Scouting the Country

One Eagle to Another

Erle Cocke Jr., National Commander of the American Legion, pins the Eagle Badge on James Buckner, above, whose Troop is sponsored by Los Angeles American Legion Post 125. Commander Cocke won his own Eagle Badge in 1935 in Troop 65, Atlanta, Georgia. "The Boy Scouts of America," said Cocke, "deserves all the recognition and cooperation that we or any other organization in the nation can give this fine patriotic movement."

Encore

Thirteen years elapsed between the first Jamboree (1937) of the Boy Scouts of America and the second, last July. Time between Jamborees will always seem eternal to a Scout, but will not again be thirteen years. The next Jamboree will be held in 1953, then every four years thereafter.

'50's Fifty

Another project revived by popular demand is the annual selection of the best books for boys. Selected by a committee of editors, this year's best are briefly reviewed in the pamphlet "50 Outstanding Books for Scouts." Scouters who wish to introduce boys to interesting and worthwhile literature, may get copies of the pamphlet from their Local Council offices, or the National Supply Service. (Cat. 3121; 7c each or $6 per 100.)

PTA Says Okay

A recent meeting of the Board of Managers of the National Congress of Parents and Teachers passed a strong resolution endorsing PTA cooperation with youth-serving agencies. For many years local PTA's have been operating Scout Units. At the close of 1949, PTA-sponsored Units totalled 8,453 — an increase of approximately 10 percent over 1948.

Uniforms, Badges, Etc.

At its October meeting, the National Executive Board approved the following recommendations of the Committee on Insignia and Uniform: The popular Jamboree Explorer Uniform — green V-neck shirt, khaki cap and khaki shorts — is an official alternate uniform for Explorers . . . Explorers who are officers both in Crew and Troop will wear the Explorer badge of office above the Troop badge of office . . . Gold stars for members who die serving the nation may be fixed upon the Unit flag. The first star is to be affixed at the pole edge, six inches from the bottom; subsequent stars are to be placed proportionally along the pole up to the space assigned for veteran insignia.

Power

"Within My Power," in October SCOUTING, has been reprinted, and several hundred copies distributed in response to requests. More are available at a nominal cost through Local Council offices.

Criterion

From a back number of the "Catholic Digest" comes this story:

A witness in a recent court action was an eight-year-old boy. The judge tested his understanding of the seriousness of the occasion by inquiring:

"If you should promise to tell the truth, and then lied, what would happen to you?"

The boy considered the matter for a moment and then solemnly replied:

"I'd be thrown out of the Cub Scouts."

"Swear him in," said the judge.

"DOC" WEST *tells about* Emergency

By N. Harold West, Ass't. Director, Exploring Service

When Civil Defense authorities request members of the Boy Scouts of America for duty, Explorers will be the first called. That obligates Posts, Ships, Squadrons, and Troop Crews, to be prepared for calm, efficient work, in time of disaster. Emergency Service now is a number one citizenship duty of every Explorer.

Preparation involves *organizing, training,* and *equipping* for the job — and a broad one it is, with a variety of activities. (See "Civil Defense" on page 2 and "Are You Prepared?" on page 24 of November SCOUTING.)

Organizing includes deciding what your group is going to do and when and how. Part of this phase of preparation is setting up a mobilization plan. (See Chapter 11 of *Explorer Manual.*) After that, training and equipping are interwoven. You can't train without equipment, and there's no use having equipment unless you know how to use it.

Emergency tools and supplies must be ready at all times for instant use because disaster never telegraphs its blows. It may strike at 3 P.M. or at 3 A.M. When you need your equipment, you don't have time to make or buy it. In fact, you don't have time even to look for it. You should be able to put your hand on it in the dark — because you may have to do just that.

That means estimating beforehand what probably will be needed, procuring it, packing it in an orderly way on the basis of use, and storing it safely and conveniently. Then when the mobilization alarm comes, you can spring into action.

Explorers who are active campers are well equipped to give most of the Civil Defense service that might be requested of them. For example, they can provide shelter with their tents and blankets, food with cooking gear, first aid with first aid kits, and communications with signaling flags and lights. Often Explorers have special equipment such as boats that will solve local disaster problems. Consultation with local authorities may suggest other special items such as fire fighting tools to be added.

"On your marks" readiness requires various amounts and kinds of equipment to be carried in your pockets, in your pack, and in your trailer or car trunk. Generally, supplies carried in the pocket are for individual use, those in the pack for individual and group use, and those in the trailer or car for group use. The lists below are for your Explorers to adapt to their particular needs. In each case the items finally included should be kept on a neat check list.

In Your Pockets

Matches in waterproof box
Emergency ration well wrapped
Small notebook and pencil
Handkerchief (extra)
Gloves
Compass
Watch
Scout knife
Kleenex
Band Aids
Litepac Lost kit (write to BOY'S LIFE for free Photo Feature reprint on this).

