CHANGES IN REQUIREMENTS

★ At the October meeting of the National Executive Board of the Boy Scouts of America, a number of changes in Scouting requirements, insignia, and uniform were adopted.

Exploring

Major changes, of course, are occasioned by the new Explorer program for all young men fourteen years of age or over. The new Badges and other regulations on uniforms and insignia are described in detail on Pages 32 and 33 of this issue.

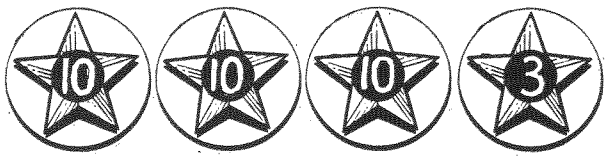
Merit Badges for Second Class

All but eleven Merit Badges are now available to Second Class Scouts. This decision was arrived at after a study of several years, during which thousands of Scouters throughout the country expressed their opinions. The eleven badges reserved for First Class Scouts are badges which are regarded as a continuation of Scouting after achievement of First Class Rank. They are Astronomy, Camping, Cooking, Canoeing, First Aid, Life Saving, Pioneering, Rowing, Signaling, Surveying, and Swimming.

No limit is placed upon the number of Merit Badges which a Second Class Scout may earn.

Ten Year Service Stars

For optional use by Scouters, a new Ten Year Service Star has been authorized. The star is silver, with a blue circle in the center and the numeral "10" superimposed in silver over the background. A Scouter may wear one Ten Year Star for each ten years of service, and add a star with a numeral from 1 to 9 to indicate total service.

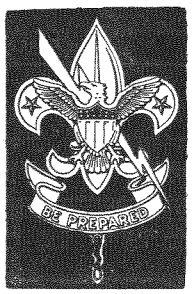


This is the optional way of showing thirty-three years of service. The other way is to wear a single star with the numeral "33."

Achievement Scout

After January 1, 1951, the classification, "Achievement Scout" will be eliminated. This change is to be made in deference to a widespread feeling that the term "Achievement Scout" further isolates a handicapped boy. The Realigned Basic Scout Requirements provide substitutes which make it possible for most Scouts to advance normally. Scouts now enrolled in the Achievement program will have until the end of 1950 to complete advancement.

Emergency Service



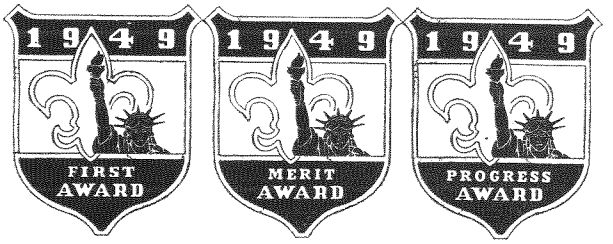
The Emergency Service program is primarily for Explorers, but in a limited way applies to Scouts.

A Boy Scout who is First Class, has passed his physical fitness test, and declared his intention to qualify as an Emergency Service Explorer (when he becomes an Explorer) will be known as an Emergency Service Apprentice. He will wear an armband when on training or duty projects related to Emergency Service. The armband is red, and carries a gold First Class Badge with a white streak of lightning cutting across it.

Explorer Emergency Service requirements are explained on pages 32 and 33.

JAMBOREE INSIGNIA

1950 National Jamboree insignia, above, will be worn centered above the right pocket.



CRUSADE INSIGNIA

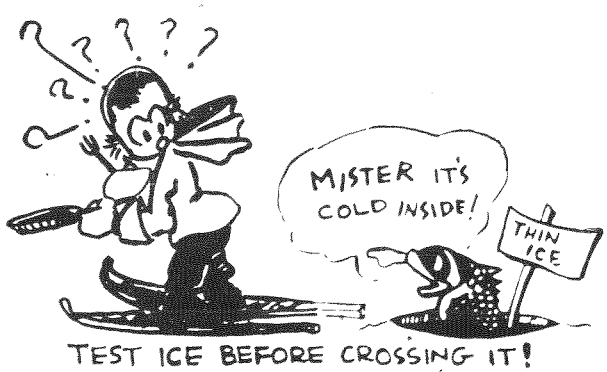
The 1949 National Council Crusade Award will be cloth shields, shown above. They will be presented to Packs, Troops, and Explorer Units which qualify for First, Merit, or Progress Awards. The shield is to be placed in the lower corner of the Unit flag, next to the flag pole.

