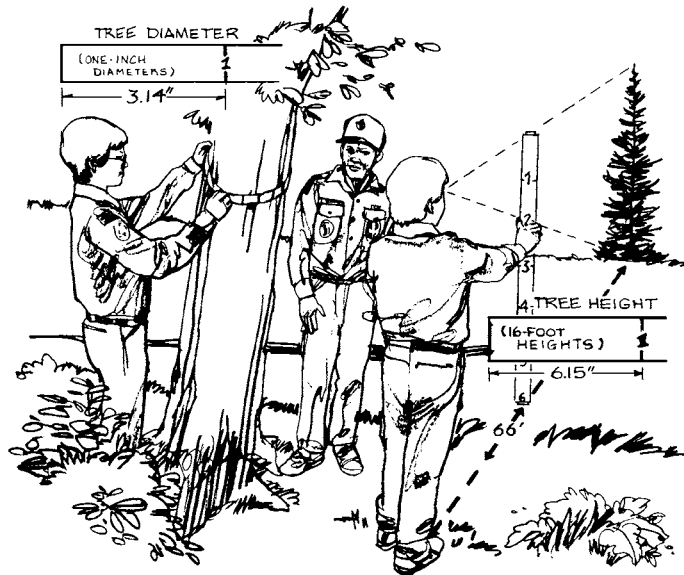
Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential to figure the amount of wood in a tree. To measure a tree's diameter:

1. Cut a strip of flexible paper about $\frac{1}{2}$ inch wide and 45 inches long.
2. Begin at one end of the paper strip and make ink marks 3.14 inches apart. Number these marks consecutively starting with "1" on the left end of the tape (3.14 inches on your tape is equal to 1 inch of tree diameter).
3. To measure the tree's diameter, wrap tape around the tree at chest height, $4\frac{1}{2}$ feet above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.

To measure a tree's height:

1. Glue a strip of hard paper or cardboard on one side of a yardstick.
2. Begin at one end and make marks 6.15 inches apart with black ink.
3. Label the first mark "1," second mark "2," and so on.

4. To measure the tree, stand 66 feet from tree (keeping the stick perpendicular) and note the place on the stick where the line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is two, as in the illustration, then there are two 16-foot lengths. The tree is 32 feet high, or two times 16 feet.



A prominent government official once said that we couldn't afford to gain the vastness of space and lose the earth in the process. The implications of this statement point to the ever-increasing importance of preserving the earth's natural resources in the space age.

Satellites, jet planes, and nuclear energy all assume a greater importance each day. But the human energy that produces and operates these machines is still dependent upon the soil of the earth for food. The machines themselves can be produced only with the help of vast supplies of clean water—water that comes in part from well-managed forest watersheds.

Every Scout should know the importance of all natural resources and of the interdependence of forest, range, soil, water, and wildlife.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God
- A greater understanding of how pollution affects the natural world and how Scouts can help to stop it

- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

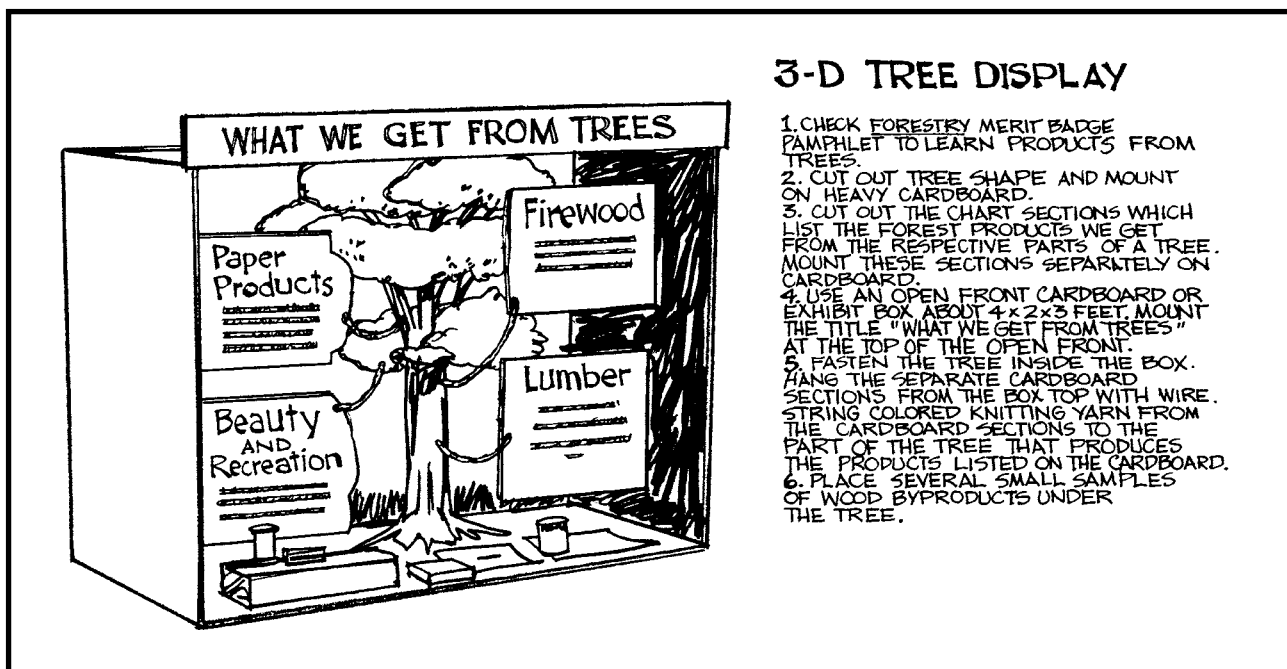
By month's end, all Scouts should meet many of their basic nature and camping requirements through First Class rank. Depending on troop meeting and campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Nature, Camping, and Forestry merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Mammal Study, Geology, Fish and Wildlife Management, Insect Study, and Wilderness Survival.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by

- Asking qualified people to assist with instruction in environmental skills
- Inviting parents on the campout
- Asking parents to provide transportation to the campout

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the troop campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas in these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Review the Leave No Trace principles found in the *Boy Scout Handbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.

FEATURE EVENT

Leave No Trace Outing

On this outing, renew your commitment to low-impact camping. Use methods that will not have a lasting impact on the environment. Make sure all Scouts, regardless of age, rank, or outdoor experience, know and practice these methods.

Activities for Campout and Back Home

LUMBER VALUE. Choose an area of forest land and count the number of trees. Find out from a local resource agency or forest industry representative how to make a rough estimate of the number of board feet yielded per tree, and the number that could be obtained from 100 acres (or 100 hectares). Check with a lumberyard to determine the retail price of lumber per 1,000 board feet. Contact a timber company and ask the cost



of converting trees to 1,000 board feet of lumber and transporting it to the lumberyard. Subtract this amount from the retail price quoted by the lumberyard. What might this 100 acres (or 100 hectares) of forest be worth in dollars for lumber? Note: This figure will not take into account marketable by-products, such as particle board or pressed wood logs.

What might the value of this forestland and its lumber be other than as measured in dollars; for example, as a source of inspiration and solitude?

WATERSHED VALUE. Discuss the concept of a watershed and the ways in which a forest affects the amount of water available in an area.

From the local water company, find out the dollar value of 1,000 gallons of water (or 1,000 cubic meters). What is the dollar value for the amount of water that fell on the sample plot?

From the U.S. Weather Service or your local soil conservation service, find out what percent of rainfall they estimate goes into sources (aquifers, streams, etc.) available for human consumption. How would this compare with the same amount of rainfall on a plot of the same size in open prairie, for example?

Calculate approximately what the forest is worth as a watershed. Attempt to calculate what the forest is worth as a watershed to living things other than people.

WILDLIFE VALUE. Find out what types of wildlife inhabit this forestland. How many animals and birds? Are there any deer, turkey, quail, or other species that are hunted by humans?

Determine how much money local hunters spend on licenses, guns, ammunition, equipment, lodging, travel, and guides. Include any forms of nonconsuming uses related to wildlife (photography and bird-watching, for instance) that generate economic income in this area. What is the total wildlife value (as measured in dollars) of this land?

Describe the wildlife value of this land other than in dollars; for example, as a gene pool for future generations.

RECREATIONAL VALUE. Determine what forms of recreation take place in the forest. Find out what camping or parking charges are levied per day. How many people use this forest for camping or other recreation, and how much money do they spend in the area? What is the total recreational value measured in dollars? What recreational values in the forest are not easily measured in dollars?

FORAGE VALUE. Determine whether cattle or sheep could use this land for grazing. How many animals could it support? How much are the animals worth on today's market? What are the total forage values, economic and otherwise?

The forest's intangible values for wildlife, meteorological influences, and natural beauty are hard to calculate but are nonetheless real and worthy of consideration.

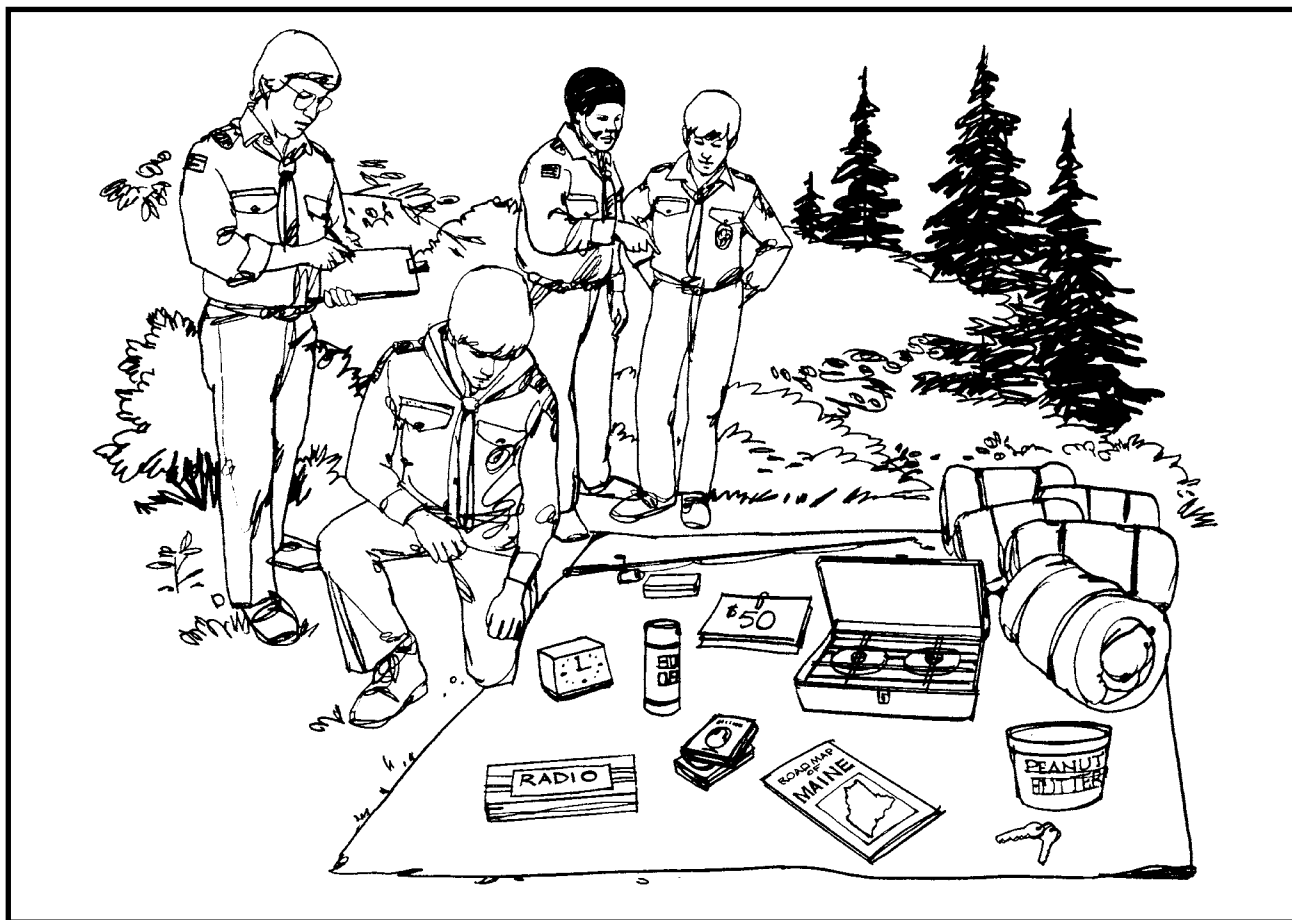
If the community wanted to clear this forest in order to build homes, provide farm sites, or put in a highway, how would the proposal influence the land value? Decide which uses make the land more valuable and to whom.

Specify how you are measuring value. Find another way to measure value. Does your answer change?

Decide whether the various values determined for the forest could be applied to other areas of the same size but of different forest types. Specify what variables might make a difference in the economic (or the intangible) values of the area, and from whose viewpoint.

ENVIRONMENTAL VALUE. Trees also help "clean" the atmosphere by absorbing carbon dioxide for photosynthesis. That means less carbon dioxide enters the atmosphere to contribute to global warming.

