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Senior Scout Bites Dog

By Donald E. Sweet, Skipper
Sea Scout Ship Marblehead, Marblehead, Mass.

ACCORDING to an oldtime newspaper editor, "If a dog bites a man, that's *not* news; but if a man bites a dog, *that's news.*" However, any up and coming Senior Unit needs no "dogbiters" to start a Unit paper. There is enough happening right along to fill several mimeographed sheets each month.

Several Senior Units throughout the country have their own papers, and some exchange with other Units. The reporting, editing, and mimeographing or printing are done by Seniors themselves in most cases. These papers are indexes of how successful the Units are, and they can stimulate further success. Since many Units have no idea of the advantages of a paper, here are a few hints from a Skipper with ten years' experience.

First, be sure your whole Unit is interested in the idea of starting a paper. It is not a project for just a few but for the good of the entire membership.

The editor who will supervise the staff should be both interested and capable in this sort of work. He need not be a skilled writer but should have judgment about what makes an interesting story, what will help the Unit, what is in good taste, and a good sense of humor.

To allow several Seniors to share the job and to prevent the editor from sidetracking all his time on it, appoint an assistant or associate editor, a reporter for each Crew, circulation manager, and a printing or mimeographing crew. There should be enough hands so the work is fun and not a burden to anyone.

An adult leader may have a big hand in the first few issues, but he will wisely retire to a strictly advisory position as soon as the staff catches on how to put out a creditable paper. He has to keep in mind, if their results at first are a little weak compared to the local newspaper, that even Ernie Pyle had to start sometime, and the main idea is to publish a paper with Senior Scout talent.

The cost will vary with the quality and size of the publication. Printing or even mimeographing may be expensive unless the Seniors do the work themselves. If a mimeograph machine is available, the cost of stencils, paper, ink, and postage can be carried in most Unit budgets. After the first issue, some income should be gained from subscriptions to the paper.

Now let's organize a staff and get out the first issue, step by step.

1. At the next meeting of your Unit Council casually bring up the suggestion of starting a Unit paper. Then let the officers take it from there. All of them will have something to say about it, but one adult leader or Unit committeeman should be interested enough to supervise the organization of the staff and continue to advise on its work.

2. Have the project presented to the entire membership for their approval. The staff advisor is the logical one to do this. Since the Unit members will be the most interested and possibly the most numerous group of subscribers, their support is essential. At this same meeting select a staff by the volunteer method, and set a date for the first staff meeting. Meanwhile ask everyone to be on the lookout for a mimeograph machine or printing press and type.

3. At the first staff meeting decide on these points:

A name for the paper (clever, catchy, with a meaning that is clear, and easy to pronounce).

Frequency of publication (once a month, except July and August, is popular).

Number of pages (two to four is average, usually printed on both sides of the sheet).

Subscription rate (often 50 cents to $1.00 a year by mail or 5 cents an issue at the meeting place).

