# Use Explorers IN YOUR SCOUT CAMP

By John Smith, Ass't Director Camping and Special Events

GROWING PAINS! Well, you might call it that. Last year, many Units attended camp without Explorer Advisors and with too little know-how on Explorer activity. Seems as though most of the time was spent on helping the younger Scouts in the advancement program.

Yes sir, it might be growing pains — but let's not take a chance on it again. Let's plan to make this year a high point for Explorers as well as Scouts.

First, the Troop Committee needs to agree that we provide adequate leadership at camp as well as in town. We need *two deep* at camp. This additional adult leader should be the Advisor who will not only guide Explorers but help to make the Troop program effective. Keep in mind that our program at camp is an extension of the program being used in town and the climax for the year around camping program.

Once we have this established pattern in operation on the Troop basis, other projects fall right in line. Here are a few of the things that can be done to assure success!

### Camp Promotion Team

Explorers will take pride in helping to make the Troop a camping Troop. Advance planning can be worked out by this group for presentation to the Troop Leaders' Council. Among this group you may find Explorers who can qualify as instructors in camping skills, helpers to put camping gear in shape, coaches on hiking, adventure trails, and other camping activities. Yes, you may find several Troop camp staff members in the Explorer group that will prepare themselves for doing a real job when camp is in operation.

By this time of year many good items for camping promotion are already taken care of. Does the Troop have a savings plan? If not, use the balance of the spring to start a systematic saving for camp, both on a Troop and an individual basis. Has the Troop built up a reserve for summer camp operation? The Troop Committee can be helpful by working out a program with the Scouts for group earning of funds. The *Handbook for Scoutmasters* will give you suggestions.

Camporee time? If your District has a Camporee coming up, participate in it. This offers you a real opportunity to get your organization tuned up as well as a swell time to find weaknesses in your camping gear. Use your Explorers to make it a great experience for the Troop.

### Adventure for Explorers

This new group in the Troop should have a couple of adventure trips before camp. As a part of this plan, you can gear them into operation as a Crew that will carry on for the summer camp.

This gang likes to do things on its own but needs the skillful coaching of an adult leader. At camp they will want to have special activities they can do by themselves or as a group. Fishing, archery, marksmanship, canoeing, and such skills are excellent Explorer activities. If they know that they will have a special program at camp as well as opportunity to serve as Junior leaders, it will not be difficult to have them work up their gang into a promotion team for camping. The Troop Committee can well afford to study this new opportunity for strengthening their entire organization of Scouting.