In Your Pack

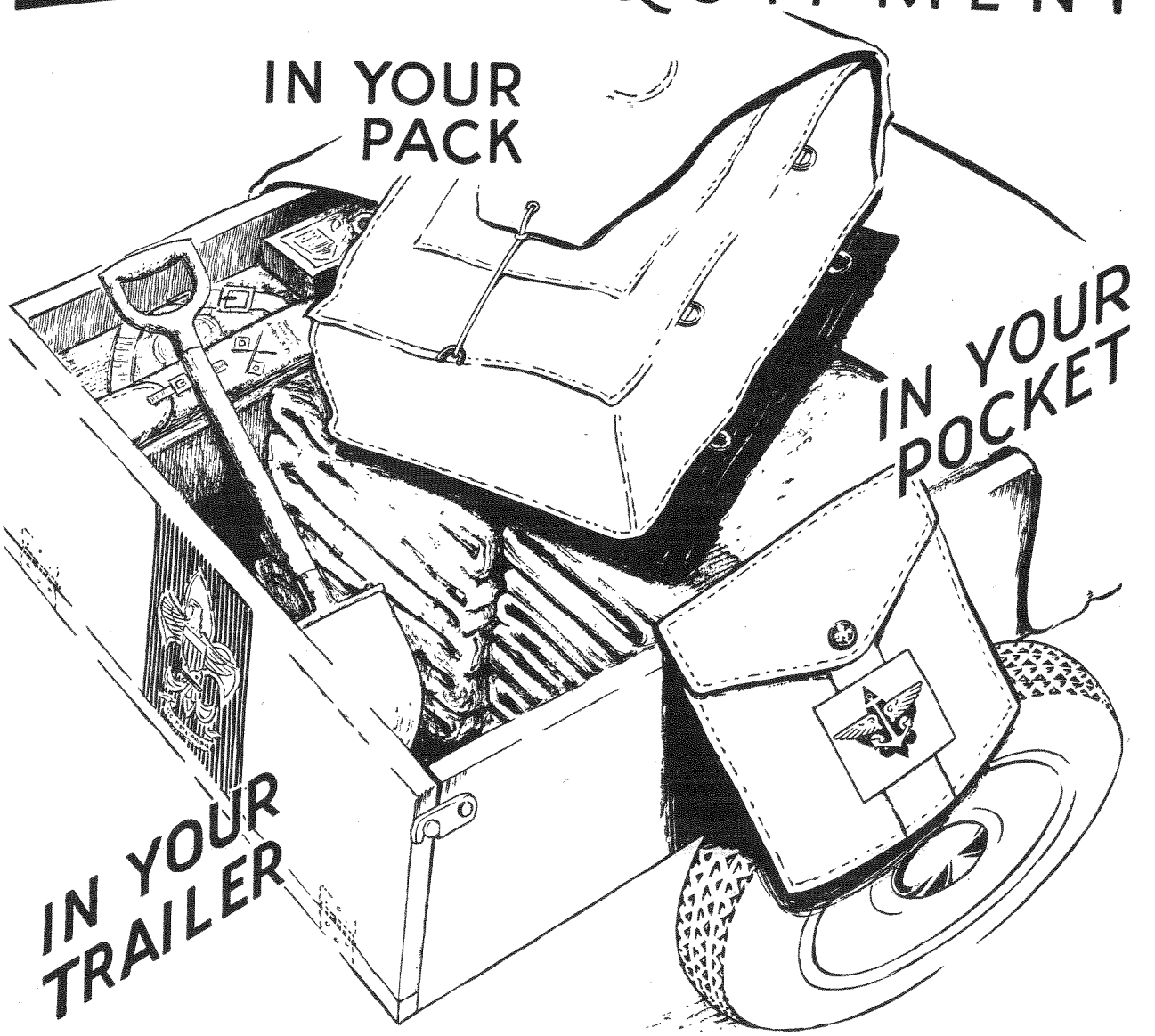
Poncho or raincoat with hood, hat or sou'wester.
Change of underwear and socks.
Ditty bag with toothbrush, dentifrice, soap, comb, needle, thread, extra shoelaces.
Bedding roll — sleeping bag or 2 wool blankets and waterproof ground cloth (may be in trailer).
Maps of the area to be served.
Emergency ration supplementary to that in pocket.
50 feet No. 5 sash cord
Small axe or belt knife
Water purification tablets
Fire starters
First aid kit
Mess kit
Canteen
Flashlight
Other equipment, determined by weather, may include winter jacket, rubber boots, skis, etc.

In Your Trailer

Tents and fly or tarp
Folding cots
Crew cooking gear
Water pails or bags
Aluminum foil
Crew first aid kit
Toilet paper
Heavy duty rope
Bow or folding saw
Axe — full or ¾
Shovel and small spade
Wrecking bar
Pick — folding
Lanterns and fuel
Charcoal, oil, or gas camp stove, with fuel.
Signal kits — flags, blinkers, whistles, radio.
Fix-it kit — pliers, tin snips, file, screw driver, hammer, red and white paint and brush, nails, screws, wire, twine, candles.

Emergency Service armbands are worn by Explorers on duty. These may be issued at the scene of service or kept by individuals ready for use.

Service EQUIPMENT



Role of B.S.A. in Civil Defense

1. Messenger services, organized and trained.

2. Assist C.D. authorities in providing emergency food, shelter, clothing, first aid.

3. Assist rescue units and ambulance service.

4. Train Scouts, Explorers, and leaders in self-protection.

5. Operate B.S.A. camps for evacuees.

6. Train and make available leaders for other camps.

7. Help as an organized group in C.D. as needed.

Order of Planning in Civil Defense

1. *Individual* — Calm and trained to take care of himself and share in family protection.

2. *Family* — The basic unit for organized self-preservation.

3. *Community* — Puts civil defense into action immediately in case of disaster.

4. *Nearby Cities* — Prepared to move in mutual aid as needed.

5. *State* — Will furnish aid in form of mobile support and supplies as needed.

6. *Federal Government* — Furnish aid and supplies as needed.

Hobby College

FIRST MEETING AGENDA

EXHIBITS
ENROLLMENT
SONGS (COLLEGE ROUSERS)
INTRODUCTIONS (BRIEF)
COACHING AS A VOCATION
SLIDES OR FILMS
QUESTIONS PERIOD OR PANEL
SUMMARY
ANNOUNCEMENTS
CIDER AND DOUGHNUTS

(Program will be timed with Stop & Go Sign and buzzer, bell, or gong.)

VOCATIONAL EXPLORATION

I am interested in ..... as my vocation. Please give me answers to the questions listed below.