LEADERSHIP



One of the lessons that Scouting teaches is leadership. In a troop, leadership is learned the Scout way—by doing. A young man gets a taste of leadership in various positions ranging from senior patrol leader to assistant patrol leader.

All of the leadership positions require making decisions. This can be difficult, especially for young people. Making the right decision can be painful, but a decision must usually be made. Even making no decision is a decision. Scouting also promotes ethical decision making in everyday life, especially when a Scout has his Scoutmaster conference for the next rank advancement; part of that conference should be a discussion of ethical decision making.

This program feature is designed to challenge Scouts to solve problems through decision making. Each interpatrol activity this month involves making an ethical decision.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

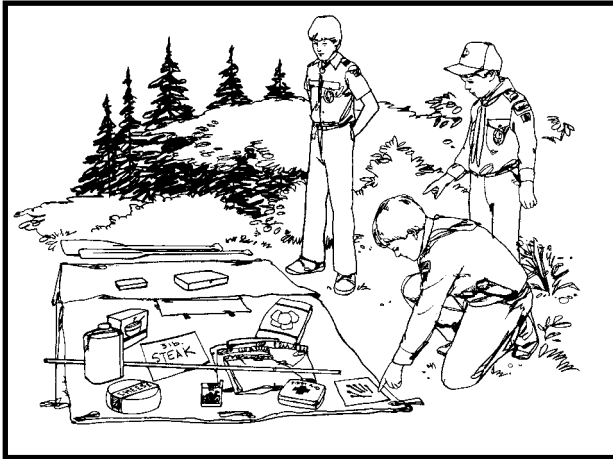
- A greater understanding of their duty to country and their duty to help other people
- An awareness of their rights and duties as citizens
- Increased self-confidence
- Practice in decision making

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic citizenship requirements through First Class rank. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness



Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Citizenship merit badge this month. Depending on activities during the campout, they may also complete requirements in American Cultures, American Heritage, and other related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction in camping skills
- Inviting families on the outing
- Asking them to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide where the troop will camp and make arrangements to reserve the campsite.

- Plan the special activities for the campout.
- Inventory the troop's camping equipment, if that has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that must be completed for advancement through First Class rank. For example, assignments might be:

Patrol A—Opening and closing flag ceremonies, week 1

Patrol B—Opening and closing flag ceremonies, week 2

Patrol C—Opening and closing flag ceremonies, week 3

- Determine a list of service projects for the troop.

DECISION MAKING IN LEADERSHIP

Normally this section highlights plans for program feature specialties and an outing. In this program feature, we will provide problems for your Scouts to solve.

STRANDED

Purpose: To give Scouts practice in decision-making and reaching group consensus, and to stimulate discussion of survival techniques (preferably the techniques appropriate for your area).

The following sample problem covers survival in the Maine wilderness. (You can devise a more appropriate problem for your own area.)

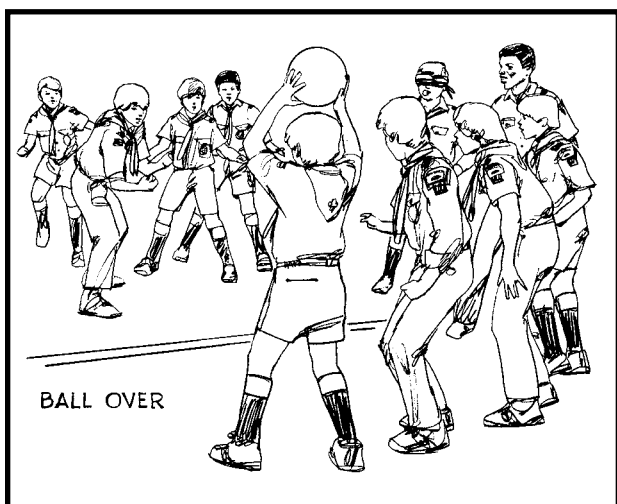
Equipment: A copy of the problem below for each Scout, pencils.

The situation: *On vacation in July, you and your family have been traveling through the wilderness of western Maine in a pickup camper. In a blinding rainstorm, you made a wrong turn onto an unmarked lumber road. You have wandered more than 150 miles over a maze of truck routes into the wilderness. The camper has run out of gas and now you, your parents, a 10-year-old sister, a 6-year-old brother, and the family cat are lost.*

After a family conference, you decide it is not wise to split up. You are going to try to walk back together. You are pretty sure that if you pace yourselves, you can cover about 15 miles a day. Because of a fuel shortage, there are no helicopters or jeeps patrolling the area, and you have seen no other cars or houses.

The family is dressed in lightweight summer clothing, and everyone is wearing sneakers. Temperatures at night dip into the low 40s. It is also bug season. As you look around, you find the following items in the camper, some of which might be useful.

- _____ Fishing gear
- _____ \$500 in traveler's checks
- _____ .44 Magnum handgun and ammunition
- _____ Four Dacron-filled sleeping bags
- _____ 5-gallon jug of water
- _____ Instant breakfast (three boxes)
- _____ House and RV keys
- _____ Cigarettes
- _____ Coleman camp stove (two-burner)
- _____ Family tent (10 lbs.)
- _____ Snakebite kit
- _____ Alarm clock
- _____ Five cans of kidney-liver cat food
- _____ 5-lb. tub of peanut butter
- _____ Bathing suits
- _____ 10-lb. cheese wheel
- _____ Transistor radio
- _____ 6-foot tent pole
- _____ Sheath knife
- _____ Wool sweaters for everyone
- _____ Raft paddles
- _____ Inflatable rubber raft (two pieces, total of 20 lbs.)
- _____ Paperback books
- _____ First-aid kit
- _____ Matches
- _____ Steak (3 lbs.)
- _____ Marshmallows (four bags)
- _____ Bug repellent
- _____ Walkie-talkie radio
- _____ Road map of Maine



The task: You must choose, and put in priority order, the 15 most important items for survival in this situation. The other 15 may be eliminated.

Each Scout is to study the problem and choose the 15 items he thinks would be most useful for survival. He then ranks them in order of importance from 1 through 15.

Next, the patrols gather and compare rankings. Ask them to try to reach a consensus for a patrol ranking—that is, make a patrol list that satisfies most members. Explain that consensus does not mean unanimous agreement. Rather, it is a way to reach a group decision through compromise. Suggest that the Scouts try to follow these guidelines in making a patrol ranking:

- Avoid arguing for your own rankings. Present your position as clearly and logically as possible, but listen to the reactions of other members and consider them carefully before pressing your point.
- Do not assume that someone must win and someone must lose when discussion reaches a stalemate. Instead, look for the most acceptable alternative for everyone.
- Do not change your mind simply to avoid conflict and to reach agreement and harmony. When agreement seems to come too quickly and easily, be suspicious. Explore the reasons and be sure everyone accepts the solution for similar or complementary reasons. Yield only to positions that are objective and logically sound.
- Avoid conflict-reducing techniques such as majority vote, averages, coin flips, and bargaining. When a dissenting member finally agrees, don't feel that he must be rewarded by having his own way on some later point.
- Differences of opinion are natural and expected. Seek them out and try to involve everyone in the decision-making process. Disagreements can help the patrol's decision, because with a wide range of information and opinions there is a greater chance that the patrol will hit upon more adequate solutions.

Scoring: After the Scouts have made their individual decisions and the patrol has made a group decision, the results can be scored and compared and a troop listing made. Scoring can be done by having each person keep track of the difference between his ranking of an item and the troop or patrol ranking. For instance, if an item is ranked by an individual as number two, and the patrol or troop ranking is number eight, the difference is six. Then each individual and each group can total their scores. The lower the score, the better. The scores provide a useful basis for discussion.

Ask each patrol separately how many individual scores were lower than the patrol score. If there are any (and often there aren't), ask the patrol to consider how it arrived at a group decision that was worse than a member's decision.

All groups should consider the value of the process, which allows a group to arrive at a better decision than the separate individual decisions.

The Experts' Rankings

Outdoor experts have rated the items and listed them in order of usefulness for survival in the Maine wilderness. Their rankings are:

1. Bug repellent.

In early summer, the bugs in Maine are so fierce as to drive people mad or bite them so badly that their eyes become swollen shut.

2. Four sleeping bags.

Full rest and warmth are essential to survival. This is listed before food because humans can live 30 days on stored fat.

3. Tub of peanut butter.

Each tablespoon of peanut butter contains 100 calories and is high in protein.

4. 10-lb. cheese wheel.

Cheese provides calcium, fat, and is an easily digestible source of protein.

5. Steak.

This is a good morale booster, semipermanishable, and should be eaten promptly as it is mostly protein.

6. Transistor radio (lightweight).

Tune in for radio programs about a search for them or weather forecasts. This is a good morale booster.

7. Kidney-liver cat food.

This is a valuable, if somewhat unappetizing, source of protein and fat. Protein lasts longer than any other nutrient in providing energy.

8. Matches.

Fire might be necessary to dry wet gear, boost morale, make a signal fire, and prevent hypothermia. It could also be used to keep animals away.

9. 10-lb. tent.

This can be rigged as a place to keep warm and dry or to keep out bugs and to carry equipment in.

10. Sheath knife.

This could be useful for preparing any captured animals, such as frogs, or cutting string, cheese, a pole, etc.

11. Hook and line.

This could be used to provide a supplementary source of food. Or the line could be used for tying up supplies, etc.

12. Wool sweaters.

This could provide lightweight warmth, wet or dry.

13. First-aid kit.

Adhesive bandages, aspirin, and petroleum jelly would be useful for minor injuries.

14. Instant breakfast.

This is a lightweight source of vitamins and protein.

15. Map.

An auto map could be useful for sighting major landmarks like lakes, rivers, etc.

The following items would not be necessary:

- **Marshmallows.** Not necessary, but a possible morale booster.
- **House key.** It's lightweight, but not useful for survival.
- **Traveler's checks.** These won't be necessary for getting out of the woods.
- **Clock.** For survival, it is not necessary to know the time.
- **Walkie-talkie.** This will not work any useful distance.
- **Snakebite kit.** There are no poisonous snakes in Maine.
- **Paperback books.** These weigh too much to be useful.
- **Bathing suits.** Not necessary.
- **Rubber raft.** Too heavy; also not likely to be useful.
- **Paddles.** These are of no use without a raft.
- **Coleman camp stove.** Too heavy; wood fires can be used.
- **Pole.** The knife can be used to cut a pole.
- **.44 Magnum gun.** Inaccurate for hunting; caliber too large for small game.
- **5-gallon water jug.** The water in the Maine wilderness is potable.
- **Cigarettes.** These are bad for your health. It's a convenient time to quit.

NATURE



Scouts discover quite a lot about nature in the course of camping and hiking. They learn the properties of various trees, how to predict a coming storm, how to identify common birds, and where to find animal tracks.

This month we will try to enhance their knowledge of nature with some systematic learning-by-doing, and also show them how to conserve our nation's natural resources.

The Nature program feature reminds most people of the wilderness. But the natural world is everywhere, even in the heart of a big city. In almost any city park, the troop can find trees, plants, birds, and probably small mammals. So no matter where your troop is located, you can find nature just outside the meeting place door.

The big event will be a nature adventure. It might be a weekend campout or a one-day outing. Ideally, the site will have a varied ecology—woods, meadows, a pond—because the greatest variety of trees, plants, and wildlife can be found in such a place.