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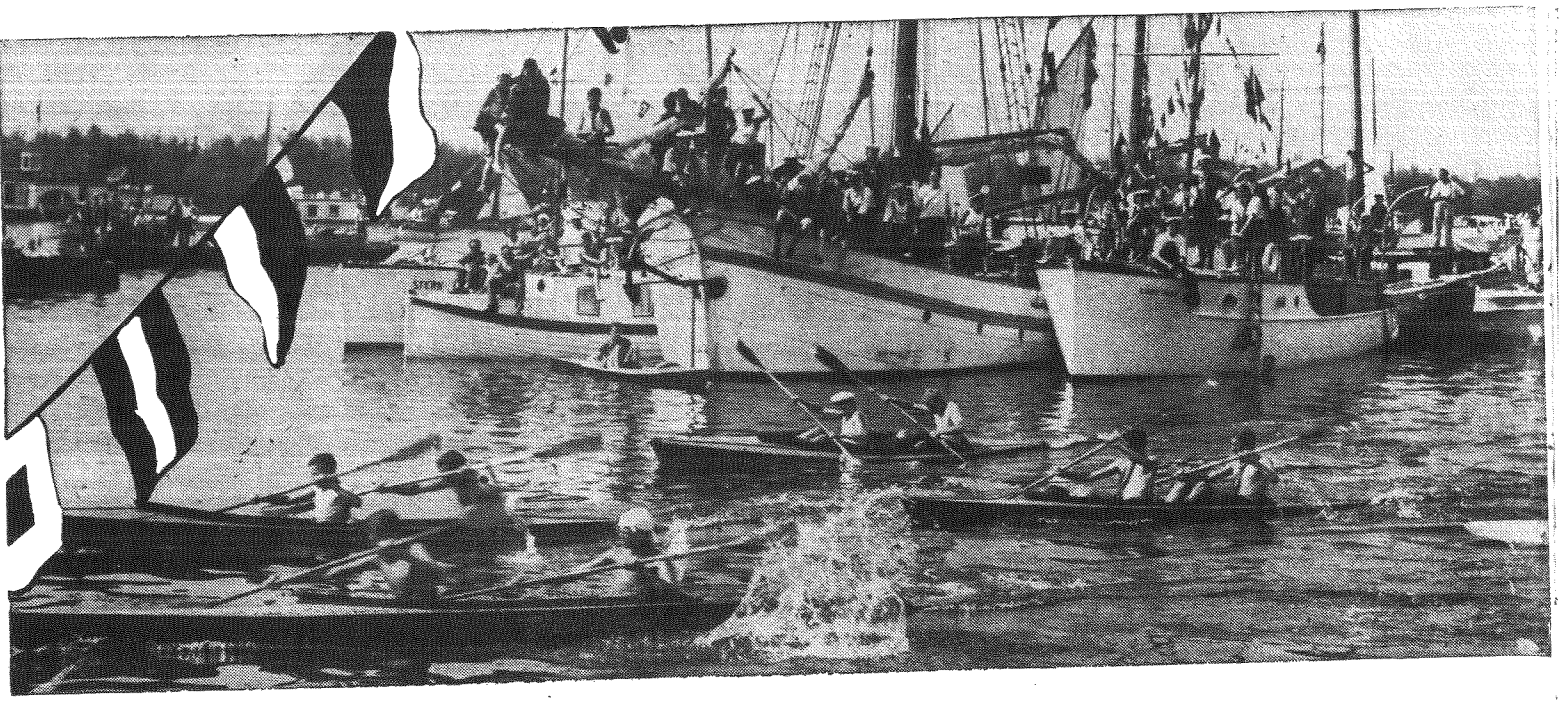
# Mascot Contest

HERE is a novel contest that will provide your Troop more fun and mental exercise than the instructions would indicate:

Provide each Patrol with identical materials (see last paragraph). Explain that only those materials may be used, though there is no restriction on tools (since the contest is sprung as a surprise, the only tools immediately available will probably be axe and knife). Using ALL the materials, each Patrol is to construct a Patrol mascot within fifteen minutes, name it, and write the name on a placard.

Score each Patrol up to 100 points on the basis of a possible 25 points each for originality, best use of materials, most appropriate name, and construction.

MATERIALS (Same to each Patrol): Cardboard box, 2 poles each 2½ feet long, 1 pole 5 feet long, 1 stick a foot long, 1 foot length of 3-strand rope, 6-foot hank of string, 1 foot of Scotch tape, 4 thumb tacks, 2 paper clips, 1 rubber band, 1 crayon, 1 placard, 1 yard each of blue and red crepe paper strips, and 8 sheets of newspaper.



# EXPLORERS, IT'S

SUMMERTIME is Regatta time for Explorers. Here are some events you can adapt for an inter-Crew Regatta, whether the Crews are all from one Unit or from all over the Council. Here are both water and land events.

## Canoe Race

Teams of 2 men line up canoes on beach, bows toward water, paddles stowed. At starting signal, a team lifts canoe from opposite sides and at opposite ends, and carries it into water until it will float without touching beach. Stern man steadies canoe while bow man steps into position. Bow man steadies canoe with paddle while stern man steps into position. They paddle in kneeling position on opposite sides of canoe without touching gunwales to buoy 100 yards off shore and return. Before canoe touches beach they stow paddles and disembark. They carry canoe and place on rack. Team disqualified if either man is thrown from canoe. Event judged on skill and accuracy, not time.

