JANUARY, [illegible] 1949

Scouting

for SENIOR SCOUT LEADERS

FOLLOW THIS TRAIL SIGN STARTING EACH ARTICLE

Open

Here's another packaged program presented by Senior Scouting Service to Ships, Squadrons, Posts, and Outfits. The essentials for your Unit's Open House are given below, but you may want to add or subtract some details, to come out with the right answer for your needs. This is a brass tacks outline with no frills attached.

I. To be decided at the regular three-month planning session of the Program Committees:

A. WHY? — Purpose of Open House:
1. To recruit new members.
2. To show off new or redecorated Unit headquarters to members of Sponsoring Institution or to parents and friends — not forgetting the girls.
3. To be host to one or more Boy Scout Troops, to interest older fellows either in your Unit or in having a Senior Unit for their own institution.
4. Program will vary slightly depending on who are to be guests.

B. WHEN? — This type of program seems to go best soon after summer vacation as a build-up for a full fall and winter program. Other good times are during the Christmas holidays and spring vacation. *It is an excellent program for Scout Anniversary Week.*

C. WHERE? If the Unit has a field base or headquarters, give that first consideration. Next a a hall or room where regular meetings are held. If neither is available, consider a public hall or outdoors.

D. WHO? — Who is going to be responsible for the program? Probably the Social Committee will have the over-all responsibility, with help on the following sub-committees (perhaps only one or two men on each): Fellowship, Invitations, Decorations, Refreshments.

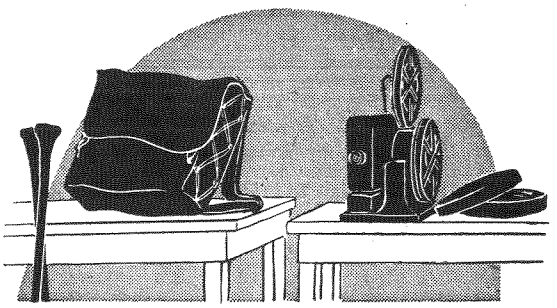
E. COST — A suggestion of cost should be mentioned when the committee reports its plan to the Unit for approval. Expenses should be met from the Unit treasury if possible, but of course no charge made to guests. Refreshments and decorations usually are the main items.

II. To be completed at least two weeks before the Open House date:

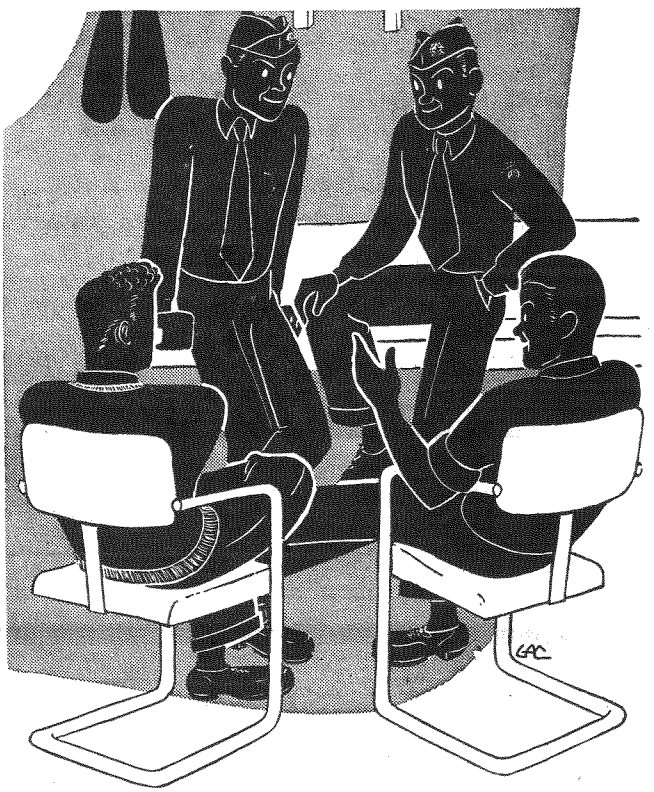
A. Fellowship Committee selects "Preview of the Next Six-Months' Program," works out the detailed agenda given under IV, and sees that someone is responsible for every part of it.