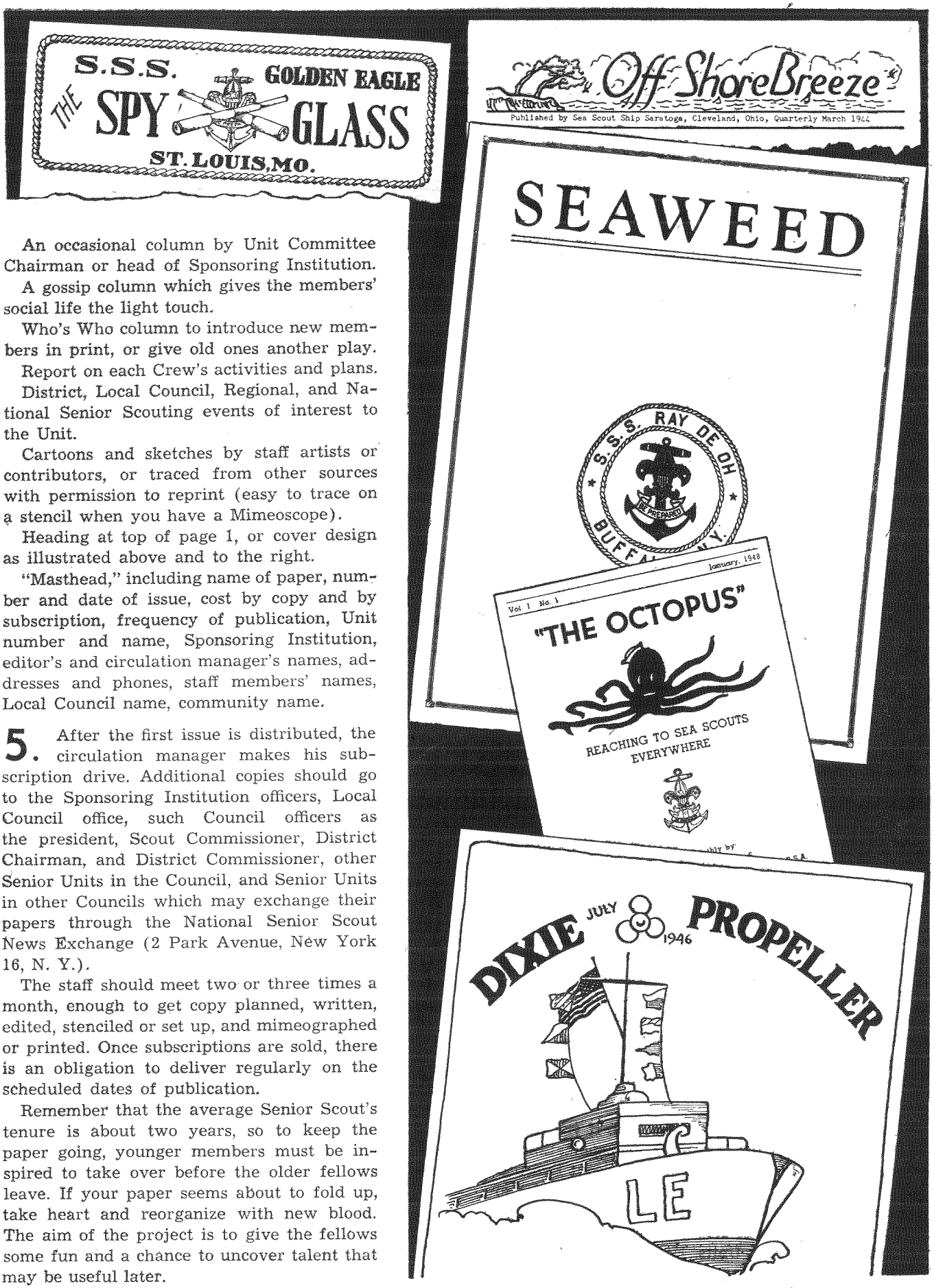
Copy deadline (at least a week ahead of each date of publication; sometimes split deadlines, one for reporters' copy and another for other writers).

4. As quickly as possible after the staff meeting begin work on the first issue. Here are some sources of material:

Column by Skipper, Squadron Leader, or Advisor.

Accounts of the Unit's past activities, with commendation for members who did a good job, and perhaps a gentle ribbing for those who didn't.

Plans for Unit's future activities, obtained from Program Committee Chairmen, giving as many details as possible to help promote the plans.



An occasional column by Unit Committee Chairman or head of Sponsoring Institution.

A gossip column which gives the members' social life the light touch.

Who's Who column to introduce new members in print, or give old ones another play.

Report on each Crew's activities and plans.

District, Local Council, Regional, and National Senior Scouting events of interest to the Unit.

Cartoons and sketches by staff artists or contributors, or traced from other sources with permission to reprint (easy to trace on a stencil when you have a Mimeoscope).

Heading at top of page 1, or cover design as illustrated above and to the right.

"Masthead," including name of paper, number and date of issue, cost by copy and by subscription, frequency of publication, Unit number and name, Sponsoring Institution, editor's and circulation manager's names, addresses and phones, staff members' names, Local Council name, community name.

5. After the first issue is distributed, the circulation manager makes his subscription drive. Additional copies should go to the Sponsoring Institution officers, Local Council office, such Council officers as the president, Scout Commissioner, District Chairman, and District Commissioner, other Senior Units in the Council, and Senior Units in other Councils which may exchange their papers through the National Senior Scout News Exchange (2 Park Avenue, New York 16, N. Y.).

The staff should meet two or three times a month, enough to get copy planned, written, edited, stenciled or set up, and mimeographed or printed. Once subscriptions are sold, there is an obligation to deliver regularly on the scheduled dates of publication.

Remember that the average Senior Scout's tenure is about two years, so to keep the paper going, younger members must be inspired to take over before the older fellows leave. If your paper seems about to fold up, take heart and reorganize with new blood. The aim of the project is to give the fellows some fun and a chance to uncover talent that may be useful later.

SENIOR PROGRAM

"Double or Nothing"

By Skipper DONALD E. SWEET, Marblehead, Mass.

