

The Scout

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for Boy Scout & Wolf Cub



Leader

Leaders of the Boy Scouts
Association in Canada

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No. 1



A Friction Fire session for the Nova Scotia Crows.

THE 1923 Gillwell Training Camps for Scoutmasters marked another substantial advance in Canadian Scouting leadership. At the eight camps 154 Scoutmasters or prospective Scoutmasters spent 10 days crowded with the play-work of practical Scouting. Of the men taking the course 139 successfully passed Part II, and thus earned the right to wear the grey scarf of the world's greatest Scout troop, the 1st Gillwell, of which Sir Robert Baden-Powell is Scoutmaster.

As was the experience last year, in every camp were men who declared it the most enjoyable ten days of their life; others that it was their greatest life experience; others, of a number of years in Scouting, who declared they had never before realized what Scouting really meant, not only for the boys, but for themselves. While some allowance undoubtedly should be made for enthusiasm resulting from ten days of close association in a study of mutual interest with men always of a superior type; the inspiration of preparation for good works, and the sheer enjoyment of "letting down" and playing the boy again, as a "mere Scout"—while allowance undoubtedly should be made for the immediate effect of all this, the unanimity of appreciation expressed at each closing Council Fire can only be regarded as proof that the Gillwell course has "made good" in Canada.

School teachers, clergymen and college men made up a large percentage of the leaders taking the course, but many professions and various branches of trade and business were represented. The farm also contributed a goodly number, notably in the west—and they were among the keenest.

Scout leaders who "took down their badges" to become Gillwell Tenderfoot Scouts included Assistant Pro-

The 1923 Gillwells

vincial Commissioner Howard O. Eaman of Nova Scotia, Assistant Provincial Commissioner Maddigan of Prince Edward Island, District Commissioner Harry Fleming of Brantford, District Commissioner Wyburn Hill of Hamilton, District Commissioner Fred H. Bates of Vancouver, District Commissioner G. H. Scarrett of Victoria, B.C., District Commissioner G. C. S. Crosby of Red Deer, Alberta and R. S. Furlong, St. John's, Newfoundland, General Secretary of the Newfoundland Scout Council.

The camps, in order of date, were held at Black Rapids, near Ottawa for Eastern Ontario and Quebec; near Brantford for Western Ontario; on Galiano Island, between Victoria and Vancouver, for British Columbia; in the Waterton Lake district for Al-



The British Columbia Monkey-Bridge

berta; at Pike Lake for Saskatchewan; at Oak Point on the St. John river for New Brunswick; at Mile 49, Grand Beach, on Lake Winnipeg, for Manitoba, and at Stewiacke for Nova Scotia.

In the absence of Rodney Wood, who early in the year was recalled to England to take charge of the Imperial Gillwell, Assistant Chief Commissioner John A. Stiles, as Acting Dominion Camp Chief, organized the courses. He personally directed the camps for Eastern Ontario and Quebec, and those of the western provinces.

The assisting staff at Black Rapids included Deputy Camp Chiefs Frank C. Irwin and Frank E. L. Coombs, Field Secretaries Earle S. Davison

and Harry Lister, and Rev. S. A. MacDonnell. The B. C. staff included D.C.C.'s C. S. Frampton and A. MacArtair; the Alberta staff Deputy Camp Chief Frampton of B. C. assisted by Donald A. New; the Saskatchewan staff D.C.C. Bartlett assisted by W. J. P. Selby. Mr. Bartlett also had charge of the Manitoba camp, assisted by James Tod as Quartermaster. Assistant Provincial Commissioner and D.C.C. Irwin directed the Western Ontario camp, assisted by Messrs. MacDonnell, Davison, Lister, Loranger and Brooks. Mr. Frank E. L. Coombs had charge of the Maritime camps and was assisted by Messrs. Lister and Davison. At the New Brunswick camp Mr. Guy L. Short also acted as D.C.C.