.....
Signature

1. How do I get started in this vocation?
2. How much education do I need?
3. Do they have "on the job" training?
4. What kinds of work do those engaged in this vocation do?
5. How much capital or equipment are needed for this work?
6. Is the work steady or irregular?
7. Is the work varied or monotonous?
8. What do you think are the interesting things about this work?
9. Is it easy or difficult to get a start in this work?
10. What is the beginning rate of pay?
11. What are the chief requirements for success?
12. How long does it take to reach the "good income" bracket?
13. Are promotions rapid or slow?
14. Are promotions made from the ranks?
15. Does the product or service of this vocation contribute to the welfare, health or happiness of the people who use it?
16. What are the hazards to life and health?
17. Does the work afford a good environment?
18. What are the unpleasant or disagreeable things in this vocation?
19. What is the vacation arrangement?
20. Does the work permit a good home life?
21. Might the work lead to a better vocation?
22. Where else can I get information about this type of work?

"YOUR HOBBY COLLEGE STARTS NEXT MONTH, HELP US HIRE THE FACULTY."

So read the sign as we entered the Explorers' meeting room.

Bill, the Senior Crew Leader, called us to order, and said, "Fellows this special meeting was called at the request of our Advisor. He has a project and he wants our opinion. Do you want to present it now Mr. Miller?"

"Thanks Bill," said the Advisor. "The Scout Council is interested in helping you fellows find out all you want to about a given line of work. We have some questionnaires here we'd like you to fill out. At the top, write in what you're interested in; that is, do you want to be a lawyer, a carpenter, a farmer, a store manager or . . ."

His voice was drowned out as one wise guy said he wanted to be a telephone man and was interested in a "certain number." The fellows soon cooled him off and convinced him that he should get a new "line."

The interruption gave the Senior Crew Leader a chance to emphasize that we have only three or four more years to spend at home, and now is the time to find out what we can do about our future job.

Our Advisor continued: "Write the name of the line of work you're interested in at the top. Circle the number of each question below which you want answered."

"Then what happens" asked one Explorer.

"We'll turn the papers over to the Council, and they will list the selections of vocations from all the Explorers and 'hire' a faculty accordingly. The time and place of the first meeting of the Hobby College has already been set. The first meeting will be an entertaining one. The 'main wheel' will be a leading college coach."

The Senior Crew Leader passed out the questionnaires, and — surprise! — the guys got right down to business. We had lots of fun trying to figure out what we wanted to know most about.

When the papers were collected, we had a lot more fun talking about the jobs we had in mind. We kinda kicked a few ideas around the table, and Mr. Miller really came through with some thought provoking questions like, "What is success? How do you measure it? And what do you mean when you say you want to be your own boss?"

You know, these fellows had been doing some pretty serious thinking about their futures. Oh, sure, there *were* two or three that hadn't, but they are now. We're looking forward to the Hobby College, hoping we get our questions answered.

Well, Mr. Advisor, that's about the way your fellows will react. This Hobby College idea can be put on with one or two other groups, but it will be better if all of you in a District or Council get together. Talk it over with your Commissioner and your Scout Executive.

The Merit Badge Counselors in the vocational fields can head this up, or a service club can take it on as a project. Several Councils are running it in cooperation with a nearby college.

The purpose of a Hobby College is to stimulate the Explorer's thinking and to get him to face the future; to reach the fellow who, through no fault of his own, is not looking forward to advanced education.

Following are suggestions for setting up this activity:

1. Appoint a Committee (representatives from Council or District Camping and Special Events Committee; vocational experts from high school, university or business; Explorers and Advisors from each District as well as Merit Badge Counselors).

This Committee should answer these questions:

Who will be the College President? How many sessions will be held? Where will they be held? When? Who will "hire" the faculty (leading men in the fields the Explorers select). Who will mimeograph, circulate, and collect the Vocational Questionnaire? Who will back the "college" (the Local Council, Service Club, local University, or group of citizens)? Who will handle the publicity?

2. Plan the first meeting in detail. Keep it simple but to the point. Decide whether it will be purely entertaining or "straight from the shoulder stuff" that will bring Explorers back.

3. Start plans for follow-up. What can be done to widen the Explorer's horizon? How can Explorers meet leaders in their fields of vocational interest? What field trips can be arranged for small groups? Can trips to larger centers be arranged through service clubs? Competition for jobs is often tough, and young fellows just out of high school or college must face up to questions from prospective employers. Whether they get jobs or not depends usually on whether they have acquired the *skills* and *habits* which make them valuable workers.