Activities for the nature adventure might include building a nature trail, collecting specimens for a troop nature museum, performing a conservation project, or learning how to identify birds, trees, or other natural phenomena.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

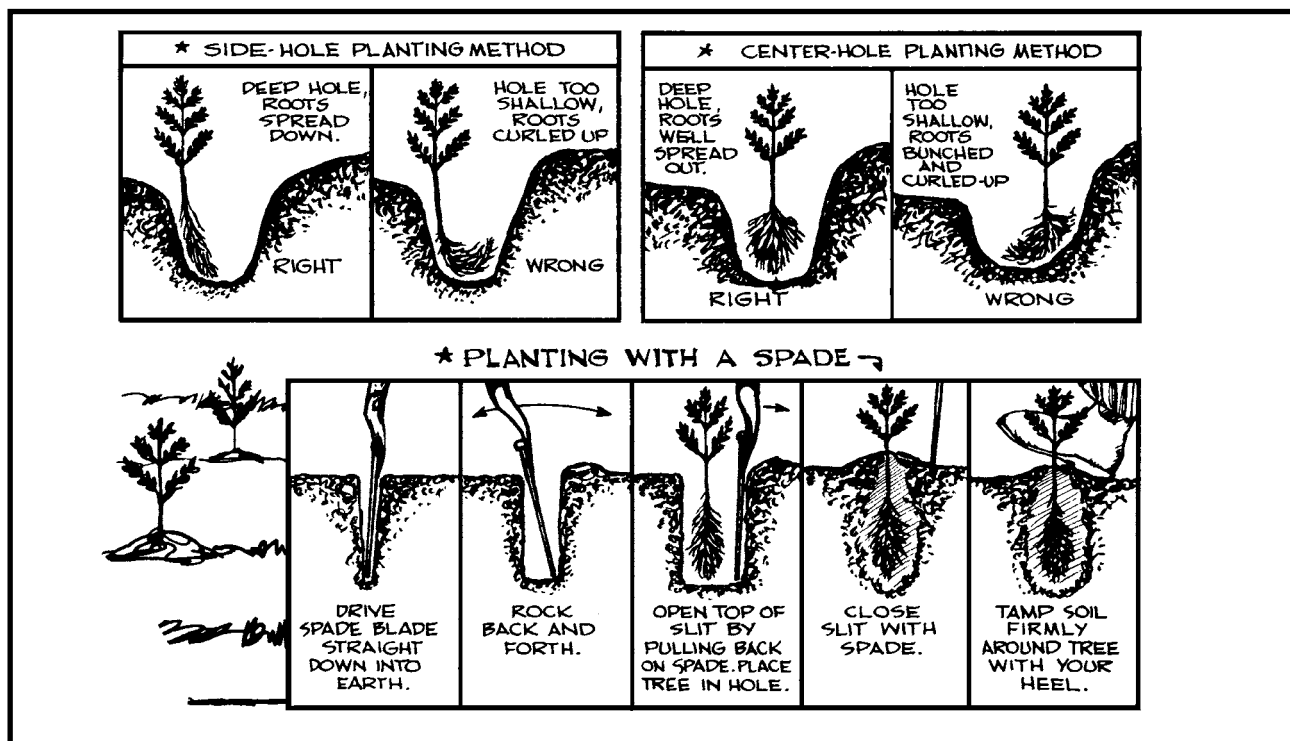
- An appreciation of the wonders of nature and possibly a greater feeling of closeness to God
- An understanding of how pollution affects the natural world and how Scouts can help to stop it
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic nature requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Nature merit badge this month. Depending on activities during the campout, they may also complete requirements in Camping, Cooking, Hiking, Pioneering, Mammal Study, Geology, Fish and Wildlife Management, Insect Study, and Wilderness Survival.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to help with troop meeting instruction on nature
- Inviting parents to come along on the nature adventure
- Asking parents to provide transportation, if necessary, for the nature adventure

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on a site for the nature adventure. If possible, choose a place with a variety of nature environments so that Scouts will find a wide range of trees, plants, and animals. If the site is near a fish hatchery or game or forest preserve, the troop might plan a visit. Assign someone to secure permissions, if necessary.
- Decide whether to make the big event a campout or one-day event. Obviously, more activities are possible on a campout.
- Choose activities for the nature adventure. Consider the other ideas on these pages.
- Consider inviting a Nature merit badge counselor or a counselor for another nature-related badge to help with troop meeting instruction and on the nature adventure.
- Plan details of troop meetings.

FEATURE EVENT

Nature Adventure

Since the subject of nature is as big as all outdoors, there is a broad range of possible activities for the big



event this month. The patrol leaders' council should make its choices based on the interests of the Scouts and their needs for advancement.

As one possibility, the patrol leaders' council might use requirements for one of the nature-related merit badges as an outline for the nature adventure. For example, if the focus were on the Nature merit badge, activities might include bird identification, setting out bird feeding stations, plaster casting of animal tracks, identifying reptiles and amphibians, collecting insects, fishing, and identifying wild plants.

Unless one of the troop's activities will be a conservation project, allow some free time in the program so that patrols can do a conservation Good Turn to help young Scouts pass the requirement for a service project for Second Class rank.

Below are other possibilities for the nature adventure.

Nature Trail

A troop nature trail is an excellent learning device—much better than nature books—because the Scouts can see, smell, and touch an object while they learn. Obviously your trail will not be as long, detailed, or as permanent as the one in the council's Scout camp. Assuming you will use it for only one weekend, the markers can be 3-by-5-inch cards taped to the object. Ask a leader who is an amateur naturalist or a Nature merit badge counselor to choose the objects to be marked along the trail. Label these on the spot. Here is an example of a good label: "This lead-pencil tree, red cedar, is the favorite wood for making pencils. The

wood is also used for cedar chests. Smell it!" That's much better than "Red cedar—*Juniperus Virginia*, northeastern United States."

Here are other good signs:

- W-H-I-T-E pine—five letters to the name, five needles to the cluster.
- Bark like alligator skin? It's dogwood.
- Leaflets three—let it be. Poison ivy!

It is not necessary to identify every tree, plant, and rock in the area. Your primary purpose should be to identify the most common objects of the natural community and to point to other things in the natural world.

For example, you might have a marker where deer have grazed, where a beaver has been at work, or where lichens have found a toehold in rock. Another might be a fallen, rotting tree that has become a feeding and nesting ground for insects and reptiles.

After going over your trail, the Scouts should have some understanding of the "web of life" as well as a knowledge of common trees and plants. Remember to remove the trail signs at the end of the activity unless it is to become a permanent nature trail.

Conservation Project

A conservation Good Turn would, of course, be an excellent highlight for the nature adventure. A few possibilities are listed below. Be sure to get permission from the property owner before tackling the job.

For good advice on these and other conservation projects, see the *Fish and Wildlife Management* and *Soil and Water Conservation* merit badge pamphlets.

- Planting food plants for birds and mammals.
- Building a fence or a “living fence” to exclude livestock from a wildlife habitat.
- Building and setting out nesting boxes and brush piles for birds and mammals.
- Planting hedges or windbreaks to create winter cover for wildlife.
- Planting a gully, road cut, fill, or eroding area to provide wildlife shelter and reduce erosion.
- Building, stocking, or fertilizing a farm pond for fish.
- Building check dams, deflectors, or cover devices to provide shelter for fish and reduce erosion.
- Protecting a stream bank with plantings or riprapping.
- Building a grass waterway on sloping land.
- Controlling erosion on hiking trails by building water bars, or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.
- Planting grasses or other ground cover.

Troop Nature Museum

The patrol leaders’ council might want to have a nature museum to study back home. If so, the nature adventure would be a good starting point.

Keep the museum project simple and have a definite plan for it. Don’t collect everything in sight for the sake of collecting. One way to do it would be to assign each patrol to one task, such as:

- Collect the 10 most common insects in your area.
- Make plaster casts of four different animal tracks.
- Make a rearing cage inhabited by six caterpillars.
- Collect 10 kinds of wood and mount for display.
- Collect five kinds of soil.
- Collect and prepare six common rocks for display.
- Plant six different tree seedlings in tin cans.

Before you begin collecting, make sure that you will be permitted to take samples from the site. Some parks don’t permit anything to be taken. Ask the landowner or land manager for permission.

Nature at Night

Nature never sleeps. Throughout the night the wilderness teems with life. You might hear skunks and

raccoons scurrying for a late supper, a coyote howling, or a fox barking. In the summer, insects hum through the brush, sampling the foliage. In the distance, a night-hunting owl hoots.

Getting close to all this wildlife (except insects!) is a problem. Nocturnal critters are shy and not easy to spot. But it can be done if your Scouts are patient and, above all, quiet.

At night, sit quietly at least 10 yards from a tracking pit. Remaining absolutely quiet, shine a flashlight on the pit at intervals of 5 minutes or so. Curiously, the light won’t bother the guests.

It is possible that no animals will appear while humans are near, even if Scouts are quiet. But in the morning, you are almost certain to see tracks in the loose soil of the tracking pit. A light snack might help attract animals.

The same idea of spotting nocturnal animals by flashlight might work with various baits. For deer, try a salt lick—a block of salt from a feed store. For night-roaming rodents such as mice, use peanut butter, nuts, or cereal grains. Raccoons, skunks, and opossums will be attracted to any leftover food.

Nature Contests

Below are three games that might be played during the nature adventure.

BRING ME. The leader asks patrols to bring him a single leaf from a particular tree. Everyone must bring the correct specimen for the patrol to receive credit. Then send the patrols out for another specimen.

TOUCH. Play this game in or near woods. The leader calls out the name of any tree and the patrols scatter to find one. The first patrol with all members touching the correct tree earns a point. Continue naming other nearby trees until one patrol has earned 5 or more points.

NATURE MARATHON. If you have a nature trail, this game can be played after all Scouts have traveled the trail. Replace all the trail signs with cards that only have numbers on them.

Each Scout is given a pencil and sheet of paper. At intervals of about 30 seconds, send Scouts out on the trail. At each numbered card, the Scout stops and writes on his paper the identity of the object. He then races to the next object. Time each runner. The winner is the Scout with the most correct identifications. If there is a tie, the winner is the Scout with the most correct identifications in the fastest time.

If this game is played as an interpatrol contest, the patrol’s score is the average number of correct answers by all patrol members.

PHYSICAL FITNESS



Since one of the main purposes of the Boy Scouts of America is to promote physical fitness, this program feature is right on target. Besides, most Scout-age boys love physical action, so they will eagerly participate in the suggested activities.

Troop meeting instruction and practice will cover most of the physical fitness requirements for Tenderfoot through First Class ranks. There are also lots of games and contests requiring strength and agility.

Our aim, however, is not just to provide a month of fun, but to encourage the Scouts to make physical fitness a lifetime pursuit. Urge them to continue testing themselves regularly, not just this month while they are working on physical fitness skills. That does not necessarily mean that they must continue doing push-ups, pull-ups, sit-ups, etc., for years to come, since those who remain active in sports year-round probably get plenty of exercise. But it does mean we want to make them conscious of the importance of fitness for their whole lives.

The big event will be a Scout decathlon, a series of 10 events requiring strength, agility, coordination, and some sports skills. It will be run as an interpatrol competition.

The Scout Decathlon could be either an afternoon event or the centerpiece of a weekend campout. The site might be an athletics field or a camp with a large playing field.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

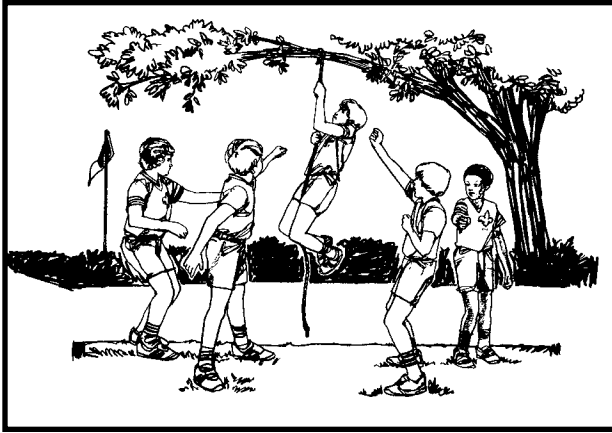
- A greater understanding that physical fitness is essential for a fulfilling life
- An awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol
- Increased self-confidence as a result of improving physical fitness

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their physical fitness requirements through First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning



Second Class

- Outdoor—camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning

Merit Badges. Older Scouts can concentrate on the Personal Fitness merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Cooking, Hiking, Camping, Athletics, Swimming, Sports, Skating, Cycling, and other outdoors-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for the fitness skills
- Inviting parents to serve as judges, scorers, time-keepers, etc., for the Scout decathlon
- Asking parents to provide transportation to the decathlon site, if necessary

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at patrol leaders' council meetings after each troop meeting.

- Decide whether to make the Scout decathlon a one-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the 10 events for the decathlon. See the ideas on the following pages. Arrange to secure the necessary equipment; ask the troop committee for help, if necessary.
- Inventory the troop's camping equipment, if that has not been done recently.
- Make a list of possible Good Turns for the community.
- Plan details of troop meetings for the month. Consider inviting counselors for the Personal Fitness or Athletics merit badges to help with instruction.
- Coordinate any intertroop competitions.

FEATURE EVENT

Scout Decathlon

Choose 10 of the following events or devise your own.

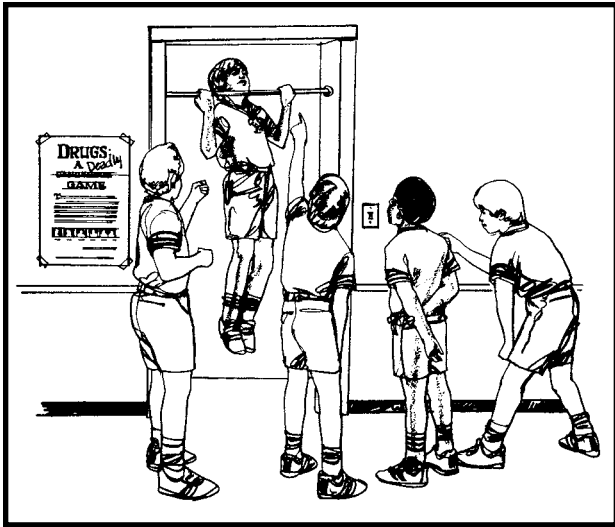
600-METER RUN/WALK RELAY. Measure a 600-meter course (656 yards). If your decathlon site has a football field, the course could be three laps from end zone to end zone, then three laps from goal line to goal line, making the course 660 yards long. In camp, the course might be laid out on a smooth, relatively level trail. Run as a patrol relay. Avoid having Scouts run more than one leg because it would exhaust them for later events; instead, combine patrols to make team sizes equal.