There are now in the Dominion 223 Scout leaders who have taken the Gillwell Training Course in Canada, and qualified. In addition to these are a small number who took the course in England. To the latter number this year was added Scoutmaster William Green of the 6th Vancouver Troop, and District Secretary Norman Leach of Ottawa.

Our own Chief Scout, Lord Byng, who is greatly interested in the Gillwell training, was able to visit two of this year's camps—that at Ottawa, and the Nova Scotia camp at Stewiacke. His visit to the Ottawa camp was necessarily somewhat hurried, but in Nova Scotia he found more leisure. He inspected the camp in detail, Scoutmaster fashion, and met and spoke for a few minutes to each man on the course, not overlooking the Headquarters Scout orderlies. He offered a number of suggestions out of his own experience as a Scoutmaster, particularly on points bearing directly on training for good citizenship, and summer camp preparation for interesting indoor meetings

(Continued on page five)



At the Saskatchewan Camp they preferred a "Sausage" Raft.

The Scout Leader

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Association.

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Editorial Announcement

THE SCOUT LEADER is published with the primary purpose of placing in the hands of every Scout leader in Canada practical and reasonable helps for the carrying on of his troop work.

It will be issued monthly until June, concluding the publishing year with a camping number, and resuming again in the fall.

Sound Troop Organization

LIKE any other body, a Boy Scout Troop will not be a success if organized in hasty, haphazard fashion, by those who have little knowledge of what Scouting really is, and the Troop foundation required. Numbers of troops have been started only to die within a few months because of an unwise beginning.

Practical experience in Canada has produced the following general rules for the organization of a Scout troop that will last, and that will realize for the boys the real intent and possibilities of the Scout training:

- a. Select a Troop Committee of capable men really interested in the church or community boy work; and who have first read such informative literature as *What Scouting Is and Does*, *What Are You Going To Do With Your Boy*, *The Wolf Cub*, *The Troop Committee* (furnished free on application by Provincial or Dominion Headquarters).
- b. A suitable meeting place.
- c. A Scoutmaster suggested by the boys themselves; preferably, if there is a choice, a man with sons of his own.
- d. In spite of pressure, a SMALL BEGINNING, made by selecting three or four NATURAL BOY LEADERS as Patrol Leaders; and the selection by these boys of their Seconds.
- e. The training of P.Ls. and Seconds by the Scoutmaster until they have passed their Tenderfoot and Second Class Tests. Then,
- f. The adding to the Patrols, one by one, of Tenderfoot candidates chosen by Patrols themselves, and trained to pass their Tenderfoot tests by the P. L. or Seconds.

- g. Study by the Scoutmaster of Scouting for Boys, The Handbook for Canada, Aids to Scoutmaster-ship, The Patrol System, Scouting Games.
- h. Monthly reading by the Scoutmaster of the SCOUT LEADER.
- i. Finally, if at all possible, taking of the Gillwell Course by the Scout-

What There's In It

For the Scoutmaster

Training in leadership. No one can head a Scout troop and give it leadership—proper leadership—without developing qualities which are of the highest value in every walk of life.

The hero worship invariably given Scoutmasters is an inspiration which probably cannot be offered by any other role of leading; it compels a man to live up to his best.

The recognized public service of the Scoutmaster gives a standing in the community. The circle of acquaintances and friends made through the boys is always worth while.

The association with boys helps to keep a man mentally alert and generally "up-to-date". There are middle aged men who have dropped ten years in appearance and manner after taking up Scouting.

The ability to speak in public is developed, and the necessary incidental participation in the Scout proficiency badge work is a valuable education.

The attention given the physical development of the boys of the troop, the hiking and camping, bring direct physical benefit to the Scoutmaster himself.

Through Scout leadership the diffident man will acquire self-assurance, and learn to meet other men on a common ground of self-confidence.

In helping start a number of boys on the road to happy, practical, useful citizenship every Scoutmaster is making a man-sized contribution to Canada's future—how large a contribution he may some day realize with a satisfaction that he would not barter for a crown.

master; if not the Gillwell Course, one of the modified courses referred to under New Training Courses.