PATTERNED after the radio show by the same name, this quiz contest can be used at Unit meetings, parties, and inter-Unit gatherings. First, set up a series of subjects or categories; for example, take the Sea Scout Ordinary Rank requirements — Sea History, Boats and Boat Handling, Marline-spike Seamanship, etc. For every category prepare several sets of seven questions each, making the questions in each set progressively more difficult. The number of sets must correspond to the number of Crews or teams participating — two teams require two sets of questions in every category. List and number the categories on a blackboard or big card, and you are ready to play. A witty master of ceremonies will get laughs as well as answers from the crowd.

The first contestant from a Crew chooses a category. If he answers the first question on it correctly, he gets 1. For the second, he gets 2, for the third 4, and so on to 64 points for the seventh question. He may stop after any right answer and credit his Crew with his score. However, a wrong answer forfeits his score and the right to continue. When he has finished, the first contestant from the next Crew takes his place. No Crew may choose the same category twice. The high scoring Crew at the end wins.

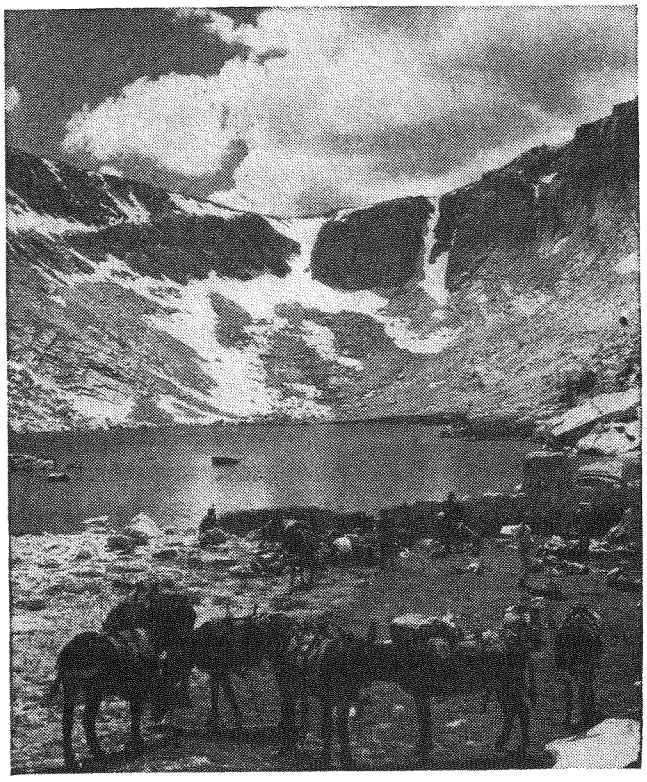


Photo taken on 1947 KFI High Sierra trip, by Alfred T. Wilkes

Mountains, seas, forests, rivers, deserts, lakes, prairies, all are waiting for your Senior Unit to explore them. It's not too late now to plan high adventure this summer.

That Big Trip

The top spot on the annual programs of the top Senior Units is the summer cruise or expedition to new and far places. A trip of a week or two by the whole gang builds morale and membership the year round — while it's being planned, taken, and remembered.

Some Units are all set now for their 1948 high adventure, but it's not too late to begin planning and still have a successful trip. The earlier you choose the dates, the easier it is for members to adjust their own plans. Those who have vacation jobs or summer school may be able to get away for a few days, if the trip is at the beginning or end of the season.

Choice of place may affect the time if you have to make reservations for campsites, transportation, etc. In considering where to go, ask your Scout Executive whether the Local Council or the Regional Office are conducting any trips for Seniors. He can tell you about Philmont Scout Ranch in New Mexico which is open to all Senior Units. He can find out if there are openings (including Scouts from other Regions) at the Region 7 Canoe Landing in Wisconsin, Region 10 Canoe Base in Minnesota, and Region 11 Senior Scout Base in Montana. Councils and Regions can offer facilities and leadership unavailable to a Unit on its own.

The sixty-four dollar question — more or less — is how much will the trip cost and how will it be paid for? Get all the facts possible, estimate carefully, and carry a 10-15% surplus for emergencies. Early planning allows time for Seniors to earn enough to pay their own way — a good habit for young men!

Before hitting the long trail, hold a short training cruise or camp close to home. Testing everything here from gear to leadership will pay off later. Incidentally, if you haven't read "Going It Light" on page 15 of the March SCOUTING, look it up. There are some mighty practical hints on lightweight dried and dehydrated foods and trail menus. (Do you know the difference between *dried* and *dehydrated*?)

Further information on high adventure planning is in the *Explorer Scout Manual* (Cat. No. 3506), *Handbook For Skippers* (Cat. No. 3233), and *Scout Motor Tours and Moving Camps* (Cat. No. 3734).

