BORDER INCIDENT —1950

By John C. Page
Field Scout Executive, Narragansett Council, R. I.

"PLACE — 71° 48′ 14″ West Longitude, 41° 58′ North Latitude.

"WHO MAY ENTER — Only registered Explorers may compete. Crew of four Explorers will make up a team. All Crew members should be from the same Unit.

"WHAT IS IT? — Obviously we are not free to explain the entire event. But we can say that this will be the best Explorer event so far. It will be rugged. It will demand the *utmost* physically and mentally from the competitors."

Wouldn't those opening instructions interest the Explorers in your District? They certainly did the young men in Woonasquatucket District of Narragansett Council early last spring. Crews from 14 Troops and two Posts turned out for the Border Incident 1950 held on April 1.

Continuing the build-up for the event:

"HOW YOU CAN PREPARE — Get plenty of experience in following a given compass bearing through woodland. Physical conditioning is important. Do a lot of hiking and rock climbing. Prepare your Crews in emergency thinking, and weld each into a team. Have them make lost kits containing emergency rations high in protein — dates, raisins, chocolate —first aid material, and emergency fire equipment.

"WHAT YOU NEED — 1. A good compass — Silva seems to be the easiest to use. 2. Boots — water proofed high-cuts, snow pacs, or rubber arctics, with wool socks. 3. Tough warm clothing, hunting type. 4. Trail lunch — you may have to eat as you hike. 5. White or yellow cloth 18″x24″ and 4 safety pins — to be worn on back to enable planes to spot Crews. 6. Lost kit."

If you are familiar with orienteering contests, you have guessed by now that this is a cross-country orienteering race. District officials joined with Civilian Air Patrol officials to add the glamour of planes and walkie talkies to the event and to provide practice in the CAP method of lost person searches. This was the beginning of an effort to gear Scouting manpower into the work of emergency service agencies of the area.

A four mile stretch of the Connecticut-Rhode Island boundary comprised the course. Walkie talkie communication was maintained between six stations along the route and command posts at the start and finish lines. Three planes continually scouted the Crews from overhead.

At the starting station, which Crews left at three-minute intervals, each Crew received this note:

"THIS IS IT! One mile south on this road is a control point manned by a Scouter and a CAP walkie talkie operator. You are to proceed to this point. Previously the Crew members had been given the step-test of their endurance.

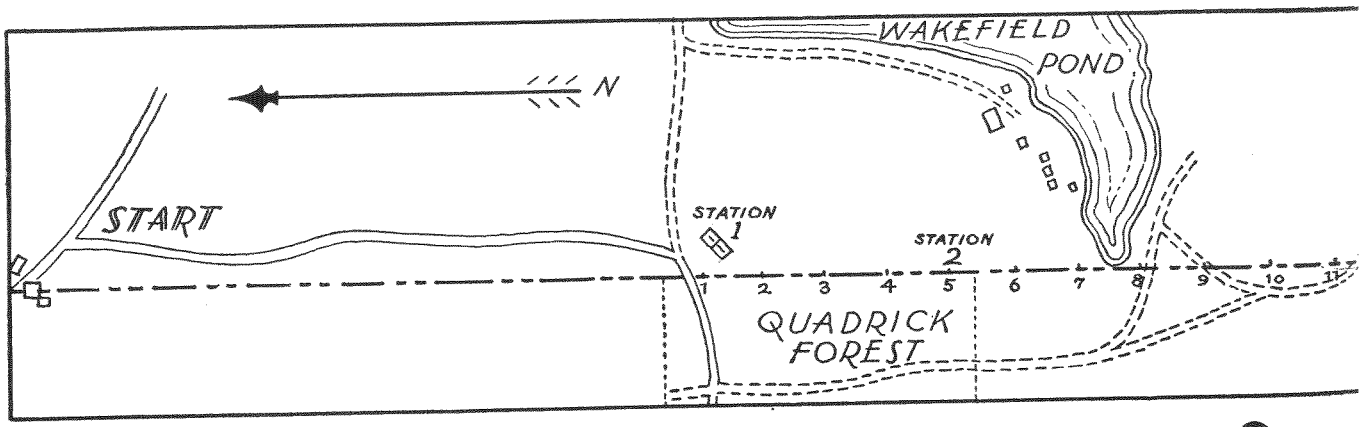
At the first station the Crew received these instructions:

"You have just your compass to guide you from this point on. Your bearing is 194°. Along this azimuth is the state line. Every one-tenth of a mile is a card posted on a tree with a code number for you to copy. Each card is numbered from 1 to 29. You should find all the cards.

"It should not take longer than six minutes to travel from one card to the next. If you have not found a card for ten minutes, SIT DOWN. You are lost, and a search team is on the way to find you.

"This contest is based on (in the order of their importance): 1. Cooperation, 2. Time, 3. Accuracy, 4. Interpretation of the problems which will appear on some of the cards.

"KEEP CALM. USE YOUR HEAD. GOOD LUCK!"



Leo P. Reardon, Major, C.A.P., Providence, R. I.

Explorers report at command post to Scouters and Civil Air Patrol Leaders.

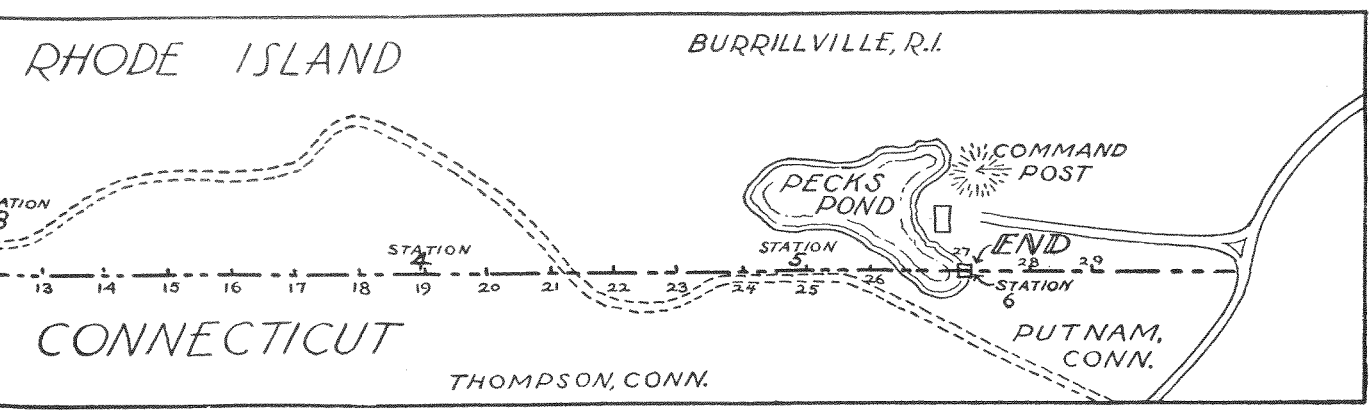
The cards on the trees contained letters and numerals in Morse Code. When a team strayed from the course, for over ten minutes, it was reported by plane and a search party from the nearest station got it back on the bearing. By walkie-talkie the officials and spectators at the finish line were able to keep track of the progress of the various Crews.

Winning time for the course was 1 hour and 29 minutes. The average was 2 and one half hours. Half the teams found all the 29 cards. The most missed by a Crew was nine.

Scoring was on a time basis with 5 minutes added to a Crew's time for every card missed.

Preparation by Scout and CAP leaders for Border Incident 1950 started about two months ahead. It was enthusiastically received, and Explorers are awaiting a second event this fall, especially the Crews that did not place.