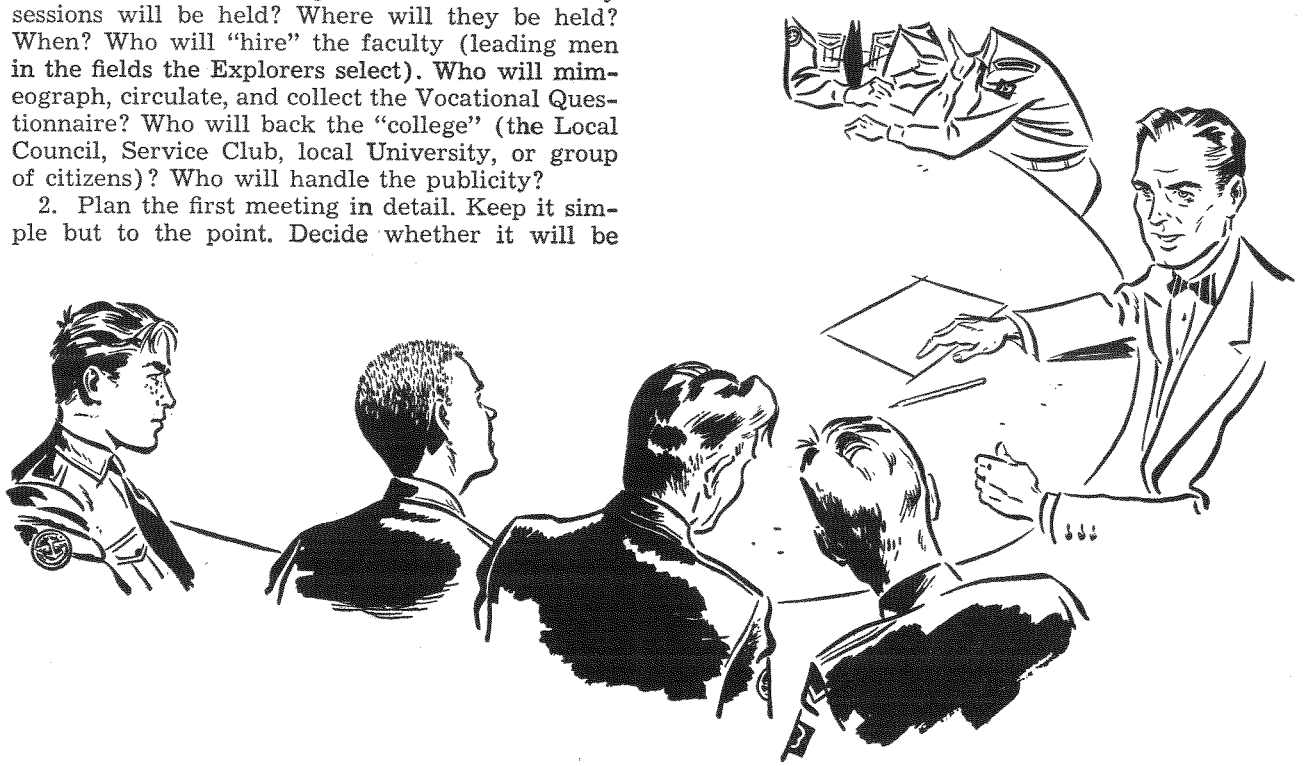
We can help Explorers grow up if we can get them to ask themselves the following questions:

What are my main interests as far as work is concerned? . . . What things am I able to do best? . . . What are my skills and abilities? . . . What are my chances of learning to do the kind of work I like best? . . . How can I be sure that I'll choose the job that is best for me?

Read Chapter 21, pages 354-366 in the *Explorer Manual.* Write to Science Research Associates, 228 S. Wabash Avenue, Chicago 4, Ill., for their Life Adjustment Booklet, *Choosing Your Career.*

Write to McKnight and McKnight, Bloomington, Ill., for their *Information Book and Practice Book on Selecting an Occupation.*

You'll find them very helpful in planning your "college." Keep in mind that this whole venture is vocational exploration and not guidance. Without especially trained guidance experts we run the danger of giving mis-guidance. Through this vocational venture, we want to reach into the Explorers' homes and bring into the open the young men who "want to amount to something." We want to give every young fellow a chance to develop himself. We want him to *think big — act big — be big.*



January PLANS IN THE CREW & UNIT theme Hobby College

A whole month's program built around a Hobby College (see page 27) is practically necessary for your Explorers to accomplish much in vocational exploration. They will appreciate a period of concentrated attention to this basic problem which faces all of them — and which some of them are already facing. Once you start them off right, they may continue some serious thinking and investigating on their own.

Bear in mind while developing this theme that the emphasis is on "exploration," not on guidance. Professional experience and full time are required for vocational guidance; and Exploring does not try to provide either. However, vocational exploration is one of the four basic phases of Exploring.

Committee Choices

Below are suggestions of activities that your four Program Planning Committees may select from and weave around the January theme. Each committee should choose an occupation, somewhat related to its field of planning, which interests the majority of all the Explorers and arrange for the presentation of it.

1. *Social:* Hotel Manager, Recreation Director, Flight Steward.

2. *Outdoor:* Forest Ranger, Game Warden, Conservation Commissioner, Mining Engineer, Farmer, Rancher.

3. *Service:* Community Chest Director, County Agricultural Agent, School Teacher, Pastor, Welfare Worker, Doctor, Railroad Agent.

4. *Indoor:* Personnel Director, Employment Agent, Athletic Coach, Labor Union Business Agent.

Job Presentations

1. Let's say your Social Committee chooses hotel management for presentation to the Troop Crews or Explorer Unit. What can the Event Director do to acquaint the group with this occupation? He might arrange with the manager to have the fellows go "backstage" at the hotel before and during a banquet, dance, or convention. There they will see the hard work, the system, and the finesse required to entertain a crowd at a social affair.

2. Suppose the Outdoor Committee picks the game warden's job. They could arrange for the gang to go with him on feeding wild game or birds, counting wild life, and checking hunters and fishermen.

3. If the Service Committee decides to find out about the Community Chest director's work, they might obtain an invitation to his office for a group interview and a demonstration of how he coordinates the efforts of many volunteer workers. During a fund drive would be the most interesting time to visit him. Attendance at a board meeting of the Chest is also instructive.

4. Let's suppose the Indoor Committee wants to investigate a personnel director's work. They set up a visit to the plant or office as background to seeing the records he keeps of employees and their families, how he hires new workers, how he serves as liaison between his employer and labor unions, and what the company and union does in recreation and welfare activities.

The Month's Schedule

Any one or all of these may be used in a month's program, depending on how many events your Crew Troop or Explorer Unit wishes to hold. You may desire to eliminate one or two of the above and have a social. For example, the fellows could take the girls along on a field trip with the game warden. Or as a follow-up on an interview about the coach's work; the fellows with dates go to a basketball game together and then to someone's home for a social hour.

The Explorer Advisor will want to check thoroughly to see that the Event Directors in charge of every vocational exploration have made complete plans. Usually the Advisor or a Unit Committeeman can be of great help by introducing the Event Director to the person with whom the Director must deal. However, the adult leaders should leave the making of plans to the young men themselves.

