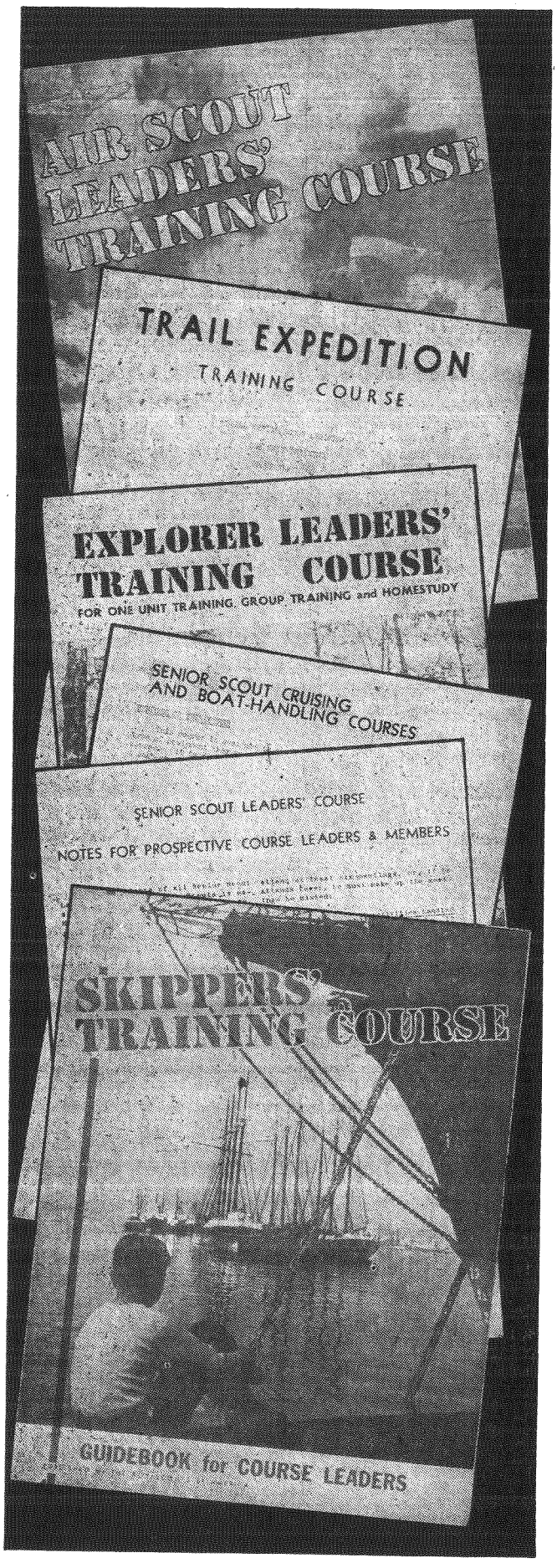


You Can

By G. E. Chronic
National Director of Senior Scouting

IF YOU are a Senior Scout leader you do not need to wait until formal Training Courses can be set up and conducted by your Local Council. Because of the several types of Senior programs, it isn't easy for a Council to provide training for Senior leaders, but there are no difficulties in the way of individual study by Sea Scout Skippers, Air Scout Squadron Leaders, or Explorer Scout Advisors.

Explorer Scout Leaders' Course

The Explorer Leaders' Training Course is up-to-date in every respect, with reading helps based on the new *Hints on Senior Scout Leadership* and the *Explorer Scout Manual.* The course is for young men leaders as well as the Advisors and Assistant Advisors. Studying it together helps *all* leaders learn to plan together, to be thoroughly familiar with the part each has to play in the operation of the Unit.

Skippers' Course

The Skippers' Course has been in successful use for many years. It now includes the "Program Planning" session which has proved so successful in the entire Senior Program.

Crew Leaders and Yeomen have been included with Skippers, Mates and Committeemen with outstanding success. This course is a tried and thoroughly proved training tool.

Air Scout Leaders' Course

This is furnished in the form of three pamphlets, one of which is entitled *Air Scout Contests.* Like the two courses above it has been designed for the use of the young men leaders as well as the adults.

Outfit Leaders

Outfit leaders will find the Explorer Scout Leaders' Course most nearly fits their need, but the manuals for all programs can be used to advantage.

Train Yourself

Three Ways to Use Training Courses

All the above training aids are designed so they may be used as home study work, as a course for men and young men of one Unit at time of organization, or as a formal Council Course for all Senior leaders either on a Council or District basis.

Home Study Plan

This is primarily for use of a *new leader of an old Unit.* Such a man needs help without delay. He cannot wait until formal Council Courses are arranged. He should secure from the Council Office the training course for his type of Unit and the *Hints on Senior Scout Leadership,* together with any manuals or other books needed. These are listed in the course outline.