(Editor's note: You can run an orienteering race with or without the trimmings of planes and walkie talkies. See "Gittin' Thar Fustest" in SCOUTING, October 1948; also *The Sport of Orienteering* published by Silva Ltd., Toronto, Ont., Canada; also 16mm sound color film by the same title, rented by National Film Society, 172 Wellington St., Ottawa, Ont., Canada.)



BUILDING SMALL

While Sea Explorers are boating specialists, other Explorers often take their high adventure or their fun at home via the water. For occasional use, it may be economical to rent boats if possible. But some groups do so much boating that it pays to own their own craft.

Building instead of buying will present many problems, but also offer many advantages. The saving on labor probably will amount to one fifth to one third the total cost. Within financial limits you can choose the type of boat to meet your needs. Not least in importance is the experience the fellows get in craftsmanship and character — organizing for the job, following plans, handling tools, and following through on the project to what, at times, may seem the bitter end.

Now is the time to start building for next summer. You have to select the type of boat, arrange to finance it, provide a workshop and tools, get plans, buy materials, and organize your work crews. All that, in addition to the actual building, will fill the fall and winter months.

Small Boat?

Let's define what we mean by "small boat" and thereby sing its praises. For Explorer purposes a small boat is one the fellows themselves can transport, launch, haul ("unlaunch"), store, and maintain. In all but a few cases that means less than a 20-footer, and for many groups it will be a 10 or 12 footer. An auto trailer that can be run into the water for launching and hauling the boat, and a garage or backyard for storing, reduce the upkeep to practically the cost of paint and other materials.

In choosing a craft to meet your needs, be sure you know those needs. Innumerable factors are involved; for instance, the depth of waters to be cruised, including mooring and docking areas; the type and size of the body of water, whether river, lake, or coastal waters; and prevailing weather conditions. There is the choice between hand, sail or motor power, and between inboard and outboard motors. The use of the boat — day cruising, overnight cruising, or racing — affects the choice. Analyze your needs thoroughly and list them on paper for careful consideration.

Don't Be "Romantical"

Leave your romanticism in the locker when matching types of boats and your needs, but let it out a bit when it comes to details. For example, a Sea Explorer Ship on an inland lake found a small square-rigged schooner highly impractical. Changing to a yawl rig, they kept the ship's wheel instead of a tiller. The new rig worked, and the fellows also had the fun of handling a salty helm — the only wheel in sail on the lake.

Sources of Plans

There is nothing more frustrating than to try building a boat from plans that turn out to be incomplete or inaccurate. Good plans, however, give the amateur builder confidence right from the start. Where can such plans be obtained?

Custom designs are too expensive unless the naval architect practically gives them to you. More or less standardized plans are published in books, boating magazines, and in separate sets of plans. Beware of those published in the type of hobby book or magazine not devoted primarily to boating; these may look pretty but cruise like a bathtub with the anchor dragging. If in doubt about a plan, ask a professional boatbuilder or write to the editor of a boating magazine.

The Engineering Service of the Boy Scouts of America, 2 Park Ave., New York 16, N. Y., have the following plans available:

Moth Class sailboat, 11 feet long, $1.50.

Punt, 13 feet long, 50 cents.

Flat bottom rowboat, 10 feet and 12 feet long, 50 cents.

Catalogs of sets and books of reliable plans may be obtained from the following publishers, all located in New York, N. Y.:

YACHTING, 205 E. 42nd Street.

RUDDER, 9 Murray Street.

MOTOR BOATING, 572 Madison Avenue.

Two recent books in the field are:

Boats Anyone Can Build, Popular Science Publishing Co., New York, $2.98, containing 22 plans and a chart to guide in the choice of a boat.

23 Boats You Can Build, Popular Mechanics Press, Chicago, Ill., $2.00.

Follow the Plan

An invariable rule for amateur boatbuilders is DON'T CHANGE THE PLANS UNLESS THE DESIGNER ALLOWS ALTERNATIVES IN HIS DESIGN. A well designed boat is like a mathematical equation with many variables. A change in one variable affects every other variable in the equation. Likewise a change in one dimension of a boat affects every other dimension.