The Bulletin Board

RODNEY C. Wood, Dominion Camp Chief, returned to Canada on September 23rd, after concluding a summer of instruction at Gillwell Park, England. During the season he held six courses for Scoutmasters and three for Cubmasters. There were many more applications to attend the courses than could be accepted, it being necessary in one case to decline more than a hundred. A total of 250 candidates were accepted. These included Scout and Cub leaders from Holland, France, Sweden, Denmark, Gold Coast, Gambia, Rhodesia, Barbados, Sierra Leon, South Africa, China, New Zealand, Belgium and the two from Canada—once more emphasizing the international aspect of Scouting.

As in Canada, archery was taken up enthusiastically at Gillwell Park this year. With several other Scout archery enthusiasts the Camp Chief organized a "Robin Hood band", and secured the unusual permission of "roving" Epping Forest. To qualify as a Robin Hood it was necessary to split a scout staff at 20 yards. The Camp Chief brought back with him a number of English longbows, including three self-yews of 43 to 55 pounds pull.

A recent appointment by the Chief Scout was that of Brother Barnabas, Secretary of the Catholic Boys' Life Council, to be an Honorary Commissioner attached to Dominion Headquarters.

New Brunswick lost and Ontario gained in the recent transfer from St. John, N.B. to Hamilton, Ont., of Mr. A. C. Skelton, of the Bank of Montreal. As Provincial Commissioner for New Brunswick Mr. Skelton was one of Scouting's most energetic and capable supporters. It is hoped he will continue his interest in Scouting in his new field.

Mr. Harry Lister, Field Executive on the Dominion Headquarters Staff, who has become known in practically every province in Canada, is at present explaining how to organize troops in Prince Edward Island, and incidentally making a new circle of friends for himself and Scouting. He always does.

At their Montreal conference the Knights of Columbus formally endorsed the Scout Movement, recommending that all subordinate Councils encourage and support Scout Troops.

Since September Assistant Provincial Commissioner Selby of Saskatchewan has been on field work in Alberta for Dominion Headquarters.

The 13th Annual Meeting of the Provincial Council for Ontario and the Annual Provincial Scout Leaders' Conference will be held in Brantford during the week of February 9th, 1924. The Brantford Local Association is already working out unique features for what promises to be a notable event in Canadian Scouting.

New Training Courses

In order that every Canadian Scoutmaster may be able to secure the training necessary to real success with his troop, Dominion Headquarters is working on plans for winter instruction courses, direct and by correspondence. While it will not be possible in this way to give the complete training and valuable experience of the full summer Gillwell Training Camp, the new program will provide a practically helpful course that no Scout leader can fail to profit by. Details will be announced later.

Panics and the Scout Fireman

A POLICE chief is credited with telling a gathering of Scouts that the thing to do when a panic starts is to "climb a telegraph pole"; in other words, that the time to stop a panic is before it has happened.

Fires and panics still occur; and not only in large centres, but in country schoolhouses, as witness the terrible tragedy that occurred at a country Sunday-school entertainment in the Southern States last year, when some 70 persons lost their lives.

Such calamities usually happen during the fall and winter, the season of indoor entertainments.

Continuing his talk, the police chief above referred to proceeded to picture a theatre fire for the boys, and called upon them one by one to take charge of the situation and prevent a panic.

Here is an excellent suggestion for a 10 or 15 minute period at one of your early winter meetings. You can readily invent such propositions as the following, to be addressed to particular Scouts in turn:

"You are in your seat at school, near a hot-air register, which is open. You detect smoke coming from the register. Just what would you do?"

"You are sitting in another part of the room, and someone suddenly springs up and cries 'Fire!' How would you act?"

"You are at a Christmas Sunday-school entertainment, seated near a Christmas tree. The decorations catch fire from a candle (which should never be used in Christmas tree decorations). Tell step by step everything that you would do or say."

"You are in a crowded movie theatre, when there is a cry of 'Fire!' and a rush for the main entrance. How would you act?"