A Crew in a Troop might do well to invite Crews of several Troops to cooperate on vocational exploration, the Crews taking turns in being host.

Helpful in presenting information on specific jobs are the *Occupational Outlook Bulletins* of the U. S. Department of Labor. A list with prices of the Bulletins available may be obtained from the Government Printing Office, Supt. of Documents, Washington 25, D. C. Your library may have them, too.

We Recommend

For livelier, speedier, and all-around better meetings, we suggest that you recommend to your Events Directors or meeting chairmen Chapter 7 on "Making Meetings Interesting" in *Hints on Explorer Leadership*. Those twenty brief pages contain meaty outlines on Giving a Talk, Introducing a Speaker, Leading a Discussion, Giving a Demonstration, Directing a Dramatization, Showing Visual Aids, Setting Up an Exhibit, Coaching in a Skill, Holding a Contest, and Conducting a Business Meeting.

When one of your Explorers has one of these ten jobs to do, suggest that he give himself a refresher on it by studying the appropriate outline. Chapter 7 also makes a good outline for an informal leadership training course.

"The Good Earth"

Read the article by that name on pages 20-22 of this issue. It should suggest why and how Explorers should be conservation minded.

"Motorboat"

That's the name of the magazine we wish to add to the list of periodicals in the article on BUILDING SMALL BOATS in the October SCOUTING. MOTORBOAT, published at 63 Beekman Street, New York, N. Y., also sells boating books and boat plans. Write for a price list.

Orienteering Movie

The Sport of Orienteering 16mm sound color film was listed in the October SCOUTING as available from a Canadian source. It is, BUT there are several miles of red tape involved in sending films back and forth across the border. To avoid that, Silva Inc., LaPorte, Indiana, has kindly agreed to loan its copies of this film at no rental charge other than the cost of shipment. We thank Silva and suggest you take advantage of the company's generous offer.

Square Dancing

Square dancing continues to grow in popularity among folks of all ages. It's taught in high schools, colleges, recreation centers, and even in mental institutions! There are state and regional contests. If your Explorers want to learn this style of folk dancing, *Square Dances of Today* by Richard Kraus should enable them to do so. It explains how to teach and call the figures, how to organize a dance program, and how to handle a crowd. The illustrations are tops. Ask your library to obtain it from A. S. Barnes & Co., New York, $3.00.

Manners Manual

More and more good books on manners slanted at the teenagers are being published. *Popularity Plus* by Sally Simpson is a Pocket Book, Jr. for 25¢. It's quite a comprehensive little manual on manners in an easily readable style. The drawings will make you chuckle but also remember the right way to do things socially.

Citizenship Service

Explorers and Explorer Crews or Units looking for ideas on community service projects will find some in the *Citizenship* manual, Boy Scouts of America (Cat. No. 3290) 25¢.

DECEMBER ROUNDTABLE

Have you noticed that the Exploring material for the 1950-51 program year is being presented in SCOUTING on the basis of a monthly theme? Of course your Explorers don't have to follow the theme. It's merely suggested to stimulate their planning. If you don't use a theme at once, better file your copy of SCOUTING because the suggestions may be useful a few month or a year later.

The theme may be the core of your District Explorer Roundtable that should be held every month. Help start these meetings of Advisors, Assistant Advisors, Senior Crew Leaders, and Crew Leaders if they are not getting together in your District each month. Loads of help and encouragement can come from the exchange of ideas by neighboring leaders.

Your Local Council has a copy of *Explorer Roundtable Ideas* containing an agenda for the monthly meeting of leaders. It will also be reproduced in SCOUTING. Following is the one for the December Roundtable on the January theme.

THEME: HOBBY COLLEGE (VOCATIONAL EXPLORATION)

EXHIBITS: 10 minutes
- Merit Badge pamphlets relating to vocations
- Hobby equipment relating to vocations
- Vocational questionnaires (see page 28)

DEMONSTRATION AND DO: 20 minutes
- Fill out questionnaires on vocational preferences (Merit Badges may suggest some vocations)

OPENING: 5 minutes
- Sing several college songs

PRESENTATION OF THEME: 20-30 minutes
- Importance of vocational exploration (*Explorer Manual* Chapter 21)
- How to set up Hobby College (see page 28)
- Use of outstanding men on the "faculty"

PARTICIPATION: 30-45 minutes
- Plan a District or Council Hobby College, suggesting dates, "faculty," place, etc.

OLD-TIMER'S IDEA: 5 minutes
- Story of local man who made good

CLOSING: 5 minutes
- Announcement of January Roundtable
- Sing a college song

Bike Rodeo

SPIN YOUR SPROCKETS! SING YOUR SPOKES!

By O. W. Bennett, National Director, Explorer Service

Excited? Of course I'm excited, for here is a great all-around program for your Council, District or Unit to promote. It's the kind of a thing my old Scoutmaster, Elmer Humeston, would go for — and he was particular.

A bike rodeo is a team game with Explorers entered in every special event. You'll find something for everyone. Events against time, events demanding skill and dexterity, events demanding strength, energy and intelligence.

There are speed events, dashes, sprints, slaloms; and snail events, straight-away and spiral. The question in the snail race is HOW slow can you go and not fall over? You'll split laughing at the fellows trying to go slow and still stay on the course.

You can run a Rodeo on roped-off pavements, in the city parks, or on the priaries, or even in a large gym.

In *Bike-Ways*, a new book by Godfrey Frankel, Sterling Publishing Company, New York, you'll find a whole chapter on Rodeo games. Let's see what he has to say about them.