Listen to the advice of the armchair naval architects and boatyard kibitzers if you must, BUT DON'T FOLLOW IT! Stick to the tested advice of the professional designer who has staked his professional reputation on it as expressed in the plans you paid good money for.

See that your officers and interested dads and

BOATS

friends only instruct; don't let their enthusiasm or perfectionism deprive the Explorers of the building experience. Have a definite understanding as to who is in charge of the whole job and each unit of it. Beware of kibitzers who want to "supervise," and don't let the drug store sailors get the habit of dropping anchor in your shop. Your gang has a job that requires good management as well as careful workmanship.

Centralize the Job

Try to have most of the work done in one shop. Materials and tools once decentralized sometimes don't come together when needed again. Amateur boat builders, even good carpenters, often need instruction and supervision which can be given in a central shop. Then there is the fellowship of the gang all working together. Don't expect to get much work done during cold weather in an unheated shop.

If you must borrow tools, make a list of them. Keep them under lock and key when not in use. Return them clean, sharp, and otherwise in as good condition as when borrowed. The lesson of care of tools is equally important as the knowledge of boat building.

The problems of shop space, tools, and supervision have been answered by the boat being built in school as a manual training project.

One way to encourage participation in the building is to log the hours each man spends on the job. Everyone signs in and out of the shop in a notebook kept for that purpose. It is understood that this record will determine preferences for use of the boat when she is launched.

If you can buy all your material at one time, you should receive an appreciable discount. Tell the dealer that the order is for an Explorer group of the Boy Scouts of America; he may make a donation by reducing his prices.

The kind and grade of materials to be used for various parts of a boat generally are specified in the bill of materials accompanying the plans. If not, you can specify your own materials by obtaining the information from Rabl's book recommended below.

How To Do It

Plans, materials, tools, shop, organization, still require a knowledge of the various processes which go into making a boat. A professional or experienced amateur builder who can and will show young men these things is an invaluable friend; there are too few of them to go around.

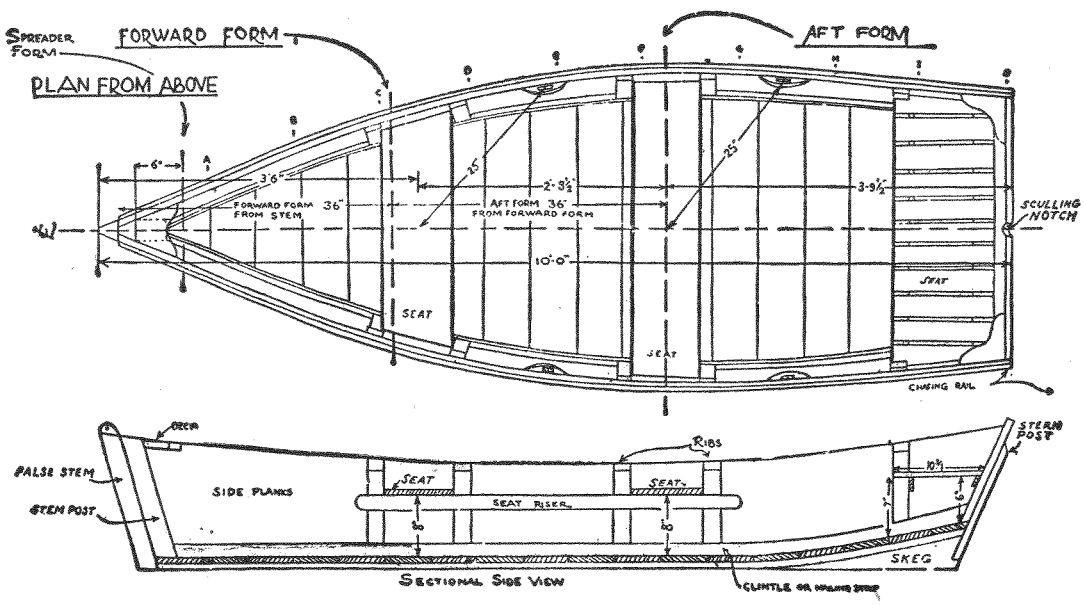
Next best technical advisors are the good books on the subject. While there are many quite technical books, we will recommend only a few devoted to the small boat field.