Scoring: Ten points for the winning patrol, 8 for second place, 6 for third, 4 for fourth, and 2 for fifth place.

STANDING LONG JUMP. Follow the procedure in the *Boy Scout Handbook*.

Scoring: Determine the patrol score by averaging the distance jumped by each patrol member. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

RUNNING LONG JUMP. Score the same as for the Standing Long Jump.



JAVELIN THROW. Use a Scout stave or 6-foot pole cut from a dead sapling. Each Scout gets three throws; score only the longest. The thrower may run up to the throw line.

Scoring: Find the patrol's average throw, in feet, from where the javelin's point strikes the ground. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

HIGH JUMP. Use regular standards or make them from 6-foot poles driven into the ground. To hold the cross-bar, place finishing nails in the poles at 2-inch intervals above 3 feet. Give each Scout two jumps; count the higher jump.

Scoring: Find the average height jumped by all patrol members. The patrol with the highest average height jumped scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

JUMP AND REACH. The Scout is given a piece of chalk and, while standing flat-footed, he makes a mark as high as he can reach on a smooth-barked tree trunk. He then leaps as high as he can and makes a second mark. His score is the difference in inches between the marks. Give each Scout two tries and score the better jump.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

BASEBALL BATTING. Each patrol member is given five swings at pitches thrown by a leader at batting-practice speed. Score 1 point for each fair ball; 5 points extra for balls that travel more than 300 feet, including the roll.

Scoring: Find the average of the scores of all patrol members. The patrol with the highest average gets 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

ROPE CLIMB. Hang a rope that is at least 1 inch in diameter from a large tree limb or other support about 12 feet overhead. Remember to station spotters in case of a fall. Award 2 points for patrol members who make the climb using both hands and legs; 4 points for those who use hands only.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

SHOT PUT. Use a 5- to 6-pound rock. Scratch a circle about 6 feet in diameter on the ground. Scouts must not leave the circle as they put the shot. The shot must be put by tucking it against the chin and pushing, not throwing like a baseball.

Scoring: Find the average distance for all patrol members. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

PULL-UPS. Use a chinning bar not more than 1 inch in diameter and about 6 feet off the ground. Follow the procedure in the *Boy Scout Handbook*.

Scoring: Find the average of the number of pull-ups done by all patrol members. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

ROPE SWING. Hang a 1-inch-diameter rope from a large tree limb or other support about 10 feet above ground. Mark lines for takeoff and landing 6 feet on either side of the hanging rope. Each patrol member takes one swing, observing the takeoff and landing lines.

Scoring: For patrols of eight Scouts, score 1 point for each successful traverse. For patrols of six, score 1.25 points for each success. For patrols with fewer than five members, score 1.5 points for each success.

FOOTBALL PASSING. Suspend an auto tire from a tree limb at about the 6-foot level. Scratch a line on the ground about 10 yards away. Keep the tire center opening facing the passer.

Each Scout has three tries to pass the ball through the center of the tire.

Scoring: Count 1 point for each successful pass. Find the average number of passes for the patrol. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

FRISBEE GOLF. The course is a series of targets (“holes”) spaced about 50 yards apart. Holes might be particular trees, small buildings, garbage cans, etc. Include “hazards” (ravine, small stream, marsh, wooded area, etc.). Station judges at each hole to make sure Scouts hit the targets.

Unlike regular golf, the number of shots makes no difference; the aim is to go around the course in the fastest time, regardless of the number of “strokes.”

Each player must be timed separately. He tees off at the starting line by sailing the Frisbee at the first “hole,” then runs immediately to the Frisbee and shoots again, and so on, around the course.

Scoring: The patrol’s score is the average time by all members. The patrol with the fastest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

SCOUT’S PACE RELAY. The Scout’s pace is an old Scoutcraft skill, requiring him to learn to run and walk a measured mile within a few seconds of 12 minutes.

Use a quarter-mile track, or measure a mile on back roads at the camp. In the Scout’s Pace Relay, there are eight legs of 220 yards each. In patrols with fewer than eight Scouts, some must run twice.

If you are using a quarter-mile track, each patrol stations four of its members at the start, the rest at the halfway point around the track. If you are on camp roads, one Scout would be placed at every 220-yard mark. (In that case, of course, all patrols would need eight members.)

Scoring: The patrol finishing the race closest to exactly 12 minutes (without using watches to help) scores 10 points; second place scores 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

Everybody Up

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with soles of their feet touching, knees bent, and hands tightly grasped. From this position they try to pull themselves into a standing position. If they succeed, ask

another Scout to join them and try standing with three Scouts, then four, etc. As the group grows, each player must grasp the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get Everybody Up.

Variation: Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. To avoid possible shoulder dislocations do not allow interlocked arms.

Human Ladder

This activity helps develop trust and teaches participants to be responsible for each other’s safety.

Equipment: Six to 10 smooth hardwood dowels about 3 feet long, ½ inch in diameter.

Procedure: Pair the Scouts and give each pair one “rung” of the ladder. Each person holds one end of the rung. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds from one rung to the next. As the climber passes by, the pair holding that rung may leave that position and go to the front end of the ladder, extending the ladder length indefinitely.

Note: The direction of the ladder may change at any time (make a right-angle turn, for example), and the height of the rungs may also vary.

The Boy Scout Shuffle

Equipment: A 30-foot telephone pole lying on a flat area.

Procedure: Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a personal record or “PR” is the best kind of competition.

SPECIAL COOKING



Here is a program feature for a troop that has gone beyond cooking basics. Scouts will learn how to use the Dutch oven and reflector oven and practice cooking with camp stoves, charcoal, and aluminum foil.

Since good meals are so important in camp, your patrol leaders' council will want to use this feature as soon as most Scouts have mastered the basics of cooking.

If possible, hold troop meetings outdoors where fires are permitted so that you can cook and sample the results. For at least one meeting, use the fuel that will be used to cook your camp banquet, this month's highlight activity.

The banquet should be just that—a real feast, with each patrol taking pains to prepare a full-course dinner, from soup or salad to dessert. Encourage patrols to tackle special dishes that require a Dutch oven or reflector oven.

Some troops have a camping tradition of laying out a real spread for their adult leaders several times a year. They have tablecloths, flowers, china, and silverware, with the Scouts serving as waiters as well as cooks. That may be taking gourmet cooking a little further than your patrol leaders' council wants to go, but it's a fun time.

Whether or not you go that far, consider inviting the Scouts' families to the camp banquet. The banquet could mark the end of a day's outing in the woods or the highlight of a weekend campout.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Considerable improvement in cooking skills
- Increased confidence in their ability to live comfortably in the outdoors
- An opportunity to use new styles of cooking

ADVANCEMENT OPPORTUNITIES

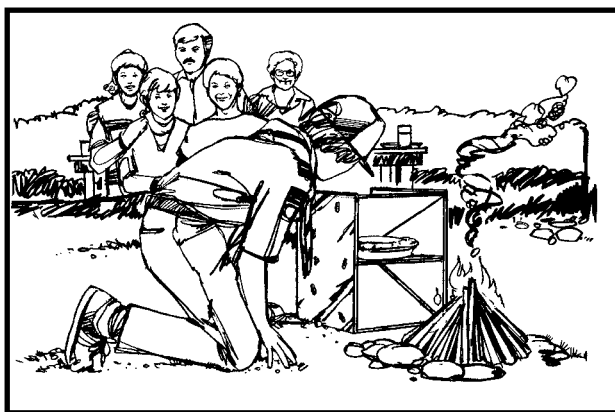
By month's end, all Scouts should meet many of their cooking requirements through First Class rank. Depending on the highlight activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping, cooking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Cooking merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Hiking, Camping, Backpacking, Wilderness Survival, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with cooking instruction
- Asking people for recipes that could be used for the camp banquet
- Inviting families to the camp banquet

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Choose a site for the camp banquet. Assign someone to secure permissions, if needed.
- Decide whether the camp banquet will be a one-day activity or the highlight of a campout.
- Plan activities for the outing, in addition to preparing and serving a meal.

- Inventory the troop's cooking gear (Dutch ovens, reflector ovens, camp stoves, charcoal burners, etc.). If the supply seems low, ask the troop committee for help in obtaining more. For a homemade reflector oven, see the diagram on page 73.
- Plan details of troop meetings for the month. Consider inviting a Cooking merit badge counselor to help with instruction. Review the use of ovens and stoves.
- Schedule troop meetings at an outdoor site where fires are permitted, if possible.

FEATURE EVENT

Camp Banquet

Anyone who has ever smelled bacon frying and corned beef hash sizzling on an outdoor fire knows that simple cooking can produce delightful results. But you can't bake a peach cobbler in a thin aluminum pot or an apple pie in a pot over a bonfire. So there is a lot to be said for expanding the Scout cook's horizons.

That's why patrols should be encouraged to use reflector ovens and Dutch ovens in preparing their banquet. Also encourage them to try different heat sources, too, such as charcoal and camp stoves. The skills involved are different, and learning them will help make your Scouts better cooks.

The patrol leaders' council may want to invite the troop's families to the banquet. The serving plan may be for each patrol to have a banquet for its own families, or all dishes might be served buffet-style to all Scouts and families.

Other Activities for the Outing

Preparation, serving, and cleanup for the banquet will no doubt take several hours, but the patrol leaders' council will want to plan activities, too, particularly if the big event is a campout. One logical tie-in to this feature might be instruction and practice in recognizing edible wild plants in your area and learning how to prepare them for eating. Make sure the instructor is an *expert* in identifying wild plants!

Other possible activities, depending on what's available at your site, include swimming, fishing, wide games, and interpatrol contests requiring Scoutcraft skills. In addition, individual Scouts or small groups might work on various outdoor merit badge requirements.

Dutch Oven Cooking

Many outdoorsmen claim that a Dutch oven is the most useful and versatile cooking implement in camp. The only drawback for trail cooking is its size and weight, but that is not so for a campout or long-term camp.



A Dutch oven can be used as an ordinary cooking pot, or for baking. When it is used for baking, it's a good idea to set the baking pan on pebbles or an inverted pie pan in the bottom of the oven to prevent burning the food.

A new Dutch oven must be seasoned before it is used. See the *Fieldbook*, No. 33104, for more information about this procedure.

Drop Biscuits

1 cup all-purpose flour
 1¼ tsp. baking powder
 ¼ tsp. salt
 1 Tbsp. shortening
 1 Tbsp. sugar
 ½ cup water or milk

Stir dry ingredients with a fork to work air into them. Put melted shortening into water or milk and stir quickly so shortening does not harden. Then add it to dry ingredients gradually until a thick dough forms—a little thicker than for pancakes.

Preheat the Dutch oven and put a baking pan in the bottom. Drop biscuit mix by tablespoons onto the pan. Put on the lid and place coals on top. The heat is about right if the biscuits have risen and started to brown in 5 minutes. Bake 10 minutes more.

Pot Roast

4 lb. chuck or round roast
 Eight medium onions, sliced
 Eight potatoes, sliced
 Eight carrots, sliced
 Cooking oil
 Salt and pepper

Preheat oven and lid and place on coals. Rub flour on the roast and brown all sides in a small amount of oil in the oven. Add ½ inch of water. Put the lid on the pot and cover with a layer of coals. Simmer 3 to 4 hours. Check occasionally and add water if necessary. After about 2 hours, add the vegetables. Replace the

lid and continue simmering until everything is tender. Serves eight to 10.

Peach Cobbler

Two No. 2 cans sliced peaches
 2 cups biscuit mix
 ½ cup sugar
 ½ tsp. cinnamon

Preheat Dutch oven slightly over hot coals. Put a baking pan in the bottom and pour in peaches. Reserve some of the juice so the cobbler won't be mushy. Following the instructions for the biscuit mix, mix biscuit mix with milk or water. Pour the dough on top of the peaches and sprinkle with sugar.

Put the lid on the oven and place coals on top. Bake until crust is golden brown. Serves 10.

Oven-Fried Chicken

Use half of a frying chicken per person. Wash chicken in water. Cut away skin and fat. Discard. Cut the chicken into pieces, dip into cold water, and wipe dry. Shake the chicken pieces in a paper bag with seasoned flour (flour, salt, pepper).

Preheat the Dutch oven. When it is hot, add two tablespoons of cooking oil and the chicken pieces. Brown them on both sides.

Put the lid on the oven and add coals on top. Bake, basting the chicken occasionally, for 15 minutes. Then turn the pieces over and cook until tender—about 15 minutes.

Reflector Oven Cooking

The reflector oven can be used for baking, too, and is much lighter than the Dutch oven. Most reflector ovens are made with heavy-duty aluminum foil. (See the diagram on page 73.)