"The rodeo games to be described here are exciting and challenging in themselves, and fortunately, without elaborate preparation. First decide which of these bike events to include and when to run them. Then secure a permit from the police or parks department to set aside an area in a city park that has a roadway or cinder path for racing. If you find an unused area that is easily reached and for which no permit is necessary, all the better.

EQUIPMENT

"The materials you need for a rodeo are ordinary items, plus a stop watch.

"PARALLEL, SLALOM, and CIRCLE — 50 feet of string, 2 pencils, box of white chalk.

"SEE-SAW — 1 large brick, 1 plank of wood about 18" wide x 12' long.

"OBSTACLE DROP — 4 bushel baskets or cartons, 4 old tennis balls.

"RING TOSS — 12 rubber jar rings, 28" square board with 23 nails 3" long.

It will only take a few minutes to set up the various Rodeo games. For the three chalk line games you will need a space at least 100' x 30' with visible. (Or you can use string held down by wire a pavement, roadway, or yard for the chalk to be staples if on the ground.)

PARALLEL

"Draw two parallel lines 75' long and 3' apart. Tie two pieces of chalk 3' apart on a string. Two people stretch the string taut and mark out the lines. Two games can be run off within these lines — a dash and a slow race. Each cyclist is timed as he rides the course alone and is disqualified if he touches the lines or his foot touches the ground.

SLALOM

"This is named from the famous skiing race in which you follow a zigzag course down a hill. In the bike slalom, the cyclist follows a course marked by two parallel zigzag chalk lines 5' apart. Draw the lines parallel for 20' in the other direction. The turn should be approximately 110 degrees or a little more than a right-angle turn. Make as many turns as you have space for; generally 4 or 5 are the maximum. You can have fast and slow races, as in the Parallel.

CIRCLE

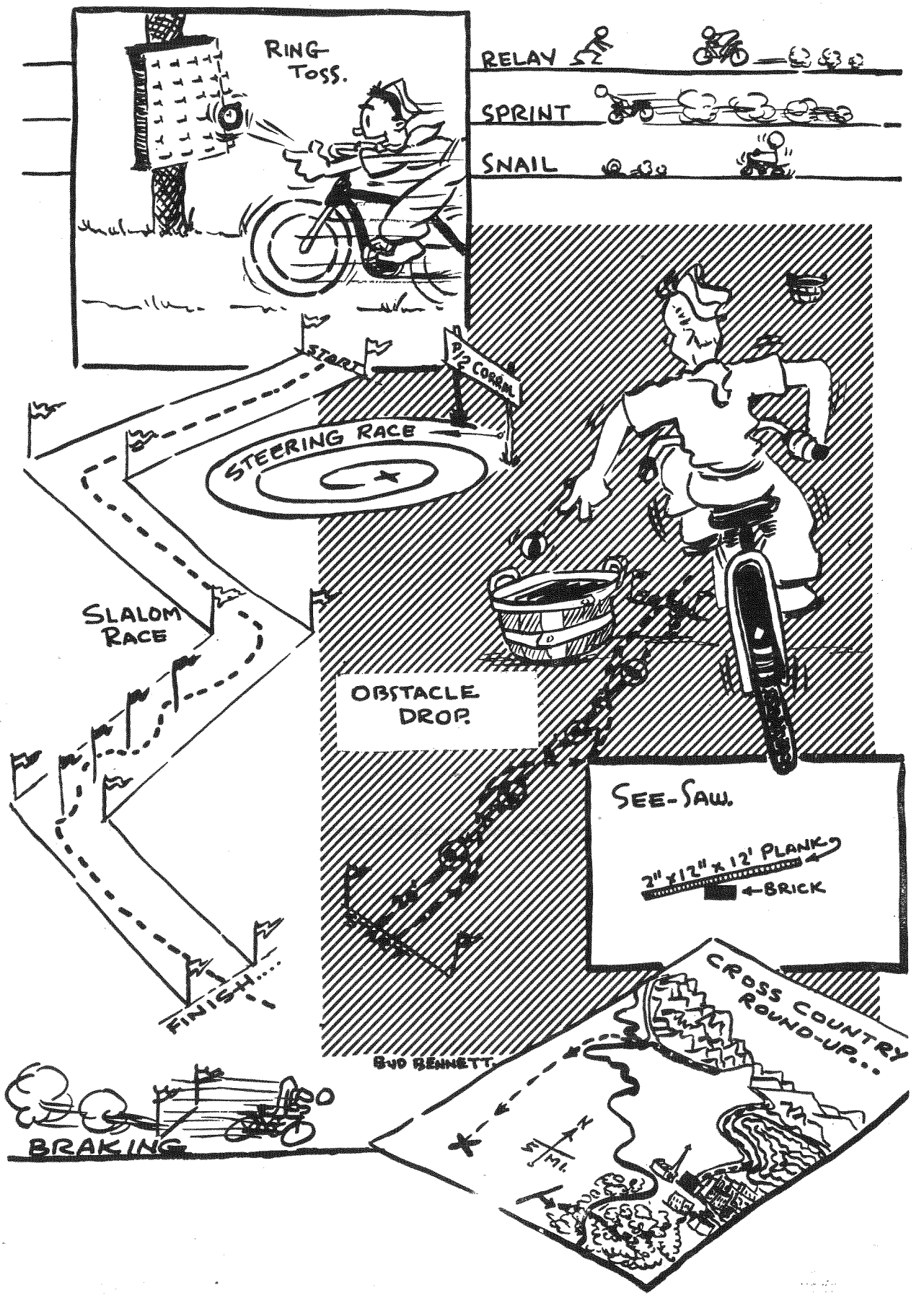
"All three chalk — (line) events test and improve your precision. The circle event has an added factor — the element of control. This is the most difficult of the chalk games, as it requires the most control and calls forth the greatest coordination. The cyclist must know his bike completely and feel it as part of him.