Outstanding is S. S. Rabl's *Boatbuilding in Your Own Backyard,* Cornell Maritime Press, New York, $5.00. This should be on every amateur builder's shop shelf. Besides being comprehensive and down-to-earth on know-how, it contains plans of a dozen sail and motor boats.

Building the Small Boat by Cliff Bradley, Macmillan Co., New York, $2.49, contains information on processes and materials, including a section on plywood, and plans of four boats.

Amateur Boat Building by William Crosby, Rudder Publishing Co., New York, $3.00, is an older work.

Building a small boat is tops for a continuous project over a period of months. It gives valuable experience in craftsmanship and leadership, and you end up with something to show for your efforts.



Plans of flat bottom rowboat available from Boy Scouts of America, Engineering Service, 2 Park Avenue, New York 16, N. Y.; price 50 cents for complete set.

Here y'are, Advisors-

Crews in Troops

Besides participating in the regular Troop activities, have you settled down to a fairly steady schedule of separate Explorer meetings each month? You should have at least one exclusively Explorer event a month, or Exploring in your Troop won't mean much to the older fellows, other than wearing a maroon tie or a green uniform.

These young men also should have an Explorer Advisor who has the time to supervise a program that will appeal to their advanced interests. If the Explorers in your Troop do not have an Advisor or their own program, arrange at once to provide for them. The chapter on Exploring in the Troop in *Hints on Explorer Leadership* (Cat. No. 3482) tells how to do so.

Orienteering Race

The orienteering contest, described on pages 22-23, can be conducted for one or more Crews. A single Crew simply races against time. Two or more Crews in a Troop compete against each other. The Advisor, with whatever assistance he can get from other Scouters in the Troop and his friends, lays out the course and conducts the race. Crews from several Troops may join together with the Advisors serving as officials.

The course may vary in length and ruggedness. Radio equipment and planes add glamor but are unessential trimmings. Preliminary instruction in the use of the compass is necessary, unless the Explorers are well versed in this. Otherwise the preparation of laying out the trail can be rather simple.

As a service project in the Troop, the Explorers can plan and conduct a short orienteering race among the Patrols.

Pilgrim-Indian Party

A mixed social where the Explorers bring their girls at least every two months, is sound psychology. The Pilgrim-Indian theme is appropriate during the Thanksgiving month.

Half the group can dress as Pilgrims and the other half as Indians. Tall Pilgrim hats can be built up with black cardboard or stiff paper on an ordinary felt hat. Belt and shoe buckles can be made of cardboard covered with aluminum foil. Indians can wear colorful blankets and head gear made with a headband and feathers. Award prizes for the best costumes.

The two groups may compete in a turkey shoot for prizes of candy turkeys, available at most candy stores. The targets are turkey place cards, bought at stationery or variety shops. Set the turkeys on a table or shelf in front of a backdrop. Shoot at them with darts, sling shots, or bean shooters. If you have indoor target or BB guns, use them.

If you have the space and equipment, hold an archery contest, either indoors or outdoors.

For decorations use the harvest motif carried out with corn shocks, pumpkins, and fruit. You don't need many decorations, just a suggestion here and there, perhaps concentrated around the refreshments table or the chaperone's corner.

Troop Service

The inter-Patrol orienteering race was suggested above as an Explorer service to the Troop. Instead of or in addition to that, the Explorers may want to get together during November and prepare their share in the Troop program for December. Consult the Scoutmaster about what instruction or help he will want the young men to give the Scouts, and then practice it.