## Ring Buoy Heaving

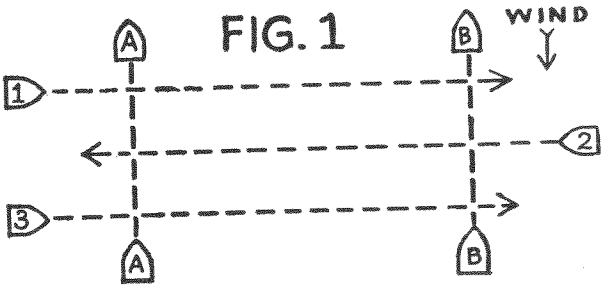
Explorer heaves 15-inch life ring on 60 feet of ¼-inch line, 3 times at target 25 feet distant. Simulating actual rescue, ring should land 2 feet beyond and upwind from target. Methods of coiling and heaving are optional. Event judged on accuracy. (See *Explorer Manual*, page 42.)

## Rope Climb

Explorer climbs 18-foot rope. Rope is not held by anyone else. It should be 1-1½ inches in diameter. Judged satisfactory or unsatisfactory. Do not include speed which may cause rope burns.

## Boat Shuttle Relay

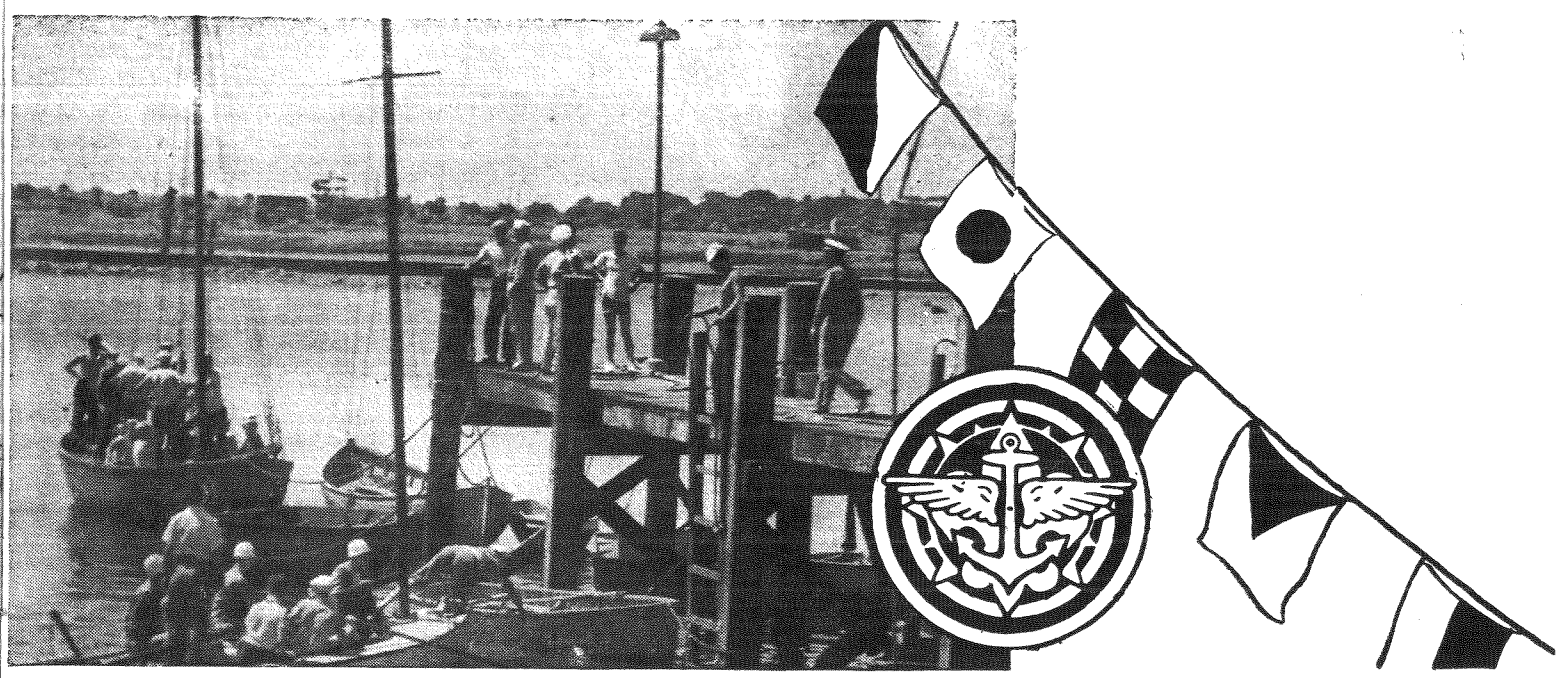
Establish two parallel starting lines, A and B (Figure 1), with a stake boat for judges at each end of both lines. Leave plenty of maneuvering space back of both lines. Each team has 3 boats, not necessarily all the same type, but the same types on all teams; for example, each team has a canoe, rowboat, and Snipe sailboat.