"The game is prepared by tying a stick of chalk to one end of a 15' piece of string and a pencil to the other end. One person holds the pencil firmly in the center of the pavement and another person, holding the string taut, chalks a spiral around the one in the center who gradually pulls in the string as his companion goes around, thereby leaving less circumference each round. A spiral is thus drawn with 3' to 4' between the circular lines until the inner circle is closed.

"Both the fast and slow races can be run off between the spiralling lines by timing the cyclist. Touching the line disqualifies the contestant. The start should be at the opening on the outer circle, and the finish at the center.

SEE-SAW

"This simple event can be part of a cross-country race, or it can be set up by itself. A brick is placed midway under a plank of wood about 18" wide


RING-TOSS.
RELAY
SPRINT
SNAIL
START
P/2 CORPL.
STEERING RACE
SLALOM RACE
OBSTACLE DROP
SEE-SAW.
2" x 12" x 12' PLANK
BRICK
CROSS COUNTRY ROUND-UP...
N
5 MI.
BRAKING
FINISH
BUD BENNETT

and 12′ long. The entrant rides up one end of the plank. When he reaches a little past the center of the plank the other end suddenly slams down. The cyclist must be ready for this quick change of position or find himself off balance.

OBSTACLE DROP

"Four bushel baskets or cartons are placed open end up in a straight line, about 15′ apart on a level area. The starting place should be about 20′ in front of the first basket, and the finish about 20′ behind the last basket. This event is timed with a stop watch.

"The cyclist with four tennis balls attempts to drop each ball in a basket as he weaves around each basket in order.

"The cyclist who places balls in the most baskets in the shortest length of time wins.

"A player placing balls in three baskets will win over a player placing balls in only two; if there is a tie, with two or more players having three baskets, for instance, the fastest time wins. Bear in mind that there are two objects to the game; accuracy and speed, and accuracy is more important, so sacrifice speed if you have to.

RING TOSS

"Prepare a board about 28″ square by partly driving 23 nails, 3″ long, into the board. Distribute the nails equally about 2″ apart.

"The board is then hung . . . about 5′ high, on a tree. Each contestant, holding four jar rings in his throwing hand, rides slowly up to the board. He can begin tossing at any distance. The object, of course, is to ring as many nails as possible.

"Several runs can be made to ring the nails for a total score.

"Because the cyclist drives slowly in this game, he will have to keep one hand on the handlebars for steering and balancing. This is a game for the more expert cyclist, as the bike must be kept under complete control to allow a clean shot at the board.

BRAKING WITHOUT SKIDDING

"Set off a 100′ straightaway and draw a chalk line at about the 75′ mark. Each rider works up speed till he reaches the chalk line and then brakes, attempting not to skid. The cyclist who, without skidding, stops within the shortest distance beyond the chalk line, places first, the next shortest distance beyond the chalk line, second, and so on.

RELAY

"This is similar to a running-track relay. Six or more entrants can participate, three on a team. After sides are chosen the players on each team form a line 100′ from each other and about 15′ across from their opponents. Each team has only one bicycle.

"The lead-off cyclists on each team start at a given signal. When they get to the second group of cyclists, they dismount, and the second cyclists mount and ride to the third man and so on, until the last man finishes the relay.

"The start, transfer positions, and finish, should be clearly marked. Watchers should stand near where the players mount and dismount. Racing in relay takes lots of practice before it is mastered. The keys to mastery are timing and teamwork in jumping on and off.

CROSS-COUNTRY

"Ths is an event you will have to contrive for yourself. It depends largely upon what natural inclines, bridges, creeks, woods, or parks are in the area of your rodeo. In a cross-country event we planned the contestants started by fording a creek, then they climbed a hill, crossed a bridge, went through a thicket and ended by racing 300′ to the finish line.

"Here are a few tips to observe. Everyone competing should tour the course slowly under the leadership of the race judge before the event takes place. In that way, all will be aware of the various obstacles and trails. The event should be fun; it should be more interesting than difficult. There should not be many rocks in the creeks you ford. and the trail leading between the trees of the thicket should be wide enough for safety. Since this event is a free-for-all, and there are many hidden danger spots, it pays to use care in planning.

SCORING

"Each of the Rodeo games we have described can be played separately, and you can devise your own scoring. However, they are often played together in a Rodeo. In this case, the point system we suggest is as follows: If six cyclists compete in a race, the winner receives 6 points, the remaining five receive 5, 4, 3, 2, 1 points according to their position.

"In the relay race, which is the only event where all the contestants are divided into two groups, the point system is a little different. If there are three on a team the members of the winning team each receive 6 points. This puts a little higher premium on the relay.

"For total Rodeo score, when two teams or two clubs oppose each other, scores may be kept on an individual basis and then tallied on a club card. Figure according to the total number of entrants — if 20 contestants, the winner of an event receives 20 points, others 19, 18, 17, etc."

BIKE FOR FUN AND EMERGENCIES

Frankel's book is easy to read, well illustrated. and covers such subjects as the "Lure of the Open Road," "Hosteling," "Bike Camping," Tours and Routes" plus everything about "Biking" from selection to care and repair. The Appendix carries a list of Youth Hostels in the United States.

In emergencies the bicycle is one means of transportation that can get through. Get on your bikes Explorers and ride — toughen up your muscles, improve your skills, prepare yourself for all emergencies.

Get your copy of the new *Cycling* Merit Badge Pamphlet (Cat. No. 3277) and get the Whole Unit or Crew working on it together.