"In the same situation suppose your Patrol were present in a body."

"Or suppose you knew that a number of other Scouts were scattered through the audience."

"Suppose you were outside the theatre, and were the first to discover the fire."

Some Scoutcraft Exhibition Ideas

THE recently held Scoutcraft Exhibition of the 1st (Ontario) Whitby Troop produced some excellent ideas. The troop is fortunate enough to possess three rooms, one a large room on the third floor of a down town building. It was here that the display was staged.

A model two patrol camp was shown, life-size except for the fact that the tents were a little closer than they would have been placed in the open. Two types of camp kitchen were shown, one a somewhat conventional arrangement of bricks with a grid, the other a green backlog fire with billy-bar, kettle hooks and other rustic cooking fire accessories. A full-sized model incinerator and a grease pit were included, to show visitors how Scouts dispose of camp refuse.

At one end of the room were large models of monkey and trestle bridges, while on tables were displayed miscellaneous articles made by the boys: bird houses, Scout staves, fret work, radio sets, model yachts, and some exceptionally fine collections of weed seeds, wood specimens, leaves and winter buds of Canadian trees. Some



The 100% kitchen of the Eastern Ontario Crows.

of the amateur farmers exhibited vegetables and flowers, and one Scout showed a number of pigeons. Around the walls were photographs and drawings of various camps and outings of the troop, and other events in its history.

A realistic Council Fire, built on the log-cabin plan, and lit up with red lamps, lent the proper color to the whole scene. The fire was surrounded with log seats—for whoever wished to sit down and rest.

In the centre of the camp was a flag pole with the Union Jack flying, and below a decorative design in stones and sand featuring the Scout motto, "Do a good turn daily."

Keep Them Busy

A CRUEL punishment for a boy is to sit in a chair and do nothing.

Scouts are Scouts because they want to be doing something. Not so much do they wrap their interest in Scouting because they want to be good boys and keep out of mischief, but because they like to "Scout" better than anything else.

Winter is long, with many minutes for doing things. A troop that has too much to do is better off than one that never has to do anything. A boy sleeps

better when he has a lot to do than when it doesn't matter how long he stays in bed.

A Scout should never have nothing to do. His Scoutmaster should never let him feel that he has "arrived" anywhere except to take a new foothold for the next step.

A Canadian Friction Fire Record

FIRE by friction is given considerable attention by our Scout friends across the border. The present U.S. record is held by Scout Dudley Smith of Independence, Missouri, who got his fire in 9 1-5 seconds.

So far no serious attempt has been made by Canadian Scouts to establish a Canadian record. The best so far reported, and properly attested, was made by Patrol Leader Cyril Heard of the 1st Whitby Troop. In competition at the recent Whitby Scoutcraft exhibition he secured his flame in 43 seconds.

If your Troop has not taken up friction fire be sure to add it this winter. First, of course, master it yourself. An article on the subject will be found in the First Class Scout's Book.

It has been suggested that friction fire be made one of the First Class Scout tests. Certainly every first class Scout should be able to make fire in this way, should it ever prove necessary.

For friction fire competitions or official speed tests the following rules should be laid down: Apparatus made by Scout from natural Canadian materials. Tinder natural material, with the following barred: wood powder from previous attempts, chemicals, shavings, pencil sharpenings, paper, cloth, cotton, string or rope. "Warming up" is not allowed, but using notch that has been previously used is permissible. Time to be taken from the moment the Scout makes the first draw with the bow and ends when flame bursts from tinder. The bow and drill may be in position before the word "Go!"

The time should be judged by a stop watch, and attested by three witnesses.

The Scout Silence

Do you use the Scout Silence? If not, try it.

As the name implies, it is a period of quiet; usually of 20 seconds, at the opening of a troop meeting. Its purpose is to bring the boys to a mental level of thought and attention, thus ensuring the Scoutmaster full control. During the silence every boy stands with head bowed and eyes closed.