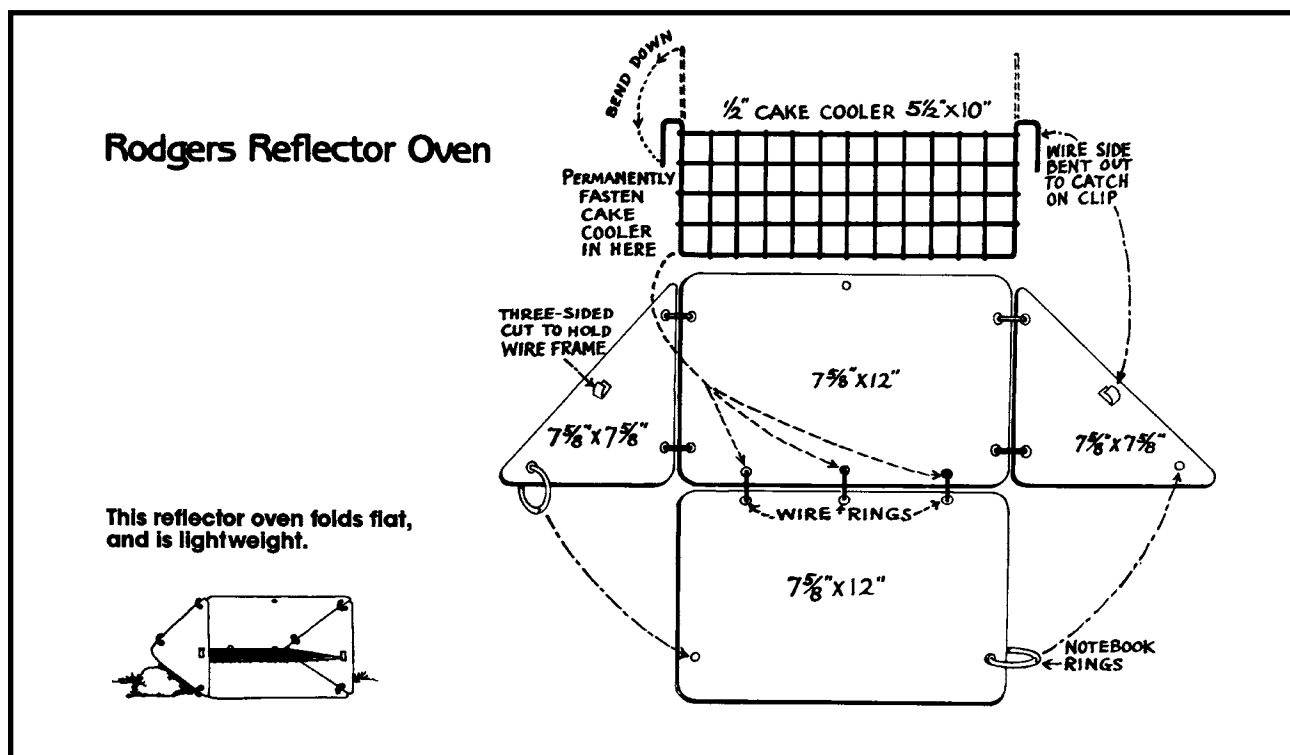
As its name implies, the reflector oven bakes by reflecting heat from a flaming fire onto the food. Because you don't have to wait for coals, baking is faster with a reflector oven.

Berry Pie

Pie crust mix
 1 pint berries
 ½ cup sugar
 2 Tbsp. flour
 Cinnamon
 Rolling pin or substitute

Mix the pie crust mix according to directions on the box. Roll out dough on a little flour to about ⅛-inch thickness. Line the baking pan with half of the dough.

Mix berries, flour, sugar, and a dash of cinnamon. Fill crust with this mixture. Add the top crust, making it



an inch wider than the pan. Crimp the edges and use a fork to pierce small holes in the crust to vent steam. Put the pie on the reflector oven shelf in front of a bright fire. Turn it occasionally to bake evenly. Bake until crust is golden brown.

Sourdough Biscuits

Old-time prospectors carried sourdough mix as a starter for their bread or biscuits. You can make some by dissolving a packet of dry yeast in a cup of water or milk and adding a cup or more of flour to make a smooth batter. A teaspoon of sugar will speed up fermentation, but it's not vital. Let this mix stand in the sun for several hours in a glass or ceramic bowl until it seems to grow and is full of bubbles. (Don't use a metal bowl because the sourdough's acids can eat through metal—but not through your stomach!)

Use this starter mix to make biscuits as follows:

1 cup sourdough starter mix
 1/4 tsp. soda
 One egg
 1 Tbsp. fat or cooking oil
 Flour

Mix ingredients into a dough that can be kneaded. Roll the dough flat on a floured surface such as foil or plastic. Cut dough into biscuit-sized pieces. Let it rise for an hour or so, then bake in the reflector oven until golden brown.

Cooking Tricks

Here are some gimmicks for advanced cooks who don't want to use utensils.

BROWN BAG BISCUIT. Saturate the bottom and sides of a paper bag with cooking oil. Mix a prepared biscuit mix and put three or four pieces of dough in the bag. Hang the bag over a fire—not too high. When biscuits are golden brown, they should be done. Test with a wood sliver.

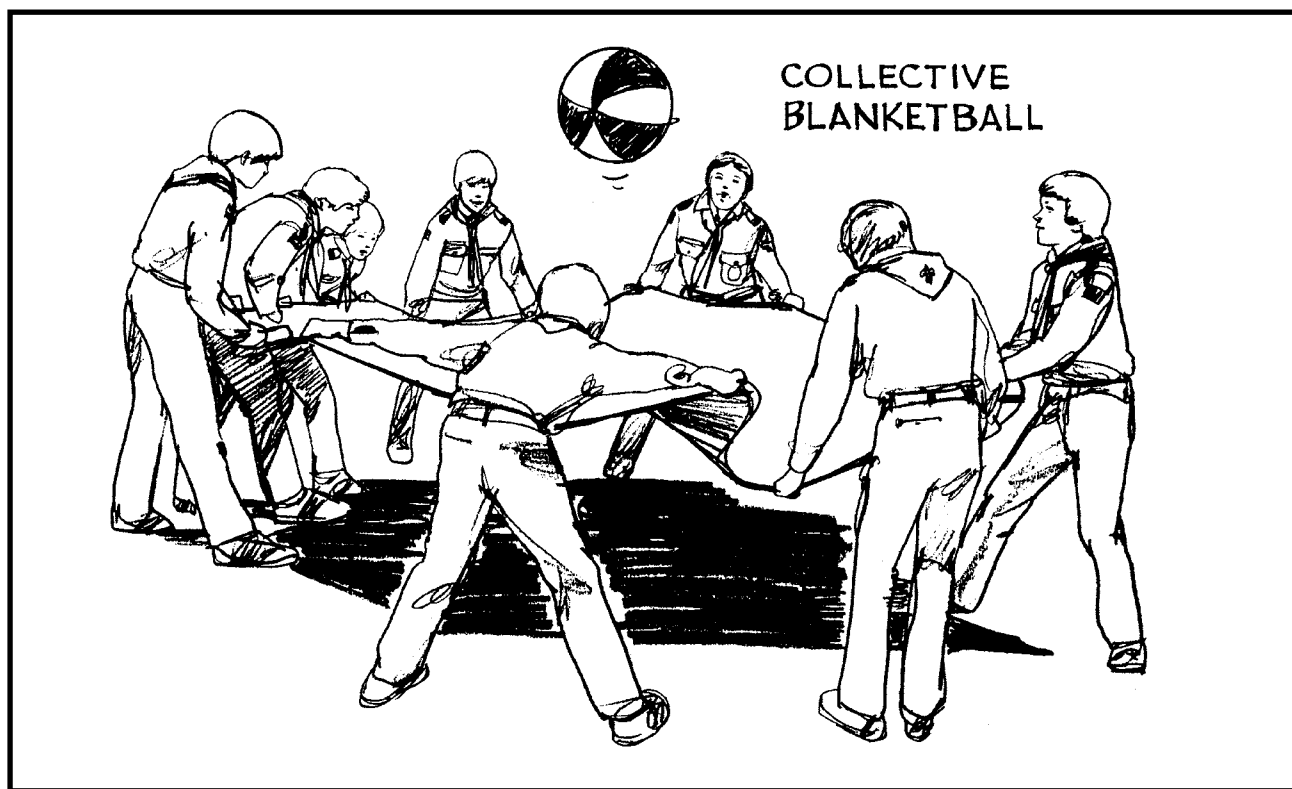
EGG ON A STICK. Use a knife point to make small holes in each end of an egg. Run a sliver through the egg and heat over coals. Don't overheat or the egg will burst.

ORANGE OR ONION SHELL EGGS. Cut an orange in half and remove fruit. Crack an egg into the peel and place directly on coals. Try the same thing with a large onion.

MUDDY EGGS. Cover an egg with about 1/2 inch of mud and bury in hot coals for 20 minutes, or less if you like soft-boiled eggs.

Heat Loss. When cooking with charcoal, place heavy-duty aluminum foil on the ground. This helps prevent heat loss and makes cleanup easy.

SPORTS



Most Scouts crave physical activity. With this program feature, you can provide a variety of ways for them to get it. Many sports, both team and individual, are available in Scouting.

Use them to encourage your Scouts to become physically fit. Point out that only by becoming fit can they perform at their best level in any sport.

Stress teamwork, too. Obviously, team sports require each member of the team to act in harmony with the others. Even in individual sports, teamwork is important because often the individual needs the help of others in training for and practicing his sport.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A greater understanding that physical fitness is essential for a fulfilling life
- Awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol
- Enhanced self-confidence as a result of improving physical fitness
- Familiarity with a variety of sports

ADVANCEMENT OPPORTUNITIES

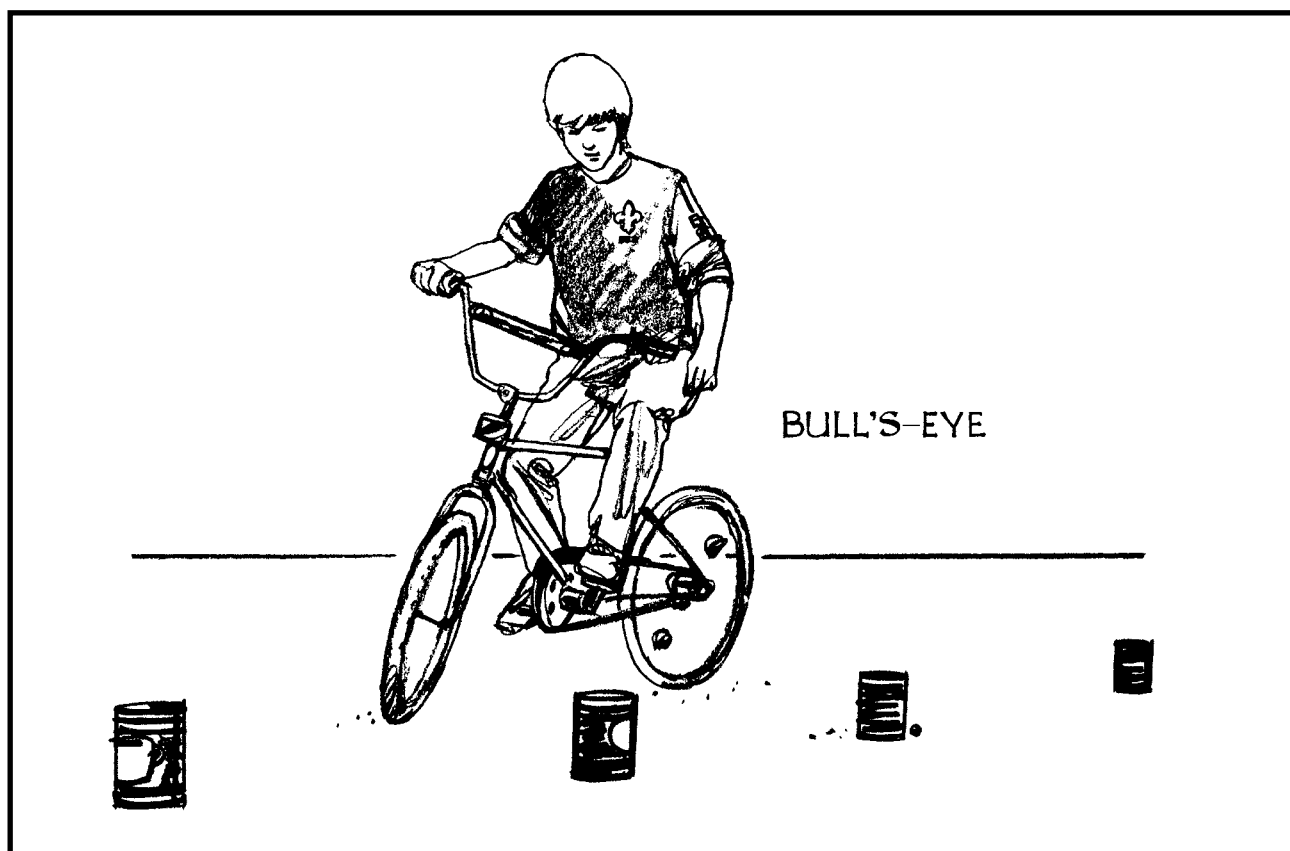
By month's end, all Scouts should have met many of their physical fitness requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, drug awareness