After careful study of the references, the student should try to answer the questions given under "Reading Helps," near the end of the course booklet.

He tries the suggested projects with his own Unit, and then talks them over with his Commissioner, Training Chairman or Field Executive.

The One Unit Course

This method is especially for new Units where everyone needs the training experience. One of the members of the Council Training Committee or faculty or a Staff member should be secured to help with this course.

All the adult leaders, all the young man leaders and the Unit Committee, head of institution, Institutional Representative or anyone else interested are asked to participate in the One Unit Training. This should provide a group of from ten to twenty really interested people.

Where the Unit is small, all the members may be included in the course, and it may serve as the first six or eight meetings of the group. The presence of the Senior Scouts in these courses has been most helpful. The entire charter membership learns all about the program and how it works.

Formal Training Course

This method is used when a number of leaders in a District or in the Council need training at one time. Its chief advantage over the other methods is that it offers a chance for the men to discuss their problems together and to try out projects among themselves. A limited number of the Crew Leaders, Guides, Squadron pilots and assistants can be included.

The Senior Leaders' Training Course

This is a fourth type of training provided for formal courses. It is used for training *all* kinds of Senior Leaders at one time. Crews may be formed of Air, Explorer, Outfit and Sea Scout Leaders, and a large part of each meeting devoted to the separate programs and special projects related to them, while common problems and methods are dealt with as a group. This course has been in use about two years and is recommended for use in most Councils, unless the Senior Leaders of one type far outnumber all others to be trained. It is the ideal way to build a course to fit the needs of all Senior Leaders.

Special Activity Courses

The two courses of this type now available are the "Trail Expedition" and "Senior Scout Cruising and Boat-Handling." Each provides an actual experience of skilled Scouting techniques, and involves an expedition or a cruise, as well as instruction and a great deal of practice. Although both these courses are planned for training Senior Scout Leaders to direct Senior Scout High Adventure trips, they can be used as a whole summer's activity program for a Senior Unit, in which all men learn the skills and put them to use on a real trip.

© 1946, New York Herald Tribune

SENIOR PROGRAM

Klondike Derby

IF SNOW and ice try to drive your Senior Unit indoors, take advantage of them as a setting for a Klondike Derby. In Michigan the Scenic Trails Detroit Area and the Councils have used this type of cold weather program for many an exciting afternoon. The tougher the weather, the more thrilling the derbies are.

The "inventor" of the derby idea back in 1934 was S. D. Warner, now Scout Executive at Traverse City, Michigan. Writing about a program in 1947, he says, "Yesterday at a derby run in Benzie County with the temperature approaching zero, with a blizzard blocking main highways on either side of the country, five rural Troops met at the county seat and staged a real Klondike, with Scouts building fires in snow banks, with the snow being swept twenty-five feet over their heads by a heavy wind."

One or several Senior Units may run a derby for the Boy Scout Troops in a Local Council, District, or community. Mr. Warner says, "Conducting a Klondike involves many men, and I believe they have more fun doing the job than the boys do in the contest." However, by setting up the events on a more rugged scale, the program will test the skill and endurance of young men. On this basis a Klondike may be held among the Crews of a single Senior Unit or among those in several Units.

Teams of four or five Scouts report to "Fairbanks, Alaska" (starting line of a 2-3-mile trail). Their sledge is guided by a driver and pulled by the rest of the team as "dogs." Later, the dogs change character, acting alternately as human and canine team members.

Every team carries on its sledge a five-pound paper sack marked "U. S. Mail." According to a brief note in the written instructions, the mail is to be delivered at the last city (station along the trail). But all the derby officials are tipped off to try and get the teams to leave the mail at other cities. Teams delivering their sacks when they gather at the final station receive a reward of five gold "nuggets."

Any sled may be used, but prizes of nuggets should be awarded for specially constructed arctic sledges. (See illustration for one type.) These add much to the color of the derby and pull easier than a common sled or toboggan. Each sledge is loaded with equipment specified beforehand to use in the events.

But let's start at Fairbanks where the driver is given an envelope containing a map of the trails, a card of instructions, and a tally card which he opens at the first bend in the trail. Teams start in groups of six, each team headed toward a different city. The next group of six is started after a two-minute interval. Thus officials at the six stations will not have too many teams at one time.

Lay out "cities" along trail roughly 2-3 miles in circumference. Route each team in a group that starts at same time to different cities. List compass bearings and distances between cities on back of team's map.