It may also be used in the form of a silent prayer, at opening or closing exercises when a troop is made up of Scouts of different religions. In this case it may be designated as "A few moments of personal prayer!"

Troop Meeting Suggestions

SCOUTING is a Game—it is recreational education—learning while playing.

This is the never absent keynote of the weekly meeting of the successful Boy Scout Troop.

It is a busy meeting from start to finish, with something new each week: a new way of doing old things, such as a new idea in a patrol first aid competition, or a new game. Also a new story, and a new brief talk pointing some principle in Scouting during the Scoutmaster's "five minutes."

To the new Scoutmaster this may seem a difficult standard to maintain. In reality it presents few difficulties with a Troop organized on proper lines—including the Patrol System and the Court of Honour—and where a Scoutmaster will spend a little time regularly in studying the helps offered in this and other publications, and the books mentioned elsewhere under **The Scoutmaster's Bookshelf.**

Particular Points

Make certain that your weekly meeting is held on an evening when the majority of your boys can attend.

Commence not later than 7.30 p.m. and finish sharp at not later than 9. Make sure that no boy is home later than 9.30; earlier if possible.

Be on hand 10 or 15 minutes ahead of time to see that the Patrol Leaders or the Duty Patrol have everything in readiness at least five minutes before the opening hour.

Always start exactly on time.

Have a word with each Scout as he arrives, shaking hands or saluting. When saluting always salute first if possible.

A Good Opening

A few minutes before Flag Break, Patrol Leaders fall in their patrols in corners, and call the roll. On signal from the Assistant Scoutmaster they lead their patrols to positions in the horseshoe about the flag, stand them at ease and make attendance report to the Troop Leader. The T. L. passes it on to the A.S.M.

On the stroke of the hour the Scoutmaster makes his official appearance, and the troop is called to the alert by the A. S. M. On a nod from the Scoutmaster the flag is broken out, by the Troop Leader, and the troop salutes. The Scoutmaster calls for the "Scout Silence," and all stand with head bowed and eyes closed for twenty seconds.

The Scoutmaster then stands the troop at ease, and proceeds to inspect each patrol in turn. The P. L. of the patrol inspected walks around with the Scoutmaster, and each Scout come to the alert as the Scoutmaster reaches him, and returns to "at ease" as soon as he passes on.

The Inspection

When inspecting it is well to remember such details as hair, clean face, neck, hands and nails, boots, and

An Interesting Prepared-Beforehand Program Is the Secret of the Successful Weekly Scout Meeting—Also the Easiest for the Scoutmaster

Program Here Given as Scheduled by Court of Honour.

- 7.10 Scout room opened by Assistant Scoutmaster or Troop Leader.
- 7.15 Duty Patrol arrives, and makes room ready, including preparation by P.L. of flag for breaking.
- 7.25 Balance of troop arrives.
- 7.30 Horseshoe formation about flag. Flag Break. Scout Silence, Inspection.
- 7.35 Patrol Corners, three 15 minute periods: 1. First Aid. 2. Friction Fire. 3. Signalling.
- 8.20 Inter-patrol Games: Shoe identification.
- 8.35 Open air game: Hare and Hounds.
- 8.45 Council Fire: Talk and story by Scoutmaster.
- 9.00 Announcements. Prayer. Lower flag. Dismiss. Duty Patrol tidies up room.
- 9.10 Court of Honour.

Program Variations

No. 1

- 7.35 Noisy game: Under Bridge. (This is a Patrol competition, and a good one.)
- 7.50 Horseshoe, seated—Dr. Jones on Pressure Points. (Hold to 20 minutes.)
- 8.10 Instructional game, "Compass," all taking part; competitive if desired.
- 8.25 Patrol Corners—Patrol Leaders in Charge: Owls, First Aid, Beavers, Sand tracking, Crows, Tenderfoot Instruction, Antelopes, The Flag.
- 8.45 As usual.