B. Membership Committee (usually Assistant Guide, Assistant Pilot, or Assistant O.D. and Assistant Crew Leaders) should be the Invitation Committee.
1. Secure names of young men who became fifteen during the last four months or will become fifteen during next two months. Add to this list others who may be interested in Senior Scouting.
2. Give personal invitations to selected guests, then have Secretary send a written one from the Unit, and finally have a member sponsor each guest — make sure he knows how to reach the meeting place and receives a warm welcome.

C. Decorations Committee should include one or two men from each Crew.
1. Decorations should point up the program theme. Whether it's the outdoors, community service, industrial exploration, sea-



House



manship, or aviation, have the decorations say so.

D. Refreshments Committee should require no more than one man per crew.
   1. Make refreshments colorful and tasty.
   2. You don't have to serve much (sandwiches or cookies or doughnuts and a drink); it's the informal social atmosphere that counts.
   3. Avoid coffee, tea, or cokes if these conflict with anyone's religious customs.

III. To be completed on the day of Open House:

A. Fellowship Committee makes last-minute check on the men and materials on the program so that absentees can be covered.

B. Decorations Committee does its job as near as possible to this day, and makes a last-minute check so decorations will be fresh and neat.

C. Committee members should be at meeting place well in advance.

D. See that *everyone* has a good time; gang up on the fellow who won't break down and enjoy himself.

E. Refreshments Committees serves as well as prepares the refreshments.

F. Membership Committee tries to interest each guest in a certain Crew; a Crew may be forewarned which guests are its "job." Most effective time to put the bee on prospective members is during the bull session that goes with refreshments.

IV. Agenda in charge of Master of Ceremonies such as Guide, Pilot, O.D., Social or Membership Committee Chairman.

A. *Pre-opening — 30 minutes*
   1. Welcome guests individually on arrival.
   2. Exhibits of pictures and souvenirs of Unit activities and honors, large bulletin showing next 6-12 months' program.
   3. Demonstration area by each Crew to dramatize its special interest, such as:
      a. Model building—boats, planes, camps.
      b. Collections — stamps, coins, rocks and minerals, recordings.
      c. Camp gear — packs, tents, gadgets.
      d. Fishing gear — lures, flies, rods, reels.
      e. Photography — cameras, slides, viewers, mounted prints of Unit activities.

B. *Introduction of guests — 10-20 minutes*
   1. Membership Committee Chairman tells something each has done in school, church, or community, and asks each to say something about his hobby in one minute.

C. *Crew introduction — 5 minutes each*
   1. Crew Leaders briefly tell about their members and their special interests.

D. *Senior Unit operation — 10 minutes*
   1. A member explains how four Program Committees plan Unit activities; how all members help plan and run programs.
   2. Outline next three-month program and, if possible, distribute written copies.

E. *Traditions and objectives — 5 minutes*
   1. The Advisor's, Skipper's or Squadron Leader's opportunity to "sell" the Unit.

F. *Film or slides — 15 minutes*
   1. Pictures of the Unit's "high adventure" or other activity (if available) or movie from Regional office or Visual Education Service. (See *Visual Aids Guide* in Local Council office.)

G. *Crew projects — 15 minutes*
   1. Crews invite guests to join them in projects demonstrated in pre-opening period.

H. *Refreshments — 15-30 minutes*
   1. Serve refreshments prepared during G.

Plan to include a "special number" in your "Open House." See the announcement on page 5.

Senior Briefings

Winter Work

Although winter winds may be howling around the chimney as you read this, it's not too soon to start working on equipment for next summer's high adventure. A man-sized cruise or expedition takes boats, trailers, tents, packs, and other gear. If your gang is "unlucky" enough to have to make their own, they can keep busy during many a winter evening.

Planning these projects fits well into regular Unit meetings. There everyone can make suggestions and have part in decisions as to what is needed, where to get plans and materials, and which "volunteers" are to be appointed to make each part of the project. The work can be done outside meetings in Unit, home, or school workshops.

Tents

Tentage, for example, is something you can't whip together in a couple of weeks, if you are going to do a good job. First you must decide on the type or types, size, and number of tents suited to your needs.

Among the factors to be considered are the terrain, bug and animal inhabitants, and weather of the country where you will travel. The weight of the tent, and the size and material will be affected by your method of transportation. You'll make it lighter if it rides on *your* back instead of that of a pack horse.

Types of tents and their dimensions may be found in the *Explorer Scout Manual* and the *Scout Field Book*.

