Photo by Edward Beleson

Your Place in the Picture

By G. E. Chronic, National Director of Senior Scouting

THE LEADERSHIP of the adult who accepts the job of Post or Outfit Advisor, Squadron Leader or Skipper involves many techniques quite different from those used in other Scouter jobs.

The Senior Leader deals with a young man at the age when he is making every effort to establish his independence socially, economically and mentally. He wants to do his own thinking, pick his own friends, earn his own way and run his own affairs.

This young man welcomes adult suggestion and advice only when it is sought. He pays attention to it only when it comes from someone in whom he has complete confidence and whose record of achievement commands his utmost respect.

The Advisor, Skipper or other Senior Leader, who enjoys such confidence and respect is indeed fortunate, for he wields an immeasurable influence among his Senior Scouts. His smallest suggestion or even an intimated attitude may result in formative thought or action, which will be important character building factors in the lives of the young men in the unit for the rest of their lives.

Because young men are so busy establishing their own self-sufficiency and independence, they are determined to learn how things are done by adults. How a man earns a living, how the president of the Civic Club handles its meetings, how the city manager deals with the alderman, how the chairman of the Sunday School picnic arranges the big outing.

He wants to know the correct way to conduct himself in mixed company. What to do in order to command the respect of his buddies, and how to win the admiration and friendship of the young ladies.

Lectures and formal lessons help very little in such matters and it's hard indeed to know whom one can approach on such delicate subjects.

Experience alone is the surest teacher but alas as the old adage points out, her fee is very often high.

Here you come into the picture as a Senior Leader. As an Advisor or Skipper you can be a trusted friend always available to advise, suggest and guide, whether the matter be personal or one that involves the operation of a program for the entire Outfit.

Always in the background, never the "big shot" telling everyone what to do, but by being ready to throw in suggestions when the meeting "bogs down" or a word of advice which may keep the action on the track and in line with Scouting policies, you can be the vital force for good.

Now since most of your leading and guidance must be unobtrusive, and indeed through the elected leaders of your Unit, many of the helps SCOUTING makes available to you will be entirely lost unless you find a way to pass them on.

There is an old game played by boys and young men sometimes very vigorously, called "Pass It On" — a slap on the back, a poke in the ribs, or sometimes a kick on the shins goes the complete round of the gang — often coming back to the originator in greatly increased volume.

If you as Skipper, Advisor or Squadron Leader can pass along the ideas made available in SCOUTING either by actually giving the elected leaders of your Unit the periodical or privately conveying them the ideas contained therein; you will have the satisfaction of seeing them put to work by others; giving confidence and experience to those young men you seek to guide.

"Pass it on!"

Summer Planning In Winter

WHEN WINTER winds howl, that's the time to stoke the fire, and with it the plans for the summer expedition or cruise. The big trip that tops the year's program takes plenty of planning, months of it. So, as time marches on to March, it's not too early — or too late — to start planning that long trip by the whole Unit.