No. 2

- 7.35 Kelly Says. (Formation practice and warming up.)
- 7.50 Horseshoe, seated—Fire Chief. (Use and care of fire extinguishers.)
- 8.10 Relay race.
- 8.25 Patrol Corners—P.L.'s. in charge: Owls, Knots for use in rescue work, Beavers, Artificial respiration, Crows, First Aid Bandages, Antelopes, Whipping and Splicing.

No. 3

- 7.35 Dodge Ball.
- 7.50 Horseshoe, seated—Axemanship.
- 8.10 Sand Tracking. (Patrol competition.)
- 8.25 Patrol Corners—Patrol Leaders in charge: Owls, Model fires, Beavers, Care of axe and knife, how to handle, etc. Crows, Knots for use in rescue work. Antelopes, Friction Fire.

other little points which go to make up the tidy Scout. Praise where praise is due, and remember that a chaffing remark to a boy whose hair needs cutting—"looks like a haystack; get it cut before next meeting, there's a good chap"—is going to have much more effect than a sharply spoken "Hair too long! Get it cut!"

Patrol Corners

As soon as each patrol has been inspected its P. L. leads it to its corner. There the dues, if any, are collected, and the P. L. proceeds with the instructional or practice work arranged for at the preceding Court of Honour.

If the Patrol Leaders have been properly trained they should be left to carry on with little or no supervision, the period being used by the Scoutmaster to take care of some of the miscellaneous matters always requiring attention.

"Patrol corners" may be continued for three consecutive fifteen-minute sessions, the P.L.'s. themselves changing the subject at the time scheduled.

Continuous Patrol Contest

Most successful troops run a continuous patrol contest, of two months' duration, or for three periods ending at Xmas, Easter and the opening of the summer camping season. Each week points are given or subtracted on inspection, games, inter-patrol contests, training and passing of recruits, etc. The A.S.M. may be delegated to mark the board, or other form of visible record; which should occupy a prominent place on the wall.

Inter-Patrol Contests

These may be put on at the conclusion of patrol corners, and may consist of such contests as: 15 minutes in which to think up and list uses of the Scout staff; a series of 2 minute boxing bouts; nose, ear or shoe identification; some variation of Kim's game; advanced knotting; first aid problems, etc.

In awarding points a good system is to give 1 to the patrol in last place, 2 to the next, etc. Each patrol is thus encouraged by some addition to its patrol contest total.

Don't Omit Games

When possible, follow inter-patrol contests with a short open air game. For a fine cold night a modified form of Hare and Hounds is recommended: Each patrol selects one Scout as hare, the remainder being the hounds. The hounds may capture only their own patrol hare. The hares are given one minute's start, and must be back at the club rooms in ten minutes. The game must be played in silence, the hounds if necessary communicating with one another by their secret patrol signs.

If yours is a city or town troop, limit the game boundaries to the safest streets.

This type of game can take the place of any definite physical exercise during the evening.

Tell Them a Story

Be sure to wind up the evening with a brief talk on some principle of Scouting—the Scoutmaster's Five Minutes—then a story. This should be told with the boys in a circle. An effective arrangement is a Council Fire around an artificial camp fire, with the other lights in the room turned off.

Tell a real adventure story. Don't tell a ghost story, even if the boys ask it. However ridiculous the story may seem to you, there are sure to be several boys in the troop who will go home glancing fearfully into every dark corner.

A Good Finish

First, of course, finish on time. Step into the circle, motion the boys to rise, and say a short prayer thanking God for the joy and privilege of being a Scout. Direct the lowering of the flag by the Troop Leader, the troop turning to face it and coming to the salute. Caution the boys to go home quietly, and dismiss them.

While the Duty Patrol tidies up the room, puts things away, etc., open your Court of Honour in a quiet corner, or another room.

THE 1923 GILLWELLS

(Continued from page one)

during the winter. At H. Q. after speaking with Quartermaster Harry Lister he investigated a stew kettle simmering over the fire, pulled out his watch and inquired as to the meal time. He was unable however to stretch his visit in order to share the stew.