Citizenship Training

How your Explorers can work together on this vital training is described on page 6. If it's a Scout-Explorer project, the Explorers can lead. Otherwise, it makes an excellent group activity for Explorers in one Troop or in neighboring Troops and Units.

Program Planning

As explained in *Hints on Explorer Leadership* and the *Explorer Manual*, November is the month to plan Explorer events and elect officers for the December-January-February quarter of the program year. The 1950-1951 *Explorer Leader's Program Notebook*, available from your Local Council will be helpful in this planning.

Explorer Units

The orienteering race, the Pilgrim-Indian party, and the Citizenship project, suggested on the previous page for Troop Crews, are easily adapted for an Explorer Post, Ship, or Squadron. The race, for example, may be run among Crews in a Unit or in several Units and Troops. Where water and equipment allow, Sea Explorer Ships can lay out a nautical orienteering course.

ideas for November

World Friendship

Scouting in many other countries still needs and will continue to need our help. The World Friendship Fund provides ways for your Unit to serve on an international scale. You can adopt a specific Unit abroad or you can turn your assistance into a general pool. Write to the World Friendship Fund, care of Boy Scouts of America, 2 Park Avenue, New York 16, N. Y., for details.

Of course if you're going to help, you must have the wherewithal. One almost sure-fire way to raise funds is a rummage sale. Go into a huddle with the Explorer mothers on this; some of them are sure to have had experience in it.

Appoint a committee to collect the old clothes and household items from Explorers and their friends. Several weeks notice is necessary so folks can save and get these things together.

Appoint another committee to obtain a location for the sale in a vacant store, a church, or a school. This committee also should provide tables, racks, and hangers for displaying the merchandise, and money for making change.

A third committee handles the publicity to get out a large number of customers.

The Explorers themselves should be the salesmen, but the help of a few experienced mothers is a good idea. Sometimes each item has the price marked on it; also items priced the same may be grouped on a table or rack.

Boat Building

Start now on building boating equipment for next spring and summer. The article on page 24 explains why and how. The same reason holds true for other large equipment such as a camping trailer, tents, or cabins.

Quarterly Planning

Election of officers and planning for the December-January-February quarter are on the docket in November, as mentioned above. See the new Chapter 16 on Program Handling in the revised *Explorer Manual* (Cat. No. 3506) before doing your planning.

EXPLORERS' BOOK SHELF

In the continual search for new ideas, Advisors and Explorers should find the books below of help. If these are not purchased for the Crew or Unit library, perhaps the public or school librarian will buy them upon your suggestion.

Bike Ways by Godfrey Frankel. Sterling Publishing Co., 141 E. 44th St., New York 17, N. Y., 224 pages, $2.50. Tells how to select, repair and safely ride a bike; how to tour, camp, hostel and play games with a bike. Illustrated with many photos.

Games You Can Make and Play by Paul V. Champion. Bruce Publishing Co., 400 N. Broadway, Milwaukee 1, Wis., 128 pages, $2.50. Contains plans and instructions for making 28 table and floor games — Shuffleboard, Pin Ball, Dart Archery, Box Hockey, Indoor Horseshoes, Table Tennis, Chinese Checkers, Chess, etc. Suggests use of salvage materials. Games are good for mixed parties, pre-meeting activities, and for sale as money-making project.

How to Solve Your Problems by Robert H. Seashore and A. C. Van Dusen. Science Research Associates, 228 S. Wabash Ave., Chicago 4, Ill., 48 pages, 60¢. This pamphlet would serve excellently as the springboard for a Crew or Unit bull session. May also be recommended by an Advisor to an individual Explorer. Believing that happy people are not those without problems, but those who know how to *solve* their problems, the authors suggest a method they have proved for years at Northwestern University.

Some Leadership Do's, reprinted from Recreation, February, 1944. National Recreation Association, 315 4th Ave., New York 10, N. Y., 10 pages, 15¢. Some feet-on-the-ground suggestions of how to handle groups in games and other recreational activities. Specific answers on such problems as how to put people at ease, how to control noisy participants, how to handle troublesome players, how to select people to demonstrate.