Below zero camping is high adventure for sturdy Explorers. Whether you're going out for winter sports, for photography, for tracking and trailing, for hunting, trapping or ice fishing, you'll experience new thrills if you walk over the trail with your eyes open.

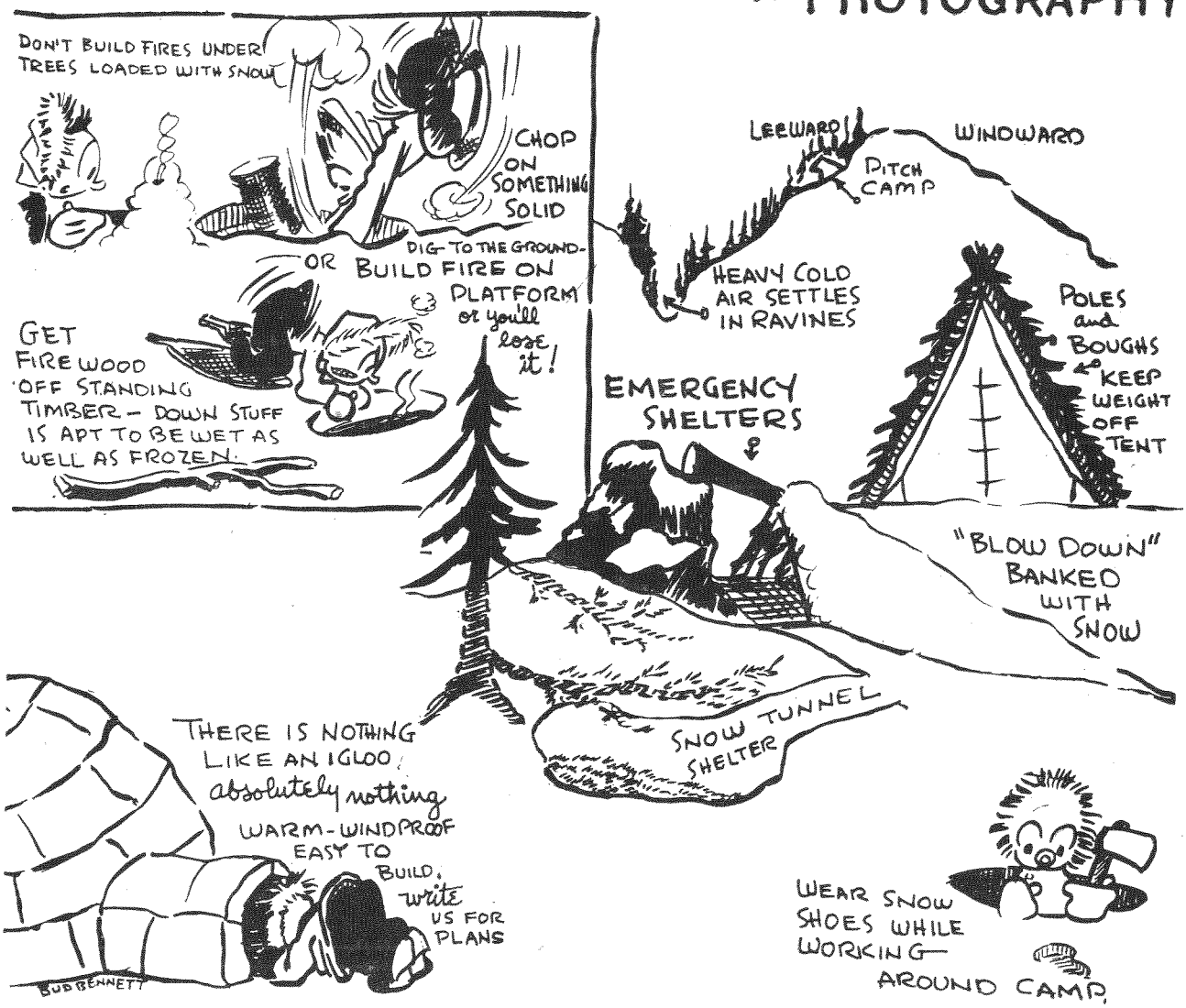
Select your gear to fit your trip and you need never fear the cold. It can be colder standing on a corner waiting for a bus than in the woods in below zero weather. Pay special attention to your food list, for you'll have to pack it in on your own back.

Take food easy to prepare with simple equipment. Bottles and cans are too heavy and bulky. Foods which can be placed in waterproof bags, tied tightly at the top, are easiest to pack. Select dehydrated foods and foods of high caloric value. They should be readily digestible, and balanced between fat, protein, and carbohydrates. Take along some chocolate bars, raisins, and parched corn.