A scoutily suggestive incident of the Chief's visit to the Nova Scotia camp was his pausing several minutes to study the proficiency badges on the arm of King's Scout "Steve" Stevens of Halifax. "I have this badge—and this one," he indicated, quite as one Scout might chat with another. "I haven't that, though. It must be one of the new ones" "It's the Canoeman's, sir," said the Scout. "I must pass for it sometime," declared the Chief.

Another little incident suggests that the Chief, in spite of his many heavy responsibilities, still carries the spirit of the boy, like the true Scout leader. The transport service of the Stewiacke camp consisted of an ancient Ford, known as Spark Plug, which groaned and creaked and quivered, whose mudguards flapped like elephant's ears, but which mysteriously kept going. While walking through the Scout camp with Assistant Provincial Commissioner Eaman the

Chief Scout inquired regarding transportation arrangements.

Replied Mr. Eaman, "We have a—er—truck, sir. It's a little old—but—

"I believe I saw it," remarked the Chief, a twinkle in his eye. "Sort of Toonerville Trolley!"

The Nova Scotia Gillwell was attended by three Scout leaders from Newfoundland, Secretary R. S. Furlong and R. H. Ayre of St. John's, and William R. Down of Grand Falls. They were present as guests of The Boy Scouts Association of Canada. During Lord Byng's tour of the camp he spoke with them individually, welcoming them to Canada in the name of Canadian Scouts, and expressed the hope that the exchange of Scout courtesies between Canada and Newfoundland might be continued. Secretary Furlong brought a similar message of greeting from the Scouts of Newfoundland.



Night Stalking at Alberta Camp.

Stalking Games

PROBABLY no other class of games appeal so naturally and strongly to the average boy, or better secures the Scouting educational ends of self-discipline and resourcefulness. As a matter of fact probably no branch of outdoor Scouting is more enjoyable by the Scoutmaster himself, judging from the fun derived from such games at the Gillwell camps.

If you have not yet done so, don't fail to try out a stalking game during one of your hikes this fall.

The ideal scene is a stretch of ground dotted with bushes or small trees, stumps, hummocks or rock, and fairly tall grass or weeds.

Having arrived at the spot, first give your boys a condensed Gillwell talk on the principles of stalking and camouflage:

"Crawl with the hands and arms, and toes, the body flat, the head always the highest part. (Demonstrate; see illustration.) Never take your eyes from your quarry, and be ready to freeze immovable at any instant.

Guard against the natural impulse to drop when the person you are stalking looks towards you. Remember, it is movement chiefly that attracts attention.

"Choose cover and a background that will best blend with your clothes. Leafy stalks, weeds or grass fixed in the hat or held before the face are an excellent aid in breaking up the lines of the head and shoulders." (Demonstrate.)

Now try the game "Defending the Stockade." This was developed at the Maritime Gillwells during the past summer, and proved a great favorite.

In the middle of the clearing, 40 feet from a central bush, stump or rock, mark with a cord or line of branches or weed stems a circular line. This is the "stockade". (If the number of boys is small, the stockade can be made semi-circular, and the attack confined to one side.)

In the centre of the stockade place one Patrol, lying face down. These are the defending settlers. Now take the balance of the troop, the "Indians," and scatter them along the borders of the clearing, or in a circle at a distance of 150 feet from the stockade. Direct each Indian to study and pick out a line of approach, within certain assigned limits.

Everything ready, return to the stockade, take up a position from which you can observe the work of all the attackers, and blow two notes on your whistle or bird call. On this signal the Indians will begin stalking forward. Give them, say, ten seconds, then blow a single note. This will be the signal for the Indians to freeze, and for the defenders to spring to their feet and look. Give the defenders a half minute to discover and identify and indicate the exact position of any of the Indians. These are out of the game. Blow two notes, for the defenders to drop and the Indians to resume their approach. Give the freeze signal at irregular intervals, sometimes within four or five seconds.

There are several methods of scoring: One point may be given for each Indian touching the stockade lines with his hands before being identified, and three points for each Indian reaching the line unseen. Or each Indian reaching the stockade unidentified may declare any one of the defenders out of the game, and each Indian reaching the stockade without being seen may declare any three out of the game.