Second Class

- Outdoor—camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, drug awareness



First Class

- Outdoor—camping, hiking, cooking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning

Merit Badges. Older Scouts can concentrate on the Personal Fitness and Sports merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements for the Cooking, Hiking, Camping, Athletics, Swimming, Skating, Cycling, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

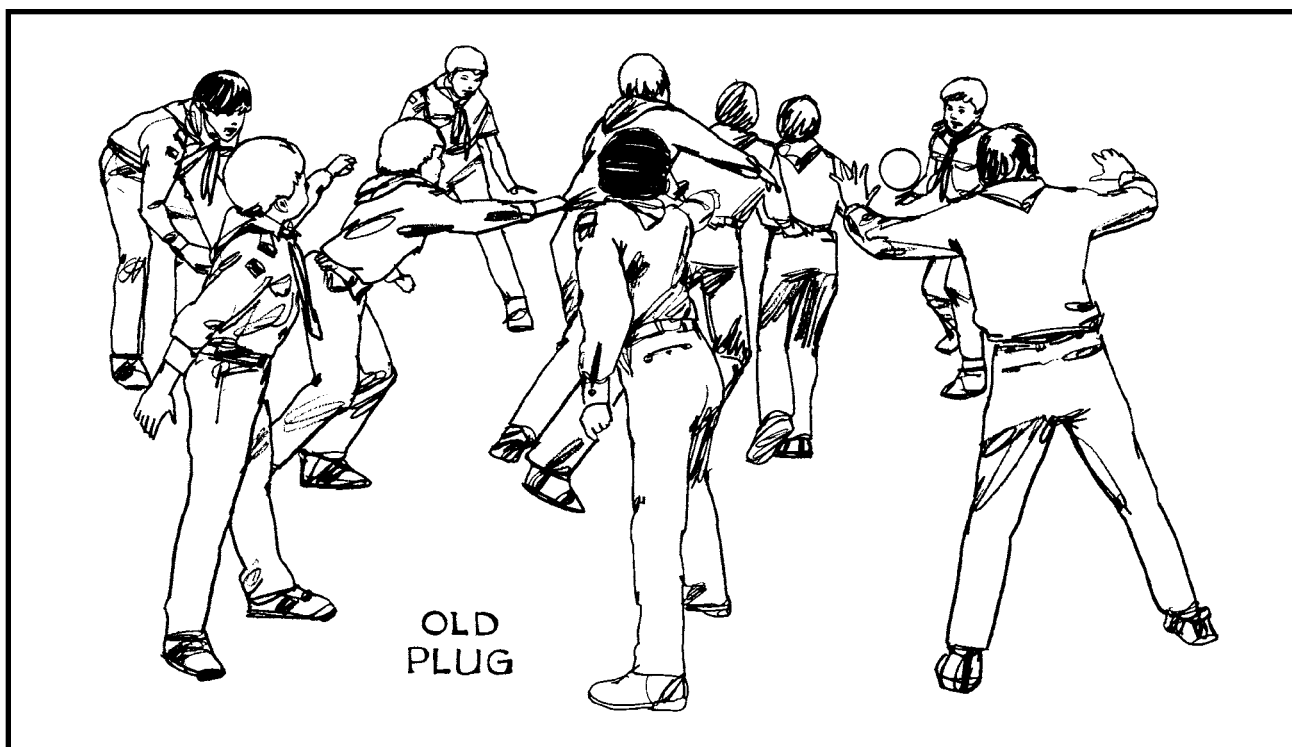
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist as judges, scorers, timekeepers, etc.
- Inviting families on the campout
- Asking qualified people to coach Scouts in a sport

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide whether to make the outing a one-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the events for the outing. See the ideas on the following pages.
- Arrange to secure the necessary equipment; ask for help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if this has not been done recently.
- Plan details of troop meetings for the month. Consider inviting counselors for the Sports or Athletics merit badges to help with instruction.
- Make a list of possible patrol Good Turns for the community.



FEATURE EVENT

Sports Outing

This outing can be a campout or a daylong event with several features. You might want to have several conventional sports activities plus some cooperative events. You might even recruit a professional athlete to work with the troop on a particular sport.

This outing could be done with another troop or several troops, and with some competitive events between the troops. Or, your outing might be a family gathering at a sports event; attendance at the event could be one portion of a daylong activity.

Collective Blanketball

Two patrol teams of about eight or 10 players spread out around two sturdy blankets or similar-sized pieces of durable material. Each team grasps the edges of its blanket, and a beach ball or monster ball is placed in the middle. To warm up, each group tosses the ball into the air and catches it again in the blanket, or rolls the ball around the outside edges of the blanket. Teams then pass the ball back and forth by tossing it toward the receiving team. One team can even toss the ball straight up and dash out of the way, letting the other team race under the ball to catch it with the blanket.

You can also give each team its own ball and have them play catch with two balls.

For groups seeking additional challenge, juggling can be attempted by trying to get two or more balls going in the air in a continuous manner. This can be attempted initially by one team alone, making sure one of the two balls is always in the air, and later by tossing balls from team to team. To involve more people, use a sturdy bedspread, a large piece of lightweight canvas, or an old parachute. A variation of this game, known as Collective Netting, can be played in shallow water with a fishnet instead of a blanket.

Collective-Score Blanketball

Two teams use a blanket to toss a beach ball or other large ball back and forth over a volleyball net. Every time the ball is tossed over the net by one team and caught successfully in the blanket held by the other team, 1 collective point is scored. This game is cooperative because every team member is a part of every toss and every catch. There is also the collective challenge of scoring as many points in a row as possible.

Inchworm

Pair off Scouts. They sit on each other's feet and grasp elbows or upper arms. Each pair advances by having the Scout whose back is toward the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion

to the turning line—but don't turn. For the return trip, Scouts simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

Sports Tourney

This can either be held outdoors or indoors in a gym, depending on the climate. Have an interpatrol competition in two or more team sports, such as basketball, volleyball, team handball, indoor soccer.

Play patrol against patrol in abbreviated games (two 5-minute halves of basketball, for example). If possible, have every patrol play all other patrols.

If the patrol leaders' council desires a full-scale tourney, with regulation games, schedule one that covers two or three Saturdays.

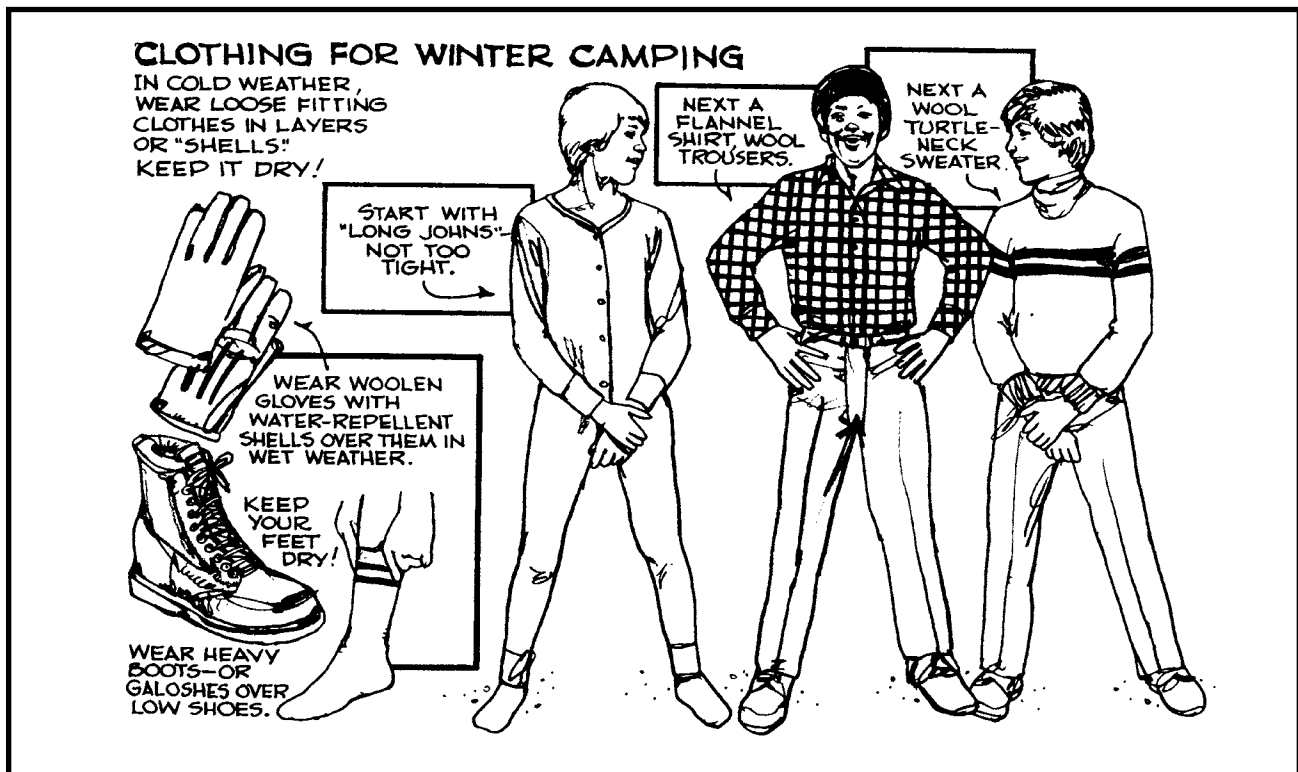
Bike Games

BULL'S-EYE. For each patrol, set out four empty 1-pound coffee cans, open end up, about 8 feet apart in a straight line. Give each Scout four marbles. The object of the game is to drop one marble into each can while riding down the line at any speed. Score 1 point for each hit; subtract 1 point if the rider touches his foot to the ground.

SLALOM RELAY. For each patrol, remove the top halves of four empty plastic milk jugs and set each out about 6 feet apart in a straight line. The rider must weave in and out without touching a jug and without his feet touching the ground. If he touches a jug or the ground, he must return to the starting line and begin over. Run the game as a relay. The fastest patrol wins.

SNAIL RACE RELAY. Mark a 3-foot-wide lane about 50 feet long with string or chalk for each patrol. Half of the patrol lines up at either end of the lane. The object is to ride as slowly as possible without touching the ground or allowing a bike wheel to touch the line. The race starts with the first rider at one end riding to the other end of the lane; there the first Scout in line rides the other way, and so on until all patrol members have ridden the course. The slowest patrol time wins.

WINTER CAMPING



Say the word “camp” and most Scouts and Scouters will conjure up an image of sunny skies, the balmy air of spring or fall, or the heat of summer, and lots of outdoor fun.

But there’s plenty of fun in winter camping, too. Admittedly, conditions can be rough, especially in the northern states when snow blankets the ground and temperatures dip into the teens or lower. Curiously, though, your troop is likely to remember with pleasure the outings when the Scouts overcame cold, wet, and mud and had a memorable time anyway.

Winter camping is one thing in northern Minnesota or Maine, quite another in Florida, southern California, or Hawaii. Adapt the suggested program on these pages to your climate and conditions. In warm weather climates, troops may want to concentrate on wet-weather skills instead of those highlighted here.

The troop meeting plans call for instruction and practice in the skills required to be comfortable and safe while camping in low-temperature periods when snow may be on the ground. The primary resource is the *Fieldbook*.

The importance of being prepared is stressed because the winter environment is unforgiving. In summer, if a Scout forgets to bring extra socks and underwear on a campout, it’s no big deal. But in winter, such forgetfulness is serious because of the danger of getting wet and having no change of dry clothes. Being

cold and wet could reduce the body’s core temperature and lead to hypothermia.

The big event will, of course, be a cool campout. If your troop has a lot of young Scouts, consider choosing a site with access to cabins or other shelters in case the weather gets beyond their capabilities.