MONTH PAGE

Yardstick On the Craft Program ....Feb. 12
More on the Age Change....Feb. 13
Hand in Hand ....Feb. 21
We Primed Our Leadership Pump ....Mar. 6
Our Parents and Program Did the Trick ....Mar. 7
Welcome Ceremony ....Apr. 13
Special Den Adventures ....May 8
How Big Is Big?....Sept. 17
Pack Inter Tribal Ceremonies ....Sept. 21
Off to a Fast Start....Sept. 23
Divide and Conquer....Oct. 14
Let's Strengthen the Pack Line..Dec. 10
Making It Happen ....Dec. 11

Program Suggestions

Monthly Themes
Blue and Gold Party....Jan. 10-15
Photography ....Feb. 14-18
County Fair ....Mar. 8-13
Air Fun ....Apr. 15-19
Come See Us ....May 9-13
Outing ....June-July 10-13
Cub Scout Olympics June-July 14-18
Westward Ho ....Sept. 14-17
Life with the Navajos Sept. 12, 18-21
Radio Stuff ....Oct. 8-11
Helps ....Nov. 8-13
Rivers of America ....Dec. 12-16
Themes for Dec., 1950 to Aug., 1951 ....Oct. 7

BOY SCOUTING

Games and Contests

Morse Code Is Easy....Jan. 22
Game File ....Jan. 30; Feb. 37; Mar. 29; Apr. 29; May 29; June-July 37; Sept. 25; Oct. 29; Nov. 30; Dec. 35
Swim for Fun....June-July 27
Observation Race ....Oct. 31

Handicraft, Camp Equipment

Make It Yourself — A Tent ....Jan. 18
Make It Yourself — A Pack ....Feb. 28
Troop Museum ....Apr. 27
Wilderness Engineering ....May 18
What and How To Pack....May 20
Foiled Again ....June-July 28
Wildlife Feeders ....Oct. 32
Handicraft for Camp and Home Dec. 24

MONTH PAGE

Program Suggestions

Scout Week ....Jan. 16
Reading Nature's Sign Posts..Jan. 20
A Patrol Meeting ....Feb. 22
Making the Most of a Camporee ....Feb. 26
To Learn to Cook You Gotta Cook ....Mar. 16
Menus and Food Planning....Mar. 18
Promoting Summer Camp....Mar. 20
Good Campfires Don't "Just Happen" ....Apr. 20
Troop Meeting Featurettes Apr. 26; Oct. 15; Nov. 21
Dan Beard Programs ....May 16
Camp Program Planning....May 21
Scouting All Summer....June-July 20
Safety Through Skill....June-July 22
Adventures for All....June-July 24
Twelve Outdoor Months....Sept. 28
Fun on the Trail....Sept. 30
Map Reading Made Easy....Oct. 20
Make It Real ....Nov. 20
Get 'Em Out in Winter....Dec. 19
The Good Earth ....Dec. 20
Monthly Planning: Themes, Meeting Programs, and Hikes Jan. 19; Feb. 23; Mar. 15; Apr. 23; May 17; Sept. 23; Oct. 19; Nov. 15; Dec. 23

Leadership and Administration

Teaching Scout Spirit..Jan 23; Feb. 29
Troop Business ....Jan. 24
Readying for Camp....Feb. 24
Working with the Pack....Feb. 30
Opening & Closing Ceremonies ....Apr. 26; Nov. 21
Troop Committee and Summer Camp ....May 15
Mind Your P's and Q's....Sept. 26
Troop Flag Ceremony ....Oct. 15
Need Some New Leaders?....Oct. 16
Build Up Your Patrols....Oct. 18
Camping Weather or Not....Nov. 18
Candidate Investiture ....Nov. 21
Man to Man ....Dec. 18

EXPLORING

Program Suggestions

Scout Week Doings ....Jan. 25
Bay Jammer ....Jan. 27
Twin Ski Meet ....Feb. 32
Big Events for Troop, Crew, and Small Units ....Feb. 34
Explorer Briefs ....Feb. 34
An Eatin' Meeting ....Mar. 21
A Menu and You ....Mar. 22
'50, a Touring Year ....Mar. 26

MONTH PAGE

Jamboree-Philmont ....Mar. 27
Explorer Nuggets ....Mar. 28; June-July 29; Oct. 28
Planning for May ....Apr. 30
Queen's Day ....Apr. 32
Tips on Trips to Philmont....Apr. 36
Stag Party ....May 22
Don't Play Hooky from Fun....May 24
June Plans ....May 26
Farm Week-end ....June-July 30
Hi and Mighty ....June-July 32
Quetico Canoe Trip ....June-July 34
Headin' for Tall Timber..June-July 35
Walleys Vs. Trout....June-July 35
Adirondack Adventure..June-July 35
Traveling Light ....June-July 36
Don't Be Left Holding the Bag ....June-July 36
Planning for October ....Sept. 32
Field Day for Dads ....Sept. 34
Filling Up the Calendar....Sept. 35
Fall Fun for Explorer Units and Crews ....Sept. 36
Building Small Boats ....Oct. 24
Ideas for November ....Oct. 26
December Plans ....Nov. 22
Winter Quarter Planning....Nov. 23
Emergency Service — Are You Prepared? ....Nov. 24
District and Council Inter-Unit Special Events ....Nov. 29
Hobby College ....Dec. 28
January Plans ....Dec. 30
Bike Rodeo ....Dec. 32

Emergency Service

Exploring Emergencies ....Jan. 28
Border Incident — 1950 ....Oct. 22
Civilian Defense ....Nov. 2
Are You Prepared? ....Nov. 24
Emergency Service Equipment..Dec. 26

Vocational

Making Summer Jobs Pay Double ....Apr. 34

Handicraft

Explorer Tent ....Jan. 18
Service Wise Trailer ....Nov. 26
Emergency Service Equipment..Dec. 26

Leadership and Administration

Exploring Emergencies ....Jan. 28
Why Exploring in Your Troop ....Feb. 31
Explorer Induction ....Mar. 24
Man to Man ....May 28
Explorers Stand and Be Counted ....Sept. 33