Boats 1 and 3 are back of line A, and Boat 2 back of line B. Boat 1 has a baton (6-foot pole). At starting signal Boat 1 crosses line A over to and across line B. Back of line B someone in Boat 1 hands baton (not throwing it) to someone in Boat 2. Team is disqualified if hulls, oars, paddles, or sails touch, or if either boat crosses line B before baton is exchanged.

After baton is passed, Boat 2 crosses lines B and A and exchanges baton with Boat 3 behind line A. Boat 3 crosses line A, and goes to finish line B. More than three boats may be used on a team.

Length and distance apart of lines A and B must be adjusted to number of teams, number of boats per team, and weather conditions.



# REGATTA TIME

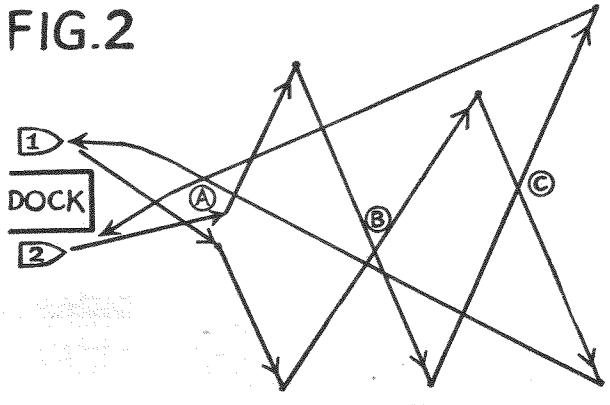
## Picking Up Mooring

Crew sails down wind from marker buoy and comes about to pick up mooring buoy. Judged on speed, safety, and skill. (*Sea Explorer Manual* page 410.)

## Piloting Problem

Crews of rowboats 1 and 2 line up on dock. At starting signal they enter boats and shove off. They head out in buoy-marked channel. (Fig. 2.) After passing mid-channel buoy (A) each boat follows a compass course.

FIG.2




Courses diverge, then approach (B) Boat 2 gives proper passing signal; Boat 1 acknowledges. Boat 2 crosses over; Boat 1 holds before proceeding.

Courses diverge and approach (C). Boat one gives signal; Boat 2 acknowledges. Boat 1 crosses over while Boat 2 holds. Both boats set course for dock in proper channel. Boats are secured at dock.

Judged on *maneuvers* (casting off, use of oars, teamwork, leadership, docking): *buoyage system* (recognition of buoys, proper passing); *compass* (maintain given course); *passing signals* (recognition, execution, courtesy. (*Sea Explorer Manual* pages 431-435.)

## Artificial Respiration

Two-man team removes patient from shallow water and applies prone pressure method of respiration for five minutes, including one change over and treatment for shock. Judged on skill and accuracy. (*Sea Explorer Manual* pages 46-48.)

## Rowing

Crew of 2 oarsmen and coxswain enter rowboat, shove off, pull to marker 200 yards away through buoy-marked channel and return, beaching or docking boat. Judged on teamwork and skill in manning skiff, following channel, beaching or docking. (*Sea Explorer Manual* pages 225-261.)

## Chantey Singing

Crew sings two chanteys. Judged on harmony. (*Sea Explorer Manual* pages 64-73.)

The above events are taken from the three-day Region 12 Sea Explorer Rendezvous at Long Beach, California, in 1950, and the one-day S.E.S. Wisconsin Inter-Crew Regatta at Madison, Wisconsin, in 1943.