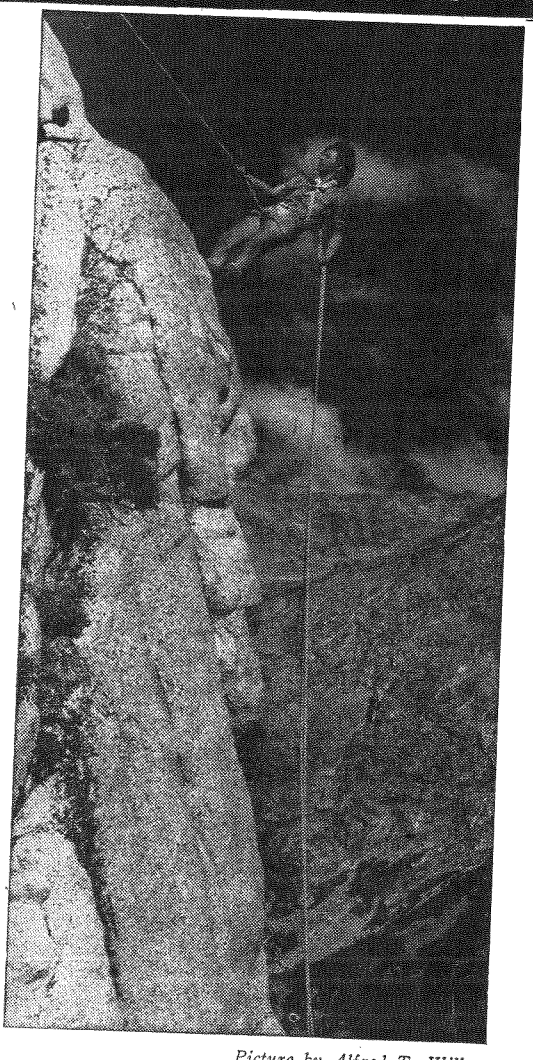
First point for the gang to decide is *what* they want to do and *where* to do it. Answers to these two questions go hand in hand and help answer others. Let's look at a few of the possibilities.

If it's spelunking (cave exploration to you), will it be in Carlsbad Caverns, Mammoth Cave, or that group of little ones just upstate? Maybe you would like to follow a historical route. Pick a famous one like the Old Northwest or Oregon Trails or a less known one like that Indian-fur trader trail across your county. How about seeing a big government project like the Tennessee Valley development or Bonneville Dam? Have you ever toured a National or State Park?

Trips can be arranged to make collections of wild flower specimens or sample tree-sections (except those protected by law) for your school, library, or museum. Then there is collecting fish for your frying pan. We haven't even touched on river, lake, and ocean cruising and on countless other what's and where's for expeditions.

Whether you get into desert, forest, mountain, or waterway wilderness, be sure you go far enough and long enough to make the trip so different from the usual that it is an adventure. Make no little plans for this climax of the Unit's year.

Right here cost rears its ugly head. What will the expenses be, figured to the last dollar, plus a reserve of 15% of the total? And how will they be met, by Unit treasury or individual funds or both? Is a group money-raising project advisable? Allowing time to gather the wherewithall is one reason for planning summer trips in winter.



Picture by Alfred T. Wilkes

California Scouts find high adventure on the annual High Sierra Trip sponsored by Station KFI, Los Angeles, and Region 12, Boy Scouts of America.

Another is that setting the dates of the trip well ahead permits adjustment of vacations from summer jobs. The earlier the question of *when* is settled, the more likely more members can go along. Next decision to make while sitting by the fire is how the gang will travel. This may be the same throughout the trip or be divided between getting *to and from* the wilderness and *around in* the wilderness. What way or ways will you use train, plane, bus, private car, canoe, sailboat, power boat, horse, bike, or number-nines? Generally the method taking you off the beaten track leads to the most adventure. The safe speed of the way chosen, applied to the distance — vertical as well as horizontal — gives your time schedule. Remember a fast schedule leaves little time for relaxation.

What equipment to plan on is related to many factors, including distance and duration of the trip, method of travel, weather conditions. Weight and bulk always have to be restricted. Plan down to the last tent peg and package of dehydrated soup, and then *write down every item.* When you think you have neither too little nor too much, figure out how to build, buy, or borrow the missing equipment. As a starter in making out the lists, try this grouping: packs, tools, shelter, bedding, clothing, personal gear, cooking and eating gear, food.