Get yourself a copy of "Manual of Ski Mountaineering," published by the University of California Press, or "Wildwood Wisdom," by Jaeger (Macmillan Co.). These books are filled with practical suggestions that will make your outdoor experience an adventure and keep the "lore" in Exploring.



HUNTING···TRAPPING···TRACKING···TRAILING ···PHOTOGRAPHY



The INSIGNIA of EXPLORING

Something old and something new will make up the uniforms and badges of the men and young men in the new Exploring program. To maintain the traditions behind the badges and uniforms of those original elements in Senior Scouting, the National Executive Board has included many of them within the new program. Herewith is a complete resumè of badges now official for Explorers. New badges are expected to be available by January.

Universal Explorer Insignia

The Universal Badge of Exploring — merged anchor, wings, and compass in silver, with the outline of the fleur-de-lis in gold. It may be worn as a Crew Medallion for Troops or Posts, unless the Crew in the Troop or the Post designs its own Unit insignia and receives National Council approval in accordance with regulations. This badge is worn two inches below the shoulder seam on the right sleeve.

Post and Troop Explorer Insignia

Embroidered Badges of Rank (to be worn centered on the left shirt pocket) are:

Explorer Apprentice

Explorer Apprentice — Merged anchor, wings and fleur-de-lis.

Explorer Bronze and Gold Awards

Explorer Bronze Award — Anchor, wings, and compass in bronze; fleur-de-lis in silver; bronze circle.

Explorer Gold Award — The same design as used for the Bronze Award, but in gold.

Explorer Silver Award

Explorer Silver Award — This highest award of Exploring is a silver medal, suspended from a red and gold ribbon. For optional wear, there is an embroidered silver badge similar in design to the suspended metal emblem. An embroidered knot in red and gold, is also provided for optional wear.

Badges of Office

Embroidered Badges of Office (worn on the left sleeve, four inches below the seam), are:

Explorer Advisor Badge — Same design as Universal Badge of Exploring in silver on midnight blue.

Assistant Explorer Advisor Badge — Similar to the Explorer Advisor badge, with the design in gold.

Senior Crew Leader Badge — Design similar to the Advisor badge; the border of the circle and the outline of the fleur-de-lis in gold and the rest of the badge silver.

Deputy Senior Crew Leader Badge — The Universal Badge, reduced in size and superimposed upon three gold bars. The outline and the fleur-de-lis is gold, and the rest of the badge silver.

Crew Leader Badge

Crew Leader Badge — Similar to the above, but superimposed on two gold bars.

Assistant Crew Leader Badge — Similar to above, but superimposed on one gold bar.

Explorer Secretary or Yeoman Badge — The Universal design superimposed upon crossed quills.

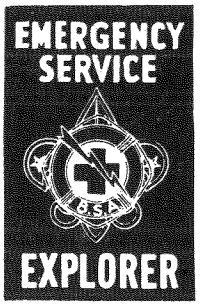
Explorer Rating Bar

Explorer Rating — A red bar, worn centered on the outside of the right sleeve, four inches above the edge of the cuff. Additional Ratings are placed above the first one, seam to seam. Explorer Ratings, as announced in the pamphlet, "The New Explorer Plan" are as follows:

Aviation, Communications, Craft Skills, Emergency Skills, Navigation, Outdoor Skills, Physical Fitness, Seamanship, Vocational Exploration.

Emergency Service Insignia

Emergency Service Badge



Explorers who have completed their Emergency Service training wear the new Emergency Service Badge on the right sleeve, six inches below the shoulder seam, or one inch below the Universal Explorer Insignia or Unit Medallion. The new Badge, similar to the old, consists of a red background with a green cross in the center, and a white lightning flash, with the words "Emergency Service" above and "Explorer" below, in black.

Emergency Service Armband

When on Emergency Service duty, the Emergency Service Explorer wears an armband with the Emergency Service insignia described above.

Explorers who have *not* completed Emergency Service training wear an armband when taking part in demonstrations, exhibitions, or training projects. The armband is of red cloth with "BSA" in gold block letters crossed by a streak of lightning in white.

The insignia of Boy Scouts who are Emergency Service Apprentices is described and illustrated on page 10 of this issue.

Field Cap

The field cap for Explorers wearing the khaki uniform will be identical with that worn by Scouts in the Troop. (The Universal BSA on the left front of the cap.)

The field cap for Explorers in the Troop wearing the green uniform will be a green field cap with the Universal Scout Badge on the left front on a green background with a tan border.