For your own regatta or rendezvous, large or small, use these events or make up others involving the seamanship, sea lore, and Exploring skills covered in the *Sea Explorer Manual.*

# EXPLORER LEADERSHIP in the TROOP just to keep the Record Straight

- The Scoutmaster is in complete charge of his Troop at all times.
- The Explorers meet separately from the Troop at least once a month.
- The Advisor is in complete charge of the Explorer meetings at all times.
- The Advisor will do everything he can to help the Troop.
- The Scoutmaster will do everything he can to help the Explorer Crew.
- To be most effective, Explorers should be trained — encourage them to attend District and Council Junior Leader Training Events, Leadership Clinics, Explorer Conclaves, Explorer Roundtables, and Explorer Training Courses.

Cub Scout to — Boy Scout to — Explorer to — Citizen
In Scouting we have three men working together for the development of one boy.

- The Cubmaster from Cub Scout to Boy Scout.
- The Scoutmaster from Boy Scout to Explorer.
- The Advisor from Explorer to Citizen.

# HOW AN EXPLORER
## Can Serve His Troop

### TROOP LEADERSHIP

- Jr. Assistant Scoutmaster
- Senior Patrol Leader
- Patrol Leader
- Scribe
- Quartermaster
- Bugler

### SPECIAL INSTRUCTORS

- Green Bar Trainer
- Scoutcraft Skills
- First Aid
- Signal
- Hike Planning
- Campcraft
- Equipment Making Care and Repair

### SPECIAL EVENTS

- Chairman Parents' Nights
- Merit Badge Clinic
- Camporee
- Waste Paper Drive
- Boy Scout Week
- Overnight Camp
- Dad and Son Event
- Troop Court of Honor
- Annual Roll Call

### CIVIL DEFENSE

- Trainers in Emergency Skills
- Practice Mobilizations
- Getting Equipment
- Leader of Boy Scouts

# VOYAGEUR TRAINING

**Voyageur training given at the Region 7 Explorer Canoe Base, in northern Wisconsin, is a model of preparation for any Explorer canoe expedition. If your gang plans such a high adventure, at least the leaders can put themselves through similar training. If the whole party does it, they'll enjoy the trip more.**

**At Region 7 Canoe Base the Advisor, or an Explorer at least 17 years old, precedes his party and takes six days of intensive wilderness training including canoeing, waterfront safety, camping, cooking, navigation, and a two-day shake-down cruise. Then he becomes the voyageur or guide for his party.**

**Here's what he does in training.**

## First Day

CANOEING (doubles). Choose buddies. See demonstration and then practice. Launch canoe. Body position. Canoe balance and trim for paddling. Position of hands on paddle. Commands. Left and right pivots using sweep and reverse sweep strokes. Bow stroke. Let 'er run. Hold water. Stop. J-stroke. Change position (sides for paddling). Sweep turns. Land and rack canoe.

ROPE WORK. Whip ends. Taut-line hitch. Bowline. Sheet bend. Clove hitch.

SWIMMING AND RESCUE. Swimming test. Shirt, paddle, and rope methods of rescue. Swim part eight defense method.

AXEMANSHIP. Felling, trimming, chopping, splitting. Choice of wood for cooking fires.

COOKING. Cook supper.

NAVIGATION. Use of compass. Map reading, Weather lore.

## Second Day

CANOEING (singles). See demonstration, practice with coach in canoe, practice solo. Launch canoe. Position, balance, and trim for paddling. Go straight away. J-stroke. Outside pivot. Left and right turns (using wind and weight). Draw stroke. Push over stroke. Sculling and reverse sculling. Bow rudder. Hold water. Fast stop. Land and rack canoe.

CANOE RESCUE. Rescue tired swimmer. Rescue overturned canoe. Get in empty canoe. Canoe support. Get in submerged canoe. Undress in submerged canoe. Paddle submerged canoe. Empty canoe in shallow water.

FISHING. Fly and bait casting. Cleaning and preparing fish for the pan.

COOKING. Cook supper.

CANOE REPAIR AND CARE.

## Third Day

PREPARE FOR SHAKEDOWN CRUISE. Organize party, leader, assistant, work details. Select menus from samples available. Make out food requisitions. Select and secure equipment. Set up camp. Issue canoes. Secure food and pack. Prepare supper. Map route of trip.