SCOUTING OUTCOMES

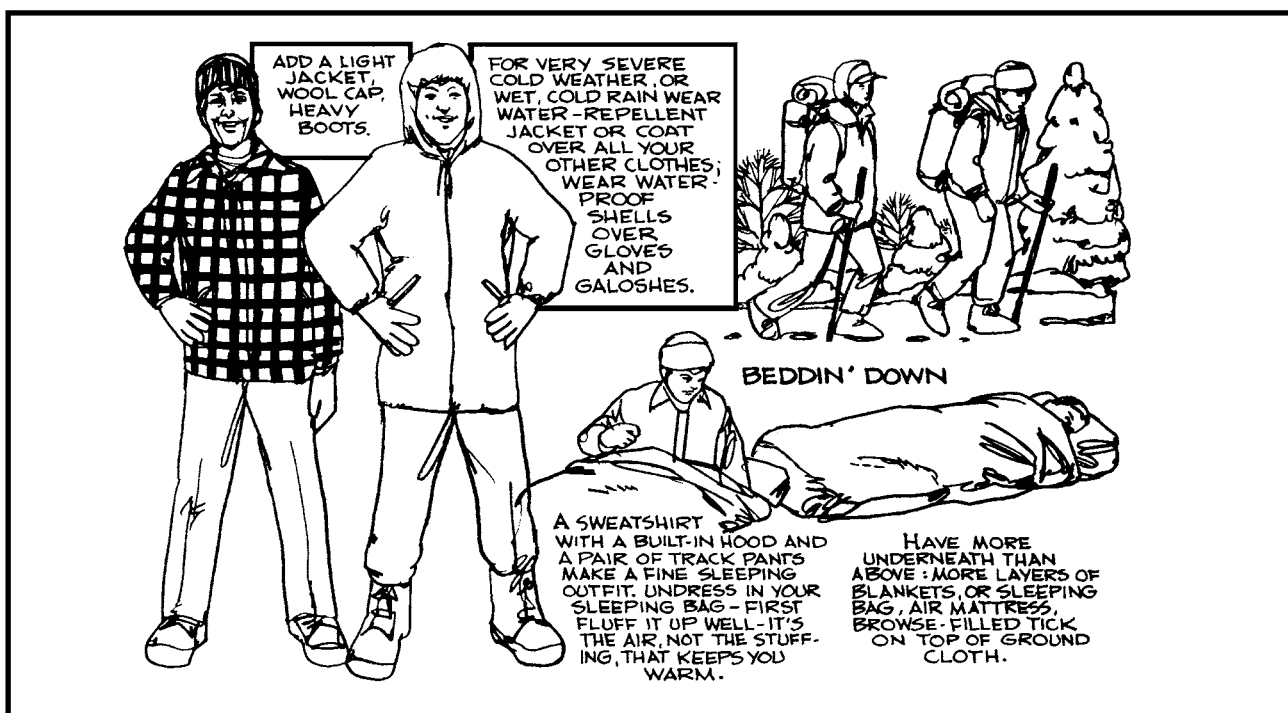
This month’s patrol and troop activities should give your Scouts

- The knowledge and skills to be comfortable in camp
- A sense of communion with nature and God
- A greater respect for the outdoors and resourcefulness in learning to deal with difficulties
- Increased self-confidence
- Esprit de corps (group spirit) from having worked together to meet the challenges the elements present

ADVANCEMENT OPPORTUNITIES

By month’s end, all Scouts should have met many of their basic camping requirements through First Class rank.

Depending on the campout activities, they may also complete all or part of the following rank requirements:



Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping merit badge this month. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

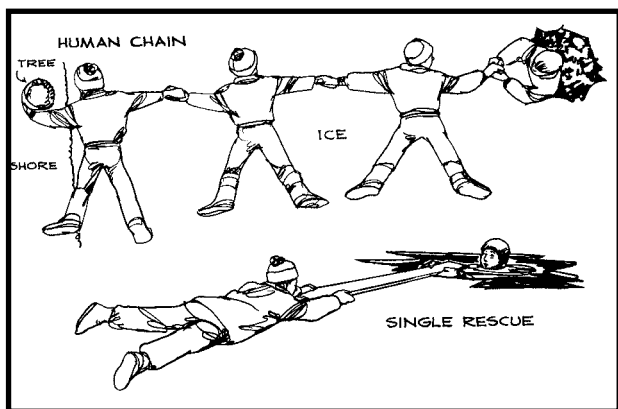
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for camping skills
- Inviting parents on the cool campout
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at patrol leaders' council meetings after each troop meeting.

- Choose a campsite for the cool campout.
- Review winter camping skills. See the *Fieldbook* and the *Camping* merit badge pamphlet.
- Inventory the troop's camping equipment, if that has not been done recently. Check the condition of tents, flies, stoves, and tools. If repairs or replacements are needed, ask the troop committee for help.
- Plan activities for the campout—games, contests, skills instruction, etc. But avoid sweating from over-exertion, because clothes will become damp and won't keep the wearer warm.
- Plan details of troop meetings for the month. Consider inviting Camping, Wilderness Survival, and First Aid merit badge counselors to help with instruction.



FEATURE EVENT

Cool Campout

Choose your campsite with regard to the experience of your troop, especially if low temperatures can be expected. If it's reasonable to anticipate temperatures in the 20-degree range or below and you have a lot of first-time winter campers, it might be wise to camp near some cabins or other buildings in case of severe weather.

But don't pamper the Scouts by planning a cabin camp. Even the beginning campers will enjoy the challenge of tent camping in winter and learning how to be comfortable in adverse conditions.

The patrol leaders' council should take extra care in preparing for the campout. Make sure that all Scouts know how to dress properly, how to pitch a tent for maximum protection from the wind, and how to recognize signs of frostbite and hypothermia, the chief dangers in a winter camp. Don't let anyone leave the site without at least one buddy accompanying him in case one of them gets into trouble.

In planning activities for the campout, the patrol leaders' council should remember that everything takes longer in a winter camp. Preparing for and conducting contests, making cooking fires, and cooking will take more time. And, of course, it gets dark early, so Scouts should start gathering fuel early for supper, if you are cooking with wood.

Campout Activities

Obviously your activities will depend in part on the weather conditions. These are some possibilities for a cold, snowy weekend:

- Instruction and practice for the Skating and Skiing merit badges.
- Hikes and races with skis, sleds, and skates.
- Seal Race—Scouts slide on their bellies over ice, perhaps using ice awls to propel themselves.

- Snow Snake Contest—Make a track through fresh snow with a car or bicycle; the track can have gentle bends but no sharp turns. Let the track freeze overnight. The "snow snakes" are Scout staves or handles from old brooms. The object of the contest is to see how far Scouts can slide their snow snakes. Put a ramp at the end of the tracks and see if the snow snakes will stick in the snow.
- Establish a snow slide in an area that is free of trees, rocks, and other hazards. Use inner tubes, plastic flying disks, old plastic garbage can lids without handles, or heavy cardboard for sleds.
- Have a tug-of-war between two patrols with a wall of snow dividing them. The losers get pulled through the snow.
- Play Snow Golf—Same as miniature golf except that the fairways are snow-covered and the greens are packed-down areas with an open can buried to its rim. Balls are hockey pucks; for clubs, use old golf clubs or hockey sticks.
- Follow animal tracks in the snow. Try making plaster casts of the tracks. If the temperature is well below freezing, spray water in the track and let it freeze before casting in plaster.
- Alaskan Serum Race—Each patrol has a sled with two 6-foot ropes tied to the front, and each sled carries a "bottle of serum." Four stations are set up about 100 yards apart in a square.
During the race, each patrol member becomes a sled puller. It works like this: to Station 1, Scouts 1 and 2 pull the sled and Scout 3 rides; to Station 2, Scouts 3 and 4 pull and Scout 1 rides; to Station 3, Scouts 5 and 6 pull and Scout 4 rides; to Station 4 (the finish), Scouts 7 and 8 pull and Scout 5 rides. At the finish, Scout 5 leaps off the sled and delivers the serum to the "doctor" (leader). The first patrol making the delivery wins.

Cold-Weather Camping Tips

- On expeditions away from the camp, always use the buddy system. Buddies can watch each other for frostbite (specks of white on the skin) and make sure no one gets lost or wet, with the consequent danger of hypothermia.
- If a Scout has a cap without earflaps, have him tie a neckerchief or scarf over the cap to cover his ears.
- In wind, tie a neckerchief or scarf over the nose and ears and let the point hang over the chin.
- If mittens get wet, use an extra pair of dry woolen socks as mittens.

- Use a wool cap or large woolen sock as a nightcap in cold weather. The body loses lots of warmth through an exposed head.
- For a bed warmer, fill a canteen with piping hot water.
- Tie trouser bottoms over the tops of shoes or boots to keep out snow, pebbles, etc.
- Paper (even newspaper) wrapped around the legs, thighs, back, and chest will add insulation.
- Remember that dampness in any form is the number one enemy to safety and comfort in cold weather. Wet feet are especially bad.
- For an emergency poncho, cut a slit in a plastic trash bag or an old shower curtain and pull it over your head.
- Don't permit skating by a patrol-size group unless the ice is at least 3 inches thick. Even then have some rescue gear close by in case a Scout breaks through—an ice rescue cross made of 8- to 10-foot lengths of 2-by-4s with 50 feet of line attached; or a ladder or ring buoy with rescue line. Four-inch-thick ice is safe for troop-size groups.
- Do not eat ice or snow on the trail. It is not pure and it can reduce the body temperature. Melted snow or ice can be used for drinking only after boiling.
- On a slippery trail, stay far back from cliff or canyon edges.

Cool Camp Cooking

If you plan to cook with wood, remember that tinder may be hard to find if there is snow on the ground. Smart campers bring it in a tinder bag. Before your outing, gather small dry twigs and put them in a plastic bag. Don't use all the tinder on your first fire unless you know you won't need to make another.

If there is snow, or if fallen wood is frozen to the ground, you may have to find dead branches on standing trees for your fuel. On an overnight camp, gather twice as much fuel during daylight as you think you will need for supper fires. Remember that night comes early, so get started on fires for supper by 3:30 P.M. Caution Scouts not to work up a sweat while collecting and chopping wood. Staying dry is half the battle of keeping warm.

Plan simple meals for winter camping. Here are some favorites that will feed six to eight Scouts.

Slum Gullion

3 lb. hamburger
Eight to 10 medium potatoes
½ lb. bacon
Four medium onions
Two 8-oz. cans tomato puree
1 lb. cheddar cheese

Put 2 to 3 cups of water and 1 tsp. of salt in cooking pot and place over fire. Peel, wash, and dice potatoes, add to water, and bring to boil.

While potatoes are cooking, dice the bacon in ½-inch squares and fry to a crisp brown in another pot. When the bacon is done, drain off grease and add finely chopped onions. Then add crumbled hamburger a little at a time, stirring constantly as it browns. Next add the tomato puree and the cheese, cut into ½-inch cubes. Keep over low fire and stir frequently until cheese is melted.

When the potatoes are done, drain off water and add to hamburger mixture. Season to taste.

Chicken and Dumplings

4 tbs. butter or margarine
4 stalks celery, rinsed and coarsely chopped
1 medium onion, finely chopped
4 chicken bouillon cubes
1 lb. carrots, peeled and sliced
4 boneless chicken breasts

Baking Powder Dumplings

2 eggs
½ cup milk
1 tsp. baking powder
2 cups flour

In a large Dutch oven, brown the chicken in the butter or margarine. Add the celery, onion, bouillon cubes, and 6 cups water. Bring to a boil, reduce heat, and cover. Simmer for 20 minutes. Add carrots and simmer for an additional 15 to 20 minutes until carrots are soft.

Mix the dumpling mixture and drop by spoonfuls on top of the chicken mixture. Cover tightly and continue simmering until dumplings are fluffy and dry (approximately 15 minutes). Serve. Salt, pepper, garlic powder, and other spices can be added to taste.

Campfire Hash

3 lb. hamburger
Eight to 10 medium potatoes
Three medium onions
8-oz. can of tomato sauce

Dice the potatoes, put them in a pot with enough water to cover, and bring to a boil.

Mince the onions. When the potatoes are soft, drain them and add onions and hamburger. Mix well.

Grease a large frying pan and put it on the fire. When the grease is hot, add the hash mixture. Brown on one side, then turn and brown on the other. When the hash is almost done, add the tomato sauce and heat for 1 or 2 minutes.

THE SCOUTMASTER'S MINUTE

The Scoutmaster's Minute is brief in duration but one of the most important parts of a troop meeting. Occurring at the closing of the meeting, it is the thought that will go home with the boys. It is the time to teach one of the ideals of Scouting. The Scoutmaster's Minute is a special time when you have the attention of all the boys in the troop, and it is your opportunity to convey a special message of inspiration. Many of the Scoutmaster's Minutes listed below are *parables*, short stories about everyday people and occurrences that illustrate a moral attitude or religious principle.

Boys are "visual" thinkers; they relate well to stories that are accompanied by props. Using a postage stamp as a prop, you can suggest that a stamp sticks to its job to get a letter to its destination. The moral is that Scouts should be as determined as a postage stamp to stick to a task until it is completed.

On the following pages are some examples of Scoutmaster's Minutes for you to use in inspiring the Scouts entrusted in your care, but don't hesitate to begin a collection of your own inspirational messages to use in the future.

SCOUTMASTER'S MINUTES

The Slim Margin of Success

The difference between winning and losing is sometimes very slight. There were eight finalists in the men's 100-meter dash at the 1976 Olympics. The Gold Medal winner beat the eighth man by less than half a second. There are 5 million people engaged in selling in America. Can you imagine what our gross national product would be if each of them had made just one more sale last year? In sports, business, politics, or Scouting, winning isn't everything, but it sure beats losing.

This Will Make You Feel Better

If you sometimes get discouraged, consider this fellow: He dropped out of grade school, ran a country store, went broke, spent 15 years paying off his bills, married, became unhappy in his marriage, ran for the House of Representatives and lost twice, ran for the Senate and lost twice, delivered a speech that left his audience indifferent but later became a classic, was attacked daily by the press and despised by half the country. Despite all this, imagine how many people all over the world have been inspired by this awkward, rumples, brooding man who signed his name simply A. Lincoln.