Explorer Manual, revised (Cat. No. 3506), contains new chapters on Emergency Service, Program Handling, Ceremonies, and Recognitions (including the new ratings, awards, and insignia), and information on Exploring in the Troop.

Getting Out the Vote

"A group of high school boys in a Midwestern city decided they would ring doorbells and ask people to go to the polls. They were not asking them to support any particular candidates, any issue; they merely were inviting people to accept the ballot as they should, and to use it.

"One of the cynical ones a day or two afterwards said, 'Do you think your going around that block did any good?'

"One of these young people, who could not be discouraged easily, came back to school the following day and reported, 'I went back to every door where I had been and asked just one question: 'Did you vote because I came here or would you have done so anyway?'

"He reported with enthusiasm that twenty-seven people in the area where he had called said their reason for going to vote was because he had made the personal contact and had asked them to, and that otherwise they probably would not have taken care of that duty."

—from *Report of Fourth National Conference on Citizenship*

Here is a patriotic project that any number of Explorers can perform. One fellow can do it on his own if he wishes to. When a Crew or a Unit takes part, simple organization is sufficient. Just make sure there is no duplication of coverage. A map is helpful in assigning areas.

The day before and the day of the voting are the best times to call on the voters. Wearing the Explorer uniform is permissible and desirable.

Explorers as such should not engage in any partisan political activity according to policy set forth in the *Constitution and By Laws of the Boy Scouts of America.* Therefore in calling on voters nothing should be mentioned about candidates or issues. The request to remember to vote and information as to the hours and place for voting are all that is necessary.

The same service may be given to the neighborhood or community when registration for voting is required.

Calling C2 BSA

A list of licensed radio amateurs who are members of the Boy Scouts of America, as Explorers, Scouts, or Scouters, is being compiled by the Exploring Service. If you wish to have your name included, please send it with your QTH, call letters, frequencies worked (A QSL card will do), and position in Scouting to:

Exploring Service, Boy Scouts of America, 2 Park Avenue, New York 16, N. Y.

Projection Team

Your Local Council, District, or community may welcome the services of two of your Explorers as a projection team to show motion pictures and filmstrips. Many Councils use visual aids in training courses and public relations. Some of these films require a narrator as well as a projector operator.

A projection team can learn the job of showing the reels and strips, including setting up the room and placing the projector and screen, and operating the projector. The manuals furnished with the machines explain how to do this. Some information on proper projection is given in the *Visual Aids Guide* of the B.S.A., available in your Local Council office.

If the team wishes to perform a broader service and maintain the projectors and films, the manufacturers furnish manuals on that.

Forest Service Film

When your Explorers follow the themes of conservation or forestry, the U. S. Forest Service will furnish several appropriate motion pictures. These are loaned for educational purposes at no cost except transportation charges both ways.

A list of the films available, a synopsis of each, the gauge and length of each, and other details is contained in a leaflet "Forest Service Films." Write for it to the U. S. Department of Agriculture, Motion Picture Service, Washington 25, D. C.

The films especially recommended by the Explorer Service are:

The Frying Pan Into the Fire, Then It Happened, Everyman's Empire, Adventures of Junior Raindrop, Lifeblood of the Land, The Forest Ranger, Realm of the Wild, Timber and Totem Poles.

Applications for films should be made at least three weeks in advance. Teacher's guides are available for conducting discussion groups with some of the films. To keep down shipping charges, a film may be ordered from the nearest Forest Service regional office or State film library. These are listed in the leaflet. Send for it and liven up your conversation programs. As an added courtesy you might invite other young men to see these films, or run them in a high school assembly program.

Remember visual aids amount to mere amusement unless they bring two results — talk and action. Always preview your film and arrange a series of questions or discussion topics about it. Also have in mind a project of action to suggest to your Explorers in connection with the subject shown.