## Fourth and Fifth Days

SHAKEDOWN CRUISE. Apply following on two-day trip: Trail courtesy. Canoe loading. Canoeing care and practice. Portaging. Nature study. Firewood and fires. Cooking (individual practice). Tent and pitching care. Sanitation. Swimming (eight defense plan reviewed). Campfire programs. Fishing laws. Courtesy and tricks of the trade.

## Sixth Day

RETURN TO BASE. Clean, repair, and check in equipment.

In getting set for your canoe trip, you may have to spread this training out over several week ends. If you need expert coaching, your Commissioner or Scout Executive will find someone who can give it to you.

The *Swimming, Lifesaving, Canoeing, Rowing, Cooking, Camping* and *First Aid* Merit Badge pamphlets are helpful in running Voyageur training.

# May

# Planning for Troops, Crews and Explorer Units

## Theme: Rendezvous and Regattas

THE weather in the mid-spring month of May pulls Explorers more into the outdoors. Sea Explorers put the finishing touches on their boats before launching. Other Explorers' feet itch to hit the trail. It's a month for Rendezvous and Regattas* to get in trim for the summer's expeditions and cruises.

The Regatta article on pages 22-23 of this issue describes events your Crew, Unit, District, or Council can work into a one to three day program. Preparation for it should keep your group busy from now until their Regatta. Such a program is a refresher on many outdoor skills used more often during the summer months.

### Outdoor Safety

May is an appropriate month to brush up on nautical rules of the road, artificial respiration, and water and trail safety in general. That, alone, will keep your gang busy for an evening or an afternoon. They can find the know-how in the *Explorer Manual,* chapters 10-11, *Sea Explorer Manual,* chapters 2 and 18, and Merit Badge pamphlets on *Swimming, Life Saving, Rowing, Canoeing, First Aid* and *Safety.*

### Cruise Training

"Voyageur Training," explained on page 25, offers enough action for a series of Saturday afternoon events or two week-end camping experiences.

If you are planning an Explorer expedition outside Local Council supervision, get a National Tour permit through your Council office. Do it now because the application for the permit will be a valuable guide in expedition planning.

### Conservation Projects

Still another field that could fill your May calendar is conservation of "Your Country's Natural Resources" (see pages 20-21). Many conservation projects are on an adult level and therefore appeal to Explorers and challenge their abilities. Note the sources of local aid mentioned in the article.

### Survival Experience

"Survival Training," outlined on pages 18-19 suggests enough for a full month's program. The climax should be a two-day survival or live-off-the-land trip with a minimum of equipment. This experience fits right into Civil Defense training.

### Civil Defense

Every Explorer in America automatically is a member of an Emergency Service group — his Troop, Crew, Post, Ship, or Squadron. Explorers will be the first members of the Boy Scouts of America to be called for Civil Defense.

Thus being an Explorer and an American citizen these days implies the obligation to train for Civil Defense. In turn this obligates every Explorer group to devote part of each month's program to Emergency Service training. The skills are varied, and many are difficult to learn. It is vital that all be learned thoroughly because lives and our democracy depend on efficient Civil Defense.

A great aid to groups and individuals in such training is a new series of four pamphlets on Survival, Civil Defense, and Emergency Service, just published by the Boy Scouts of America. They conveniently gather various techniques, long a part of the Exploring program, plus some new methods, and apply them to the needs of Civil Defense. The booklets were prepared with the cooperation and have received the commendation of national Civil Defense authorities.

The pamphlets, listed below, may be obtained through your Local Council office:

*Pattern for Survival — A Guide for Unit Leaders* (Cat. No. 3197) for use by all officers of Explorer groups.

*A Family "Be Prepared" Plan* (Cat. No. 3194) for use in every Explorer family.

*First Aid and Rescue Methods* (Cat. No. 3196) for use by leaders and Explorers.

*Collection, Distribution, and Communication Services* (Cat. No. 3195) for use by leaders and Explorers.

Set aside a meeting in May for discussion of these pamphlets after all members have had a chance to read them. Then ask your Local Council what Civil Defense services you should prepare for. The Council is coordinating its Units with the organization of the Civil Defense authority. Perhaps your Unit may be advised to choose a certain one or few of the services suggested. Make the choice democratically by discussion and vote of the members.