Flags

The Explorer Post flag will carry the Universal Explorer insignia in enlarged design. This consists of the merged anchor, wings, and compass. As for all Explorer Units, the top half of the flag will be red and lower half in blue.

Explorer Crews in the Troop will use a flag similar in size and design to the Patrol flag. Such Crews are urged to develop their own Crew flags.

Sea Explorer Insignia

Sea Explorer Badge of Rank

All Badges of Rank in Sea Exploring are to be worn centered on the left pocket of the shirt or jumper, with the exception of the Quartermaster Badge, which will be worn suspended and pinned just above the left pocket.

All Badges of Office in Sea Exploring are to be worn on the left sleeve, four inches below the shoulder seam. Adult leaders will continue to wear their Badges on their sleeves as previously indicated, two inches above the lower edge, centered on the outside of each arm.

The Badges of Office for young men leaders will still be indicated by chevrons, except that the chevrons will have superimposed on them the Universal Sea Exploring insignia. These badges are as follows:

Senior Crew Leader or Boatswain — Three chevrons with one star just below the point of the third chevron.

Deputy Senior Crew Leader or Boatswain's Mate

Deputy Senior Crew Leader or Boatswain's Mate — Three chevrons without the star.

Crew Leader — Two chevrons.

Assistant Crew Leader — One chevron.

Secretary or Yeoman Badge — Crossed quills with the Universal Sea Exploring insignia superimposed on the quills.

All other Badges of Sea Exploring continue without change in the use, design or place of wearing.

PLANS J F M

"J, F, M" are the initials of the first three months of the year. Should your Explorer Unit plans for the first quarter of 1950 be top secrets? Should they be restricted to the Advisor or a few elected officers and chairmen? No sir! Not in a Unit that expects to make these plans operational when January 1 turns up on the calendar.

December is the month for the complete first-quarter program to be developed by *every* Explorer in your Unit. Planning is like flypaper; once a fellow gets his hand in it, he has a hard time letting go. To thoroughly mix our metaphors, the more fellows who decide what goes into the program stew, the more will be anxious to eat it. Too many cooks can't spoil the stew when they work together.

The procedure for the entire Unit to outline, schedule, and assign responsibilities for a three-month program is explained in the *Program Notebook, Hints On Leadership,* and *Explorer Manual.* Now let's think of a few reminders and suggestions to make it work.

Crew In Troop

An Explorer Crew in a Troop wants to dovetail its schedule with that of the Troop. Whether or not the Explorers are on the Troop Leaders' Council and helping plan the Troop program, they can urge these plans be set up *early in December* for the whole first quarter. Then they can build their own schedule around the Troop's. It's not a case of which is most important; but it is one of parallel planning to mutual advantage.

A Crew in a Troop or separate Explorer Unit can avoid unexpected absences by paying special attention to the school calendar in arranging their own programs. In many localities January ends one semester or term, with final exams demanding extra hours. It is often wise to omit Explorer activities during exam week. February opens a new term when extra effort is well spent by Explorers in starting their new courses.

While school work comes before Exploring, the Crew or Unit program need not suffer. Get a copy of the school list of holidays and special events from the principal's or superintendent's office. Then you won't plan an Explorer party on the same night as a high school basketball game.

Cracker Barrel Conference

Even the best Units put in a whole evening at three-month program planning. For informal and novel atmosphere at this quarterly business meeting, try a cracker barrel conference. The usual procedure of committee chairmen's reports, general discussion, and voting on events is followed; but everyone wears old clothes and sits around the cracker barrel. Beside it is a tray of sliced cheese and cold cuts and something to wash them down.

When the first committee chairman finishes his report, he walks over to the barrel and makes himself a snack. The other chairmen do likewise. The rest of the members get their first snacks as soon as they take part in the discussion. Second and third trips to the barrel are earned by additional contributions to the planning. A little friendly arguing now and then over whether a fellow has earned another snack adds to the fun without interfering with the job at hand.

High Adventure Projects

That high adventure trip next summer may need a place on your program early in 1950. Are you planning to build some large equipment such as a boat or auto trailer? Do you have expedition or cruise equipment that needs major repairs. If so get an early start on this work. Plan *when, where, how,* and *by whom* it will be done.

Now is the time to set up the trip with enough details to indicate how much it will cost. Then each fellow will have six or seven months to earn and save his share.

Wearin' O' the Green — and Orange

How about a St. Patrick's Day party? Ask half the couples to wear green ties and ribbons and the other half to wear orange. Then pit the green against the orange in games, dances, etc.