On the back of the map are compass directions and distances, taking the team from city to city. When the team arrives at its first destination, it reports to the chief observer who reads its first problem. One of his assistants observes the team's performance, scores it on the tally card, and gives the driver the number of gold nuggets corresponding to the score. These nuggets are cut out of yellow cardboard. Then the team pushes off to the next city marked on its map.

In selecting events for a derby and making up rules, keep in mind the age of the competitors. Apply your ingenuity to building problems on realistic situations. If you are running the derby for Boy Scouts, choose some of the Scoutcraft skills that can be demonstrated quickly. If the competition is among Senior Scouts, make the problems more varied and difficult advancement. Activities common to Sea, Air, and Explorer Scouting suggest many derby problems for Seniors.

Following are samples of problems used in several Michigan derbies:

Nome: An explorer loses mittens, falls on ice, lacerates hands. Treat and bandage. Bandages must be kept intact till next station.

Buzzard's Roost: Party runs out of water. Melt enough snow, and boil for two minutes, to make a quart of water.

HELPS

Fortune Ledge: Signal searching airplane that all members of party are alive. Ask pilot to drop medical supplies.

Seven Pines: While searching for the trail in a blinding snowstorm, one explorer falls over 40-foot embankment. Rescue him by rope line.

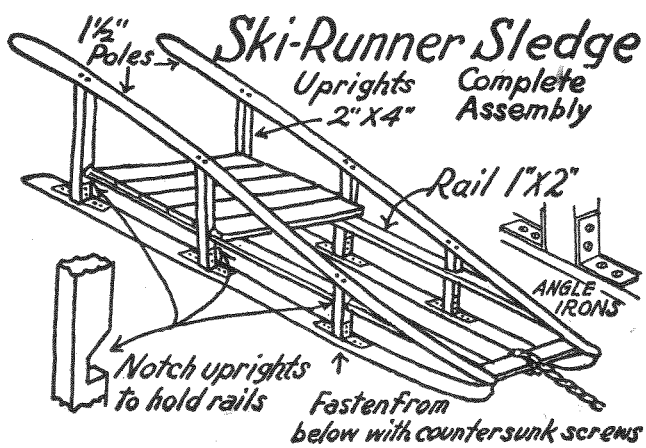
This last problem serves to illustrate how clever planning can make a most interesting event. All the team members are blindfolded. The one to be rescued is placed downhill about 40 feet away. The others tie short ropes together with a bowline at one end. They locate their team mate by calling to him, toss the line until he can grab it, and then pull him up the hill.

Although the problems are kept secret till the team arrives at the stations, the skills involved are announced long enough in advance so the contestants can practice. At the same time the equipment to be furnished by the team is announced.

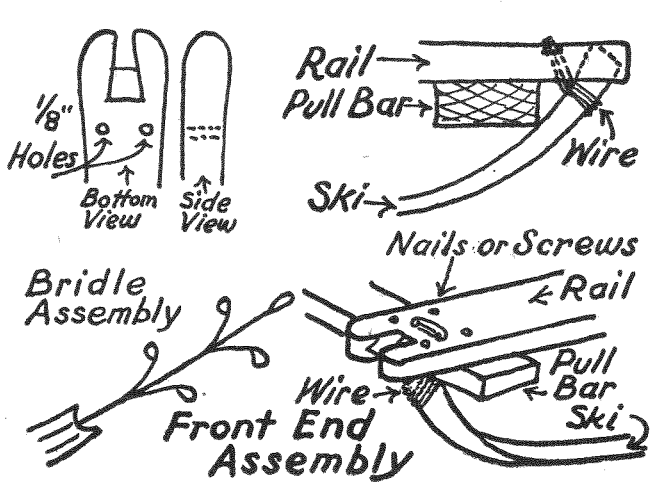
Let's see how a team finishes the Klondike race. Here comes the first one down the stretch to Fairbanks again. The dogs look pretty well played out by now. They cross the finish line, and the driver reports to the Trading Post where he turns in his tally card, his bag of nuggets to be assayed, and his mail pouch — if he still has the latter.

When the teams are all in, the nugget bags are returned to the drivers. They bid for the trophies that are auctioned at the Trading Post. High scoring teams, having more nuggets, get the best trophies. Prizes that have proved most popular with Michigan Scouts are mounted deer heads and antlers, animal skins, and Indian arrowheads.

A Klondike derby among your Unit's Crews or for the Patrols of a neighboring Troop may grow into a big event in a year or two. The Dearborn District of the Detroit Area Council had over 500 Scouts in its 1947 derby — called Operation Zero. The mayor was the starter; the police chief helped run the show with a walkie-talkie; and the Kiwanis Club served hot dogs and cocoa. Get mushing on your Klondike.