Next, make a check list of your Civil Defense plans that will integrate the training into your schedule and promote thoroughness:

*An Explorer Regatta is a program of water events. Rendezvous and Regattas are for all Explorers, whether in Troops, Posts, Ships or Squadrons.

1. For each chosen service list the skills and equipment required.
2. Under each service list the skills and equipment now possessed by each Explorer and the equipment possessed by the Unit.
3. List the skills and equipment yet to be acquired by each member and the Unit.
4. List when and where each skill and piece of equipment in 3 is to be acquired.

## BOYS' LIFE Preview

The April issue of BOYS' LIFE has several features that will round out Explorer activities in May.

"Nature Museum in a Cheese Box" is a photo feature describing how a Crew or Explorer can make an inexpensive nature display.

"How To Tie Trout Flies" is a reminder that the trout season is upon us.

"Clouds Tell Tales" tells how to predict weather by clouds.

"Fish Derby" contains the rules and prizes for the annual BOYS' LIFE national fishing contest.

"Tales and Trails" describes the latest in food and camping equipment.

"Dad and I Build a Sailboat" covers the spars and rigging and completes the building of a Moth class boat begun in the previous issue. (Detailed plans of the Moth are available at $1.50 from the Boy Scouts of America, Engineering Service, 2 Park Avenue, New York 16, New York.)

"Trees Pay Off" is the story of a seventeen-year-old fellow in Mississippi who has paid off some big medical bills by raising trees on his dad's property.

"Flash" explains how to use a flash attachment on your camera.

Other departments of the magazine tell how to make the following things:

Marionettes, corn husk chair seats, rustic lamp, direction signal for bike, aluminum belt buckles, bird calls, a dingle and fan roaster, and the neckerchief slide of the month.

## Summer Quarter

May is the month to elect officers and organize Program Planning Committees for the Summer Quarter. The earlier in May that these things are accomplished, the quicker the officers and committees can go to work on the June-August schedule.

The program themes that will be presented in this magazine are:

For June — Ceremonies and Recognitions (May issue).

For July — Explorer Encampments (May issue).

For August — Water Meet (June-July issue).

May is also the month to whip into final shape the details of the cruise, expedition, Philmont trip, or other High Adventure.

## Money Raising

There's still time to raise plenty of money to pay the fare for a Philmont trip, canoe cruise, or other high adventure this summer. With the price of waste paper on the rise, an Explorer group can organize a paper collection campaign on a weekly or semi-monthly basis.

Each fellow covers the neighborhood around his home. He calls on his neighbors asking them to save their newspapers and magazines until the collection date. Some folks will even tie the paper in bundles and place them outside the door on the collection day. Otherwise, the Explorer will have to have twine to bundle the paper and carry it out.

The chairman of the project contacts a dealer and arranges a price and date of delivery. Another Explorer arranges to borrow a truck which may be used outside business hours. From there on it takes strong backs.

## April Roundtable

For those who are concerned with the planning of Explorer Roundtables, here are some suggestions that will help develop the May theme of "Rendezvous and Regattas." References are to *Sea Explorer Manual* (Revised 1950).

EXHIBITS: 15 minutes

1. Log Books. 2. Storm warning flags. 3. Ship flags. 4. Pictures of Rendezvous and Regattas. 5. Merit Badge pamphlets on *Swimming, Life Saving, Rowing, Canoeing, Camping,* and *Pioneering.* 6. *Sea Explorer Manual.*

DEMONSTRATE & DO: 20 minutes

Do several of these by Crews.
1. Identify types of boats (pages 349-355).
2. Identify parts of boats (pages 232-239).
3. Identify storm warnings (pages 524-525).
4. Coil and throw heaving line (pages 42-45).
5. Rope work (pages 43, 46, chapter 9).
6. Use of life belt (page 41).
7. Bell time and watches (pages 496-498).

OPENING: 10 minutes
1. Sea chanteys (pages 66-73).
2. Ship opening ceremony (pages 92-97).

THEME PRESENTATION: 20-30 minutes

Plans for Rendezvous or Regatta.
1. How to register; fees.
2. Who can participate.
3. Where it will be.
4. Preparation and practice.
5. Activities or events.
6. Transportation.
7. Camping and cooking facilities.
8. Leadership.