Canvas and other suitable cloth may be bought from tent and awning makers, army surplus stores, dry goods stores, and mail-order houses. Surplus tarpaulins and tents of the correct weight may be remodeled or ripped apart at the seams and worked into new tents. Grain sacks when waterproofed make good lightweight tents.

Whether you must or not, it's fun to shop around and improvise, seeing how cheaply you can make your equipment. However, beware of mildewed or half-rotten secondhand canvas.

Boats

Small boat plans in sets, catalogs, and books are advertised in the boating magazines listed in the *Sea Scout Manual* and the *Handbook For Skippers*. Lumber and hardware are expensive nowadays, but when you furnish the labor, your boat will cost less than a new or even a secondhand one.

If you haven't had much boat-building experience, take your time, study plans and methods carefully, seek advice of available boat builders — and take some more time. Some Sea Scout Ships have spent two years or more remodeling or building boats, but they have something when done.

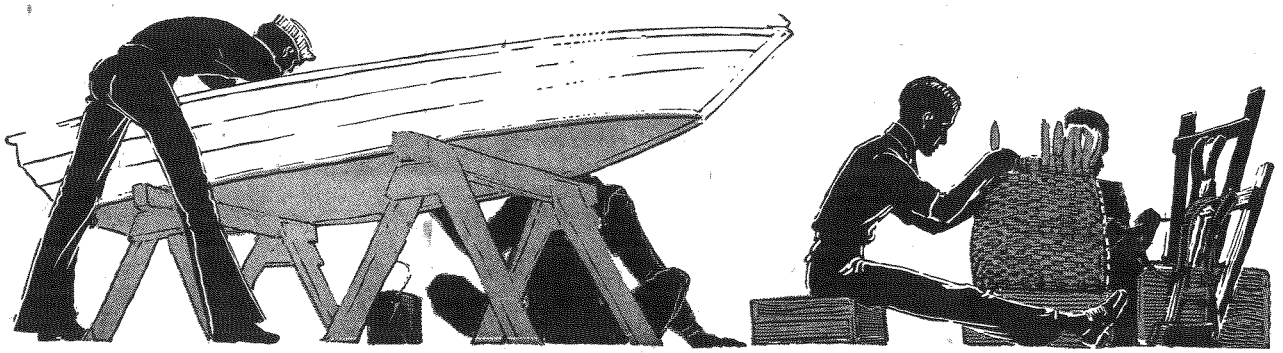
Motor camping has become more popular than ever since the war. If that's your game, you can carry larger tents, a grill, an icebox, and other "comforts of home." This equipment you can make from your own designs, or from plans in outdoor magazines and books.

Whatever your Unit's plans for high adventure next summer, now is the time to plan and make equipment. By saving the cost of labor, you usually save over half the total cost, and you get more satisfaction in using the stuff.

League Cooperation

"We didn't draw up a program and assign the Explorers certain chores to do . . . these young men aren't kids . . . they are eager to use their own initiative, their own minds, their own abilities . . . they need adult counsel, but above all they need to feel that they themselves are the planners of their own activities."

So says a past president of the Elgin (Ill.) Chap-



ter of the Isaac Walton League, which sponsors an Explorer Post. The Waltonians gave the Explorers the job of stopping stream erosion along a fishing stream. With technical advice from a League member, the Scouts rip-rapped and sodded the bank.

Mutual interest in conservation has drawn Waltonians and Scouts together so often, that last April the League's national convention adopted a resolution of cooperative action. This is a "natural" for Senior Units, particularly Posts and Outfits, as hinted in the Elgin case.

Under the "Plan of Action" distributed to all League Chapters and Local Scout Councils, a Chapter can do the following:

1. Sponsor Scout Units, especially Seniors.
2. Create its advisory committee on Scouting to provide projects and places for conservation work practical for Scout age. Suggested are game cover rehabilitation, soil conservation, and erosion control, stream pollution abatement, reforestation, game and fish propagation, and game management area supervision.
3. Provide technical counsel on the projects elected by Scout Units from among those suggested by the Chapter, and on Merit Badges and Scouting requirements related to conservation.