Advance planning allows time to get licenses, permits, and reservations, some required by law and some by courtesy. Fishing, hunting, and car driver licenses, permission to cross posted land, permits to build fires in forest areas, and reservations for camping are examples of advance details that smooth the way. An official Touring Camp Permit should be

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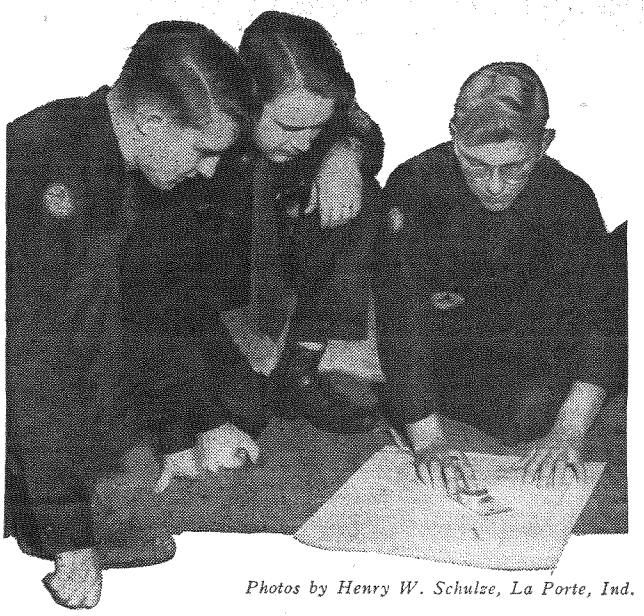
obtained through the Local Council for a trip beyond the Council's supervision.

Wherever you're going, find out all you can about the area ahead. Maps, books, and the inhabitants themselves will tell you of the history, legends, natural resources, and other bits of information. If you go deep into a wilderness area, the more you know about it, the better prepared you are to come out of it with a skin packed with health and a memory packed with adventures.

With these hints on planning your Unit's big trip for 1947, start now to lay the trail. Summer's only four short months away.



Photos by Henry W. Schulze, La Porte, Ind.

Compass and map reading review for Orientation is part of La Porte Explorer meeting.

Orientation - A Sport

ORIENTATION, finding your way across country with map and compass, is a competitive sport on a national scale in Sweden. Senior Scouts in La Porte, Indiana, have found it a "natural" in their program.

Your Unit can work out the details for simple orientation contests, but here is some idea of how elaborately they do it in Sweden. In the Swedish Union of the Sport of Orientation there are 31,000 members in 1,500 clubs. As many as 3,000 men and women have taken part in contests near Stockholm in one day. Competition is held by age groups, starting at 16, 18, 36, 42, 50. Courses range from 3-4 miles to 7-9 miles.

Only the place and time of starting are announced beforehand. Each contestant or team has a compass and a map of the area. U. S. Geological Survey topographical maps are best in this country. The La Porte Seniors say that a knowledge of how to use the compass and to read maps is also handy. If the course is long or tricky, a pocketful of lunch helps. Add a flash or spot light for night contests.

La Porte, Indiana, Senior Scouts and Scouters getting set for an Orientation Contest.

The starter gives each contestant the direction and distance to the first control station. He sends them off at intervals of a minute or two and keeps track of individual starting times.

Then everyone is on his own — his own skill at taking a compass bearing and his own two feet for following it. In doing so, he picks whatever path he wishes to get around or over obstacles. That makes many paths along the general direction of the bearing. Rules forbid anyone from merely following another, if anyone wanted to spoil his own fun that way.

At the first control station, the contestant or team gets the direction and distance to the next station, and so on to the end. Here everyone can eat lunch and go over the trail again verbally. The judges compute scores and may award prizes, including one to the last arrival.

In arranging a contest, call on Unit Committeemen, dads, and friends to man the control stations and hand out slips containing bearings. You may have to recruit new officials if the first ones decide they want to be contestants.

The social possibilities of the sport have been indicated by mention of the ladies taking part. You can invite them to go along just as compass "caddies," but why not have them at a meeting or two so they can learn how to use maps and compass? Then they can be working teammates or rivals in the contest.

Now you have the general idea of the sport of orientation. Work out your own rules in detail. Try them out, and send a report — with pictures — to SCOUTING Senior Program Helps.