Tie in with Standard Unit Rating Plan, Emergency Service skills, etc.

PARTICIPATION: 30 minutes
1. List knots and splices in Explorer Seamanship Rating.
2. Have two or three Units tell of plans for their summer High Adventure.

OLD TIMERS IDEA: 5 minutes

Rules of road (pages 431-437).

CLOSING: 10 minutes
1. Announcement of next Roundtable.
2. Ship closing ceremony (pages 99-101).

# BLUE RIBBON EVENTS

## FROM AND FOR EXPLORERS

**Over 400,000 Explorers may profit by your Blue Ribbon Event when SCOUTING publishes it. Send us a letter and pictures of your best program. Whether or not it's published, we'll send you a Blue Ribbon certificate for your bulletin board or your log or scrap book. Try any of the events below in your Troop, Crew, Post, Ship or Squadron.**

### By an Unknown Crew Somewhere in Iowa

A CREW of six Explorers taught the lessons of water safety to thousands of Iowans in two counties and built good will for themselves and the B. S. A. Their equipment consisted of two cars carrying a canoe, a boat, and accessories and a loud speaker system.

Every Sunday during the summer they arrived by prearranged schedule about 2:00 P.M. at a beach or outdoor pool. After they unloaded their craft and plugged in their loud speaker, the waterfront manager halted other activities and introduced their 30-45 minute program of the following demonstrations:

1. Getting in and out of boat and canoe.
2. Assisting someone getting in and out of both.
3. Buoyancy of submerged boat and canoe by having eight to ten fellows hold on gunwales, showing safety in staying with a submerged craft.
4. Sculling in case an oar is lost.
5. Rescuing overturned canoe with another canoe or boat.
6. Rescuing person by throwing rope or holding branch, paddle, pole, shirt, etc., from shore.
7. Rescuing person by going in water, holding out branch, paddle, etc., and towing victim ashore.
8. Undressing on land in 20 seconds.
9. Rescuing person by row boat and canoe.
10. Going in water after victim, using front, underwater, and back approaches and cross chest carry.
11. Tired swimmer's assists and carries.
12. Artificial respiration.

### By Albert J. Cloutier, Advisor Post 3, North Attleboro, Mass.

We consider our Mt. Liberty camping trip the blue ribbon event of the year. It was planned by the Outdoor Committee and Post Leaders' Council. We had never hiked in that region, but we found that the Appalachian Mountain Club booklet, "White Mountain Guide," contained the needed information. Careful search revealed Lafayette Camp, maintained by New Hampshire, had the facilities we wanted for a week's base camp. More reading, and we picked Mt. Liberty as the feature of our trip. Weeks were spent in planning what we were going to carry in our packs, and going over every detail of the trip with care. The result was that our first mountain trip went off without a hitch, leaving the ten who took it so pleased that we are looking for higher peaks to climb in 1951.

### By John Lyford, Advisor Troop 582, West Allis, Wis.

We have decided the most outstanding event during the last year was the Explorer Rendezvous staged by the Milwaukee County Council at the Council camp on Labor Day weekend. It started with a picnic supper and dance with the Senior Girl Scouts. Next day included such events as obstacle course, archery, model planes, and track races; and the day after that was filled with water events, canoeing, swimming, etc. Church services were held Sunday morning. One night was a talent show, where the boys could put on just about whatever they chose. Meals were served in the mess hall, and the fee was $6.00 a person for the weekend.

Our Explorers are still in the Troop and have been going to all the Troop camps and activities. But when the Rendezvous came along, the boys got together with others their own age, and the program was so well planned that we all agree it was our outstanding event. We are anticipating more camp-outs and some longer trips next summer without the Troop.

### By Quentin F. Stultz, Advisor Troop 2106, Ligonier, Ind.

We take a camping trip to Canada each summer. Last year we took 9 fellows camping on Batchawana Bay for a week. We lay out the jobs, such as quartermaster, cook, and so on, and rotate them so each fellow has two days at each job. That enables them to work out some of their Merit Badge requirements. We start out with twenty dollars from every one in the party; at the end we find that we have spent about two dollars a person per day for all expenses. There is great value in living together, with no chance of taking your tent and going home if the others don't agree exactly with you.