Under this plan your Senior Unit can go to a League Chapter and ask for a conservation project, and guidance in carrying it out. Through your Local Council you can get the names of nearby Chapters especially interested in such cooperation. League offices are located at 31 N. State Street, Chicago 2, Illinois; 327 Johnson Building, Denver, Colorado; 1208 Ashmead Place, N. W., Washington, D. C.

A Singing Crew

A singing Crew can have plenty of informal good times and also chances for public appearances. No Crosby or Melchior is needed, just a group of average voices among fellows who like to harmonize. With a little atmosphere from special songs and simple costumes, the singing Crew becomes unusual and in demand.

Form a trio, quartette, or how many have you, and go to it. Practicing can be done whenever the fellows have time to kill, and often will be as much fun as a performance. Besides the piano for accompaniment, there are the harmonica, "squeeze box," tonette, guitar, banjo, or what have you.

As a specialty for songs and costumes try a barbershop quartette with a repertoire of "Sweet Adeline" and other favorites of the 1890's. The fellows plaster their hair down, wear handle bar mustaches, sleeve garters, and other things that grandpappy wore as a gay young blade.

The current revival of interest in folk songs suggests these fields for specializing:

Cowboys starting off with "Home On the Range" and then other Western Plains ballads.

Lumberjacks with "Yon Yonson" and songs of the lumber camps. (Throw in a bit of patter from the Paul Bunyan legends.)

Negroes and the rich lore of spirituals, plantation and river songs.

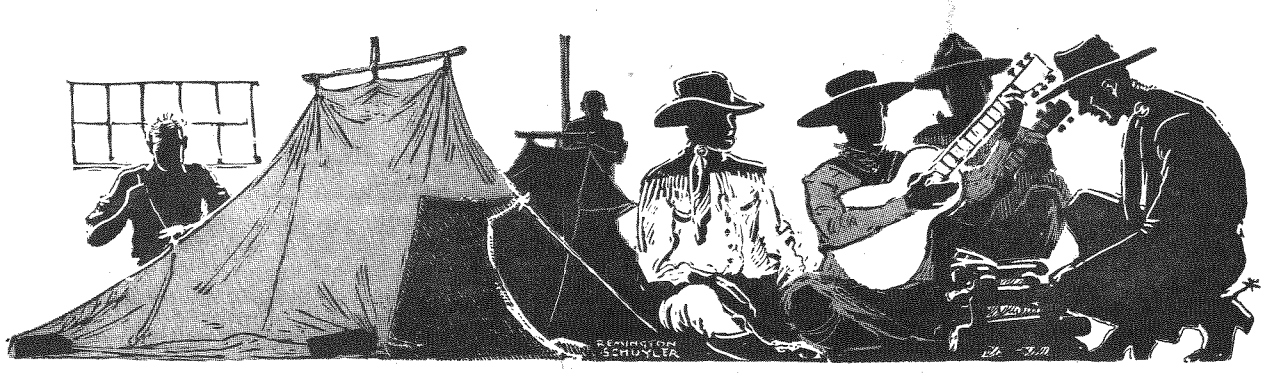
Sailors and Sea Chanteys.

Don't forget old favorite hynms which require no costuming.

Some groups can get up a half dozen songs for a ten or fifteen-minute program, working out their own harmonies, without reading music. Not many songs are necessary, unless you give a repeat performance. One fellow can give informative or humorous introductions to the various numbers.

If your music dealer doesn't have the songs to fit your special field, go to the public library or write to music publishing houses. You may be able to get what you want from recordings. They will give you ideas for unusual arrangements. The Library of Congress in Washington, D. C., sells a collection of folk song records including a printed commentary of background and words.

As an example of sources of sea songs, there are the *Sea Scout Manual; Book of Navy Songs* by Doubleday, Doran & Co., N. Y.; Colcord's *Songs of American Sailormen* and Shay's *American Sea Songs and Chanteys* by W. W. Norton & Co., N. Y.

When your crew members think they're good enough, let them volunteer to sing at a Unit meeting. Then let Local Council and District officials know that a singing Crew is available. Five or ten minutes of song will fit well into such occasions as the Annual Council meeting, District Committee meetings, Round Tables, and training courses. You can also visit other Senior Unit meetings and enliven their programs.

Other occasions outside of Scouting are high school assemblies, dances, and banquets; church affairs, P.T.A. meetings, and service club luncheons. In a parade, the singing Crew can march and perform at the head of the Unit or ride on a float and give out with the melodies.