HELPS

I Am An American Day

Is your community observing I Am An American Day, the third Sunday in May? It should, because this annual occasion, designated by congressional resolution in 1940, is becoming increasingly popular across the nation.

The theme of the day is the welcoming of young citizens who have attained voting age during the year. Veterans' organizations and newspapers have cooperated with civic authorities in promoting its observance.

If your town has a program planned, get in touch with those in charge and offer your Unit's services. You might furnish Color bearers, bugler, ushers, and a speaker to represent the youth who will be the next new citizens.

If no program is planned, your Unit ought to build a fire under the people who could put one on. Confer with newspaper editors, radio station managers, Veterans' group officers, and the mayor or head of the local government. Tell them you'll help with the details if they'll put on the show. Impress them with the fact that you believe now is the time to use every opportunity to think and talk Americanism.

The full purpose of the day, expressed in the congressional resolution establishing it, is more than a ceremony to welcome new citizens into the ranks of voters. It is to encourage and climax citizenship training that is based on a study of government, by first-hand observation rather than reading a civics book, particularly in the local community.

This is so directly in line with a basic ideal of Senior Scouting that the I Am An American Day program can be used to focus action on the ideal. For example, your Unit might adopt Citizenship as its May program theme. Then lay out a series of visits to government offices and groups, and find out how they work.

Attend a meeting of a legislative body, such as a city council, village trustees, town or county board. Visit a judicial branch, such as a municipal or county court. Visit the office of an executive like a mayor, village president, or town chairman. Inspect administrative offices, such as fire, police, and health departments. Invite officials to your meetings and to lead discussions on their work.

Participating citizenship without informed citizens is dangerous. Your Senior Scouts can inform themselves and stimulate others to do so through the incentive of I Am An American Day.

Read These

So Youth May Know, revised edition, by Roy E. Dickerson. Association Press, New York, 1948, 261 pages, $2.50.

The leader of young men with this book on his shelf can feel some confidence when they ask him for advice on sex. It will be helpful as a reference on specific questions, but most useful when loaned for cover-to-cover reading by a young man who wants a broader understanding of the part sex plays in his life.

Keeping Up With the Teen-Agers by Evelyn Millis Duvall. Public Affairs Committee, New York, 1947, 32 pages, 20 cents.

This brief review of youth psychology in common sense terms should be read by youth, their parents and leaders to get a better understanding of the other generation's viewpoints.

PAUSE FOR APPRECIATION—Mother's Day, second Sunday in May. Even when she knows she's appreciated, she's happy to have you show it. One way is a Mother's Day program—on May 9 this year or at the Unit meeting before that date. Try a Mother-Son meeting, or invite the whole family so everyone can cheer for Mom. If you have a dinner or refreshments, don't let the mothers touch the food except to eat it; have it prepared and served by Seniors. For speeches (not more than five minutes each): a welcome by Guide, Pilot or O.D.; a toast or tribute to Mother by a Senior; response by a mother; a word by the Advisor, Squadron Leader or Skipper. A few fellows can develop and act out in costume a humorous ten-minute skit on "Mother's Day or Twenty-four Typical Hours in the Life of a Mother." With an advancement ceremony on the program, mothers can make the awards to their sons. All the honored guests will be pleased to receive a corsage or bouquet, and also a souvenir program.

COURT OF AWARDS

Guide James McIntosh, presiding.
Secretary Harry Timmons
Crew Leader Martin Williams, Crew 1
Crew Leader Samuel Aldrich, Crew 2
Crew Leader Homer Bunn, Crew 3
Advisor R. B. Sears
Outfit Committee Chairman T. J. Ross

THE AWARDS

Explorer Scout Woodsman:

Crew 1
Peter Perkins — Joseph Welch

Crew 2
Lowell Blake

Explorer Scout Frontiersman:

Crew 1
Martin Williams — Edward Brown

Crew 2
Samuel Aldrich — Joe Pepper
William Sweet

Air Scout Craftsman:

Crew 3
Homer Bunn — Ted Parsons

MOTHER'S DAY PROGRAM

SENIOR SCOUT OUTFIT 601

May 5, 1948, Jefferson School

6:30 Introductions and Presentation of Flowers — All Senior Scouts

6:45 Dinner — Untouched by Mothers' Hands

8:00 Welcome — James McIntosh, Guide

Salute To Mother — Arthur Wilson, Crew 3

Salute Returned — Mrs. John Bush

Our Summer Plans — R. B. Sears, Advisor

8:20 "Mother's Day," a Skit — Social Committee

8:40 Court of Awards — Outfit Council

9:00 Closing Ceremony — Outfit and Guests