Notch forward end of rail to fit ski point. Drill 2 holes in rail, and lash ski point in notch with 2 or 3 turns of wire laced through holes and around ski. Splice ropes for bridle assembly, including eye splices for hand holds.



Folbot Recommended

THE Senior Scouting Service has tested and recommends the Folbot (collapsible kayak) to Seniors who want a portable boat for paddling or sailing. This light-weight craft has a plywood and metal frame covered with heavy rubberized canvas. Knocked down, it makes two packs totaling 55 pounds that can be carried in an auto trunk or as baggage on a train. With a little practice you can set it up in half an hour. Its low center of gravity, decking, and flexible covering make it safer than most types of small boats in rough water and fast water. Its shallow draft makes it ideal in shoals and small streams.

Scout Week Service

UNUSUAL opportunities for service to Local Councils, Districts, and Sponsoring Institutions face Senior Units during Scout Week, February 6-12. Radio programs, window displays, school assemblies, and many other ways of spotlighting Scouting at that time will be better with Senior Scouts' helping hands.

For instance, your Unit may be able to put on a radio program for the Council. Scripts are available through the Public Relations Service, and local station directors will cooperate. The artists and display men in your group should be able to put a crowd-stopping window exhibit in a centrally located store. Ask the display manager about it.

Volunteer to work with other Units in Scout Week events. Whether out front escorting distinguished guests or behind the scenes, running the coat room, Senior Scouts can do the most capable job of service.

Revised and New Requirements and Insignia

THE Executive Board of the National Council at its October, 1947 meeting authorized certain revisions in requirements, upon the recommendation of the Committee on Scouting Requirements, Insignia and Uniform.

These revisions have been made after careful consideration of the interests of boys and leaders. In accordance with our policy these changes become effective on January 1st, 1948.

Coin Collecting Merit Badge

The Coin Collecting Merit Badge has been considered too advanced for boys of Scout age and with the help of well known numismatists the following new requirements have been developed:

To earn a Merit Badge for Coin Collecting, a Scout must:

1. Collect a complete set of United States coins issued during the year of his birth (except Commemorative and gold coins).
2. In his birth year collection:
   A. Point out the mint marks (if any) on each coin, and identify the mint.
   B. Point out the signature (if any) of the designer on each coin, and identify the designer.
3. Collect a type set of United States coins minted during the Twentieth Century (except commemorative and gold coins).
4. Do any ONE of the following:
   A. Collect a type set of United States coins minted from 1853 through 1900 (except commemorative and gold coins).
   B. Make rough sketches of both sides of five different denominations of United States coins minted from 1792 through 1852, and of both sides of five different Colonial or State coins issued prior to 1792. Show all designs, dates, and lettering clearly.
   C. Collect, classify, and mount fifty different coins minted by at least ten different countries outside the United States.

Civics Merit Badge

The name of this Merit Badge is changed to Citizenship Merit Badge. This is in line with current trends and in accordance with Scouting principles and the requirements.

Requirement No. 8 of this Badge is changed to read: "Describe four types of National Governments."

Veteran Scout Membership

With the present emphasis on the term "the whole Scout Family," it is felt that tenure in the Cub Scout Program should be recognized. The Five Year Veteran Scout Rank is discontinued and any Scout or Scouter who has achieved five years of registered service either as a Cub Scout, a Boy Scout, a Senior Scout and/or a Scouter, will in the future be recognized as a "Five Year Scout," or a "Five Year Scouter." An appropriate certificate will be made available to Local Councils for presentation.

This action in no way alters the present provisions for Veteran status beginning with ten years of service in the Boy Scouts of America, save that tenure in Cub Scouting will be credited toward such recognition. This change will be optional throughout 1948.

Insignia on Field Jackets

In response to requests from the Scout Field, the universal insignia of each program may be placed above the right pocket of the field jacket. On the Cub Scout field jacket, the universal Cub Scout Badge; on the Boy Scout field jacket the universal Boy Scout Badge as used on the overseas cap; on the Senior Scout field jacket, insignia appropriate to the program in which the young man is engaged. The same plan will be used for insignia for Scouters participating in these programs.

Elimination of 25-Year Troop Numeral

In view of the fact that twenty-five year tenure applies to the Unit and not to its individual members, and that suitable recognition is placed on the Troop charter and proper insignia is available to be placed on the Troop flag, the embroidered silver border now used to distinguish a twenty-five year Troop is discontinued.

Junior Assistant Scoutmaster Badge

In order to indicate the close relationship of the Junior Assistant Scoutmaster to the adult Troop leaders, the present insignia of three bars is replaced by a new badge (as illustrated), consisting of the First Class Badge outlined in copper on a green background, within a 2½ inch circle, the circle to have a copper colored border.