One Person Can Make a Difference

In 1645, one vote gave Oliver Cromwell control of England.

In 1649, one vote caused Charles I of England to be executed.

In 1845, one vote brought Texas into the Union.

In 1868, one vote saved President Andrew Johnson from impeachment.

In 1876, one vote gave Rutherford B. Hayes the presidency of the United States.

In 1923, one vote gave Adolf Hitler the leadership of the Nazi Party.

And in 1776, one vote gave America the English language instead of German.

Each of us in our own way can make a difference.

Footprints

One night a man had a dream. He dreamed he was walking along a beach with the Lord. Across the sky flashed scenes from his life. For each scene, he noticed two sets of footprints in the sand: one belonging to the Lord and one belonging to him.

When the last scene of his life flashed before him, he looked back at the footprints in the sand. He noticed that many times along the path of his life there was only one set of footprints. He also noticed that it happened at the very lowest and saddest times in his life.

This really bothered him, and he questioned the Lord about it. "Lord, you said that once I decided to follow you, you would walk with me all the way. But I have noticed that during the most troublesome times in my life, there was only one set of footprints. I don't understand why, when I needed you the most, you would leave me."

The Lord replied, "My son, my precious child, I love you and I would never leave you. During your times of trial and suffering, where you see only one set of footprints, it was then that I carried you."

Don't Be Afraid to Fail

You've failed many times, although you might not remember. You fell down the first time you tried to walk. You almost drowned the first time you tried to swim, didn't you? Did you hit the ball the first time you swung a bat? Heavy hitters, the ones who hit the most home runs, also strike out a lot. R. H. Macy failed seven times before his store in New York caught on. English novelist John Creasey received more than 700 rejection slips before he published over 600 books. Babe Ruth struck out 1,330 times, but he also hit 714 home runs. Don't worry about failure. Worry about the chances you miss when you don't even try.

Aim So High You'll Never Be Bored

The greatest waste of our natural resources is the number of people who never achieve their potential. Get out of that slow lane. Shift into the fast lane. If you think you can't, you won't. If you think you can, there's a good chance you will. Just making the effort will make you feel like a new person. Reputations are made by searching for things that can't be done and doing them. Aim low: boring. Aim high: soaring.

Water World

Challenge each of your patrols to huddle and try this exercise in problem solving.

Problem: You must measure exactly 1 gallon of water out of a 20-gallon barrel. You have only a 5-gallon bucket and a 3-gallon bucket. How can you measure exactly 1 gallon?

Solution: Fill the 3-gallon bucket and pour it into the 5-gallon bucket. Refill the 3-gallon bucket and pour it into the 5-gallon bucket until it is full. The remainder in the 3-gallon bucket will be exactly 1 gallon. A simple solution to a problem that appeared complex!

Reach Higher

Tape a large piece of paper on a wall at your eye level. Ask two or three Scouts to come up and make a mark on the paper with a marker as high as they can reach. Thank them for their effort and

allow them to return to their seats. Tell the troop that we can all usually do better than our first effort. Remind them that you asked the Scouts to reach as high as they could.

Ask the same Scouts to come back up and see if they can do better than their first effort. (It never fails that they will always reach two to three inches higher on the second try.)

This is a good opportunity to emphasize doing one's very best, and to give every project one's "second effort" on the first try.

Can't to Can!

Every now and then we hear a Scout use the word can't: "I can't hike 15 miles" or "I can't tie that knot," etc. It's at that point I'll stop the meeting and ask the Scouts to give the Scout sign and repeat after me, "On my honor I will do my best!" Then I step up to our chalkboard, write out the word *can't* in big letters, and ask the boys if that word appears anywhere in the Scout Oath or Law. At that point, I erase the "t" and explain to the Scouts that their trail to the Eagle rank will be much easier if they start telling themselves they *can* do it instead of using that other word. Before I walk away from the chalkboard, I write a big "T" in front of the *can* and leave it there until the next meeting. The first thing they see the next time they walk in is the words "I can!"

A Bicycle

Have you ever thought about how a bicycle works? Most of us just hop on and let it take us where we want to go without giving it a second thought. A closer look shows it takes a lot of different pieces doing their part and working together to make transportation happen.

When you push the pedal with your foot, a lot happens to make the wheels turn. The pedal turns a crank that turns a gear, which pulls a chain that turns another gear, which turns a hub, which pulls the spokes, which turns the wheel, which pulls the tire that pushes against the road to make the bike go.

When you want to stop, you pull a lever that pulls a cable against a housing, which causes another lever to move, which pushes a pad against the wheel. Changing gears involves levers, cables, housing, springs, and pulleys working together. If any one part fails to work when it is supposed to, the whole system fails to work. When one system fails, the bike can still be ridden, but not in top form.

You are the parts, just like on the bicycle. Our patrols are like the pedaling, braking, and gear-changing systems. The senior patrol leader is like the rider. He directs a pedal or a lever—your patrol leaders—to do their part and they in turn ask you to do yours. If you choose not to do your part, your patrol suffers and the troop doesn't work well. The troop is our vehicle to adventure, fellowship, and good times. And each of you is a very important part.

Symbols

There are a lot of symbols that we recognize. Let's take some time to name or draw a few that we know: the Coca-Cola logo, a poison warning label, a stop or yield sign, the Kmart logo, the Scout badge, a heart symbol, cross, etc.

When you see these symbols, you know what they mean—what they stand for, what some of them instruct you to do.

You, too, are a symbol. You represent the Boy Scouts of America. People see you and know that you stand for something good. You stand for being trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent. Be a good symbol!

Aptitude and Attitude

We are all different. We have different aptitudes and attitudes. *Aptitude* is a natural ability or talent, one's capacity to learn. *Attitude* is a mood or a state of mind shown by actions and words.

As Scouts we must respect each other's aptitudes. We must be patient, whether we are teaching or being taught. Our attitude toward what we are doing reflects what we are. If you have a good attitude, your aptitude will improve.

A Game of Cards

Christopher Reeve was a movie actor who played the part of Superman. Everything was going right for him. He had a successful acting career and a nice family; he was seemingly all set for a wonderful life. Then he had a horse-riding accident that left him paralyzed from the shoulders down. All he could move was his neck a little bit—he couldn't even breathe on his own. It looked like everything had changed for Chris, and that the rest of his life would be very dismal.

It was true that nearly everything had changed for Chris. Two things that hadn't changed were his positive attitude and the people around him who really cared. Chris fought the desperate feeling of being paralyzed, the fear of his breathing machine shutting off and no one being there to help him, the fear of anything happening and not being able to do anything about it, not even yelling for help. He worked hard to get some "feeling" (if that is what it could be called) and learned to breathe somewhat on his own—he learned to talk by drawing in a mouthful of air and slowly letting it out past his voice box. This took hours and hours of painful, scary work, but with his positive attitude and other people helping, he improved his situation.

He said in an interview that life is like a game of cards. If you enjoy the game and you want a chance at winning, you will keep playing cards. Sometimes you get a good hand with a lot of face cards and sometimes not. You have to play with the cards you are dealt. There is always a chance that you will win. If the game is worth playing, you will keep playing. The game of life is worth playing. Do your best to fight off the fear of losing and encourage others to keep playing "the game."

Loyalty

Don considered himself a musician. He played the tambourine in junior high school, but he wasn't very good. He also thought of himself as a singer, but he couldn't have carried a tune in a bucket.

Years passed, and when all of his school friends were going to college and pursuing careers, Don nurtured his dream of becoming a singer-songwriter by moving to Nashville, Tennessee.

Once there, Don made the most of his limited resources. He bought a used car and slept in it. He took a job working nights so he could visit record companies during the day. He learned to play the guitar. As years passed, he kept writing songs, practicing, and knocking on doors.

After many years, Don finally got a song on the radio and it made the country hit charts. More time passed and Kenny Rogers recorded one of his songs. "The Gambler" was the title song for one of the best-selling country-music albums of that time.

Since then, Don Schlitz has had 23 number one songs on the charts. As a result of his focused determination, the teenage dreamer had become a success. Don had done five things essential to success, without even knowing it. They are the following:

1. **Define your goals.** Set a goal and picture yourself accomplishing that goal.
2. **Seek out those who know more than you do.** Model your efforts on theirs, adjusting and improving as you go.
3. **Pursue your vision with determination.** Successful people don't quit. The biggest difference between those who are successful and those who aren't is usually not talent, but persistence.
4. **Make an emotional commitment.** You will sometimes want to quit after too many losses, but you have to pull yourself together with enthusiasm and commitment.
5. **Review and renew your goals.** As you reach your goals, set new ones. Go to the next level.

Thanksgiving

At Thanksgiving we always think of everything we are thankful for—things like friends, family, freedom, churches, schools, plenty of food, activities we can do, places we have been. It's great that we can have things that we can be thankful for. Not everyone gets everything they want, but everyone should be thankful for what they have. Thankfulness is not having what you want, but wanting what you have.

Another part of Thanksgiving is the giving part. Not everyone can give money, but everyone can give time. You can give by doing a Good Turn every day. To do a Good Turn, you can't expect to be rewarded (or paid). Maybe you can help shovel a neighbor's sidewalk, offer to get groceries for an elderly person, or just do a favor for someone. It can be as simple as holding a door for someone. Whatever kind of Good Turn you do, don't take more than a thank-you for doing it. Now is a good time for you to begin being a good Scout and follow the Scout slogan, "Do a Good Turn Daily."

Trick or Treat

A young university student was walking along with one of his professors when they came across a pair of shoes that belonged to an old man working in a field nearby. Our young friend suggested hiding the old man's shoes, but the professor objected. "We must never amuse ourselves at the expense of others," he said. "Why not put a dollar in each shoe and see what he will do?"

Together they did this, then hid themselves behind a bush. Soon the old man returned for his shoes. He put one foot into a shoe, then quickly removed it to see what was causing the discomfort. Finding the dollar, he examined it closely, then looked about to see who might have put it in his shoe. There was no one around, so he started to put on his other shoe and, to his amazement, found a dollar in it, too. Overwhelmed, he looked up toward Heaven and thanked God aloud for meeting the need of his distressed family.

The student was deeply moved by what he had witnessed. "Now," said the professor, "is not the treat better than the trick?"

Bravery

Actor and martial arts expert Chuck Norris knows that *might* does not always mean *right*. He explains:

Not long ago, after a day of filming my television series, I went alone to a small Texas cafe. As I sat in a corner booth, a large man towered over me and said with an edge to his voice that I was sitting in his booth. I didn't like his tone or his implicit threat, but I said nothing and moved to another booth. A few minutes later, though, the big fellow was headed back in my direction. Here he comes, I thought,

a local tough out to make a name for himself by taking on Chuck Norris in a fight.

When he arrived at my new booth, he looked directly at me. "You're Chuck Norris," he said. I nodded.

"You could have whipped me good back there a few minutes ago," he said. "Why didn't you?"

"What would it have proved?" I asked.

He thought that over for a moment and then offered me his hand. "No hard feelings?" he said.

"None," I said, and shook his hand. I had avoided a confrontation and made a friend. *I had won by losing.*

A Scout Is Clean

(You will need one clean, opaque cup filled with very dirty water and one opaque cup, dirty on the outside and filled with clean water. The soiling of the outside of the dirty cup and the murkiness of the water in the clean cup must be exaggerated.)

(Hold up both cups so that the Scouts can see the outsides clearly but not what is inside.) Which of these cups of water do you think I should drink from? You probably think that I should drink from the clean cup. But, you see, the cup that appears clean really contains very dirty water. (Walk around the room and show the dirty water to the Scouts.) It's the other cup, the one that looks dirty on the outside, that is really clean. (Show the clean water.)

It doesn't really matter if Scouts play hard and get dirty doing the many fun activities we do in our troop. We can always take a shower and get clean again. But, it is a little harder to keep our insides clean. When the Scout Law says "A Scout is clean," it is also referring to our inside selves. A Scout has clean language, clean manners, and clean thinking.

Trim Your Sail

One merit badge that I really enjoyed earning as a Scout was Small-Boat Sailing. And the thing that most impressed me was learning how to tack. In a sailboat, you can't get upwind by steering straight into the wind. You have to move into it at an angle, with the mainsail close-hauled, and the centerboard down. By putting together a series of tacks, which looks like a big zigzag pattern as you go through the water, you can actually get yourself upwind of your starting point.

Sailors have a saying for this: They'll tell you to "trim your sail so as to gain an advantage, even in an adverse wind." A good sailor knows how to take the very wind that is trying to blow him backward from his intended course, and use it instead to move his boat forward. His forward progress might not be fast with all those tacks, but it's steady.

There'll be times in your life—there'll be times in your Scouting career—when you'll encounter an "adverse wind." Everything seems to be moving against your intended course. Well, maybe you can't steer straight into the opposing "wind," but by trying a different "tack," you can find a way to move forward. That's one of the secrets of success in Small-Boat Sailing, and it works in real life, too.