Indians and defenders out of the game may be assigned a place for observation within the stockade, but of course must take no further part—by word, look or gesture.



SHORT-ARM CRAWL



SEAL CRAWL

The Scoutmaster's Five Minutes

A Talk on the First Scout Law

A Scout's honour is to be trusted.

The Honour of a Roman.

WHEN Rome was at war with Carthage, Regulus was taken prisoner by the Carthaginians. Later it was decided by the Carthaginians to send Regulus with a convoy of ambassadors to Rome, to sue for peace. Before Regulus left, the Carthaginians made him promise under oath that if peace was not effected he would return to Cathage and his prison. Regulus went to Rome, but instead of urging peace, he urged his fellow countrymen to persevere in the war, and not to agree even to an exchange of prisoners. This, of course, meant that he must return to captivity. The Senators, and even the Chief Priest, endeavoured to persuade Regulus not to return. They declared that as his oath was wrested from him by force, Regulus was not bound to go. We can see Regulus straightening himself up as he answered: "Have you resolved to dishonour me? I am not ignorant that torture and death are preparing for me; but what are these to the shame of an infamous action, or the wounds of a guilty mind? Slave as I am to Carthage, I have still the spirit of a Roman. I have sworn to return; it is my duty to go. Let the Gods take care of the rest." Regulus returned to Carthage, and was tortured to death.

Shakespeare said, "Mine honour is my life; both grow in one; take honour from me and my life is done."

The Honour of an Indian.

For the man who is careless of his word there is a tonic in an incident told of Geronimo by F. M. Barrett in his story of the life of the Apache Chieftain. Geronimo had agreed to meet Mr. Barrett in his study on a certain day. At the appointed time the interpreter for Geronimo appeared alone and said that Geronimo was sick with cold and fever. Just as the interpreter was drawing his chair up to the fire to warm himself, after the exposure of a long ride, he suddenly rose and without speaking pointed out of the window at a rapidly moving object. It was the old Chief, riding furiously, his horse flecked with foam and reeling with exhaustion. Dismounting, the Indian came in and said in a hoarse whisper, "I promised to come, I am here."

George III of England said: "I can give up my crown and retire from power; I can quit my palace and live in a cottage; I can lay my head on a block and lose my life, but I cannot break my oath."

Two Kinds of Honour.

You might have the honour to be elected Captain of your football team. That is a kind of honour which you might enjoy without even having a good character. There is another kind

of honour which becomes evident when you give your word of honour that you will do a certain thing. The Orders of Knighthood which arose in various parts of Europe after the thousand years of ignorance and barbarism that followed the fall of Rome, were composed of men who undertook to kill wild beasts, to overpower and abolish highwaymen and robbers, and to protect women and children. These men bound themselves by solemn vows to keep certain laws which were necessary for the carrying out of their work, and their obligation or sense of responsibility to keep these laws they called their "honour."

Your "honour" is the most precious thing in your life. It is like the eye

The Mental Summersault

One of the effective contributions to Scout instruction methods made during the past year by our own Chief Scout, Lord Byng, was the "mental summersault." This is a suddenly put question having nothing at all to do with the subject in hand. For instance, during a discussion of archery, the Scoutmaster may suddenly point a finger at a particular Scout and demand, "Who was Noah's wife?" or "How old was Jonah when he swallowed the whale?"

The correctness or otherwise of the answer is of little importance. The end gained is the sudden mental jolt, or "summersault," as the Chief terms it. It tends to develop a faculty of quick mental readjustment, and incidentally is mentally refreshing, and adds an enlivening touch of humor to the session.

which cannot suffer the least impurity without damage, or it is like a great diamond the price of which is materially lessened by even a single flaw.

Guard your honour!

The Use of Leisure

A Talk for Older Scouts

PLAY is the birthright of childhood. To the boy life itself is largely play.

But no boy can become a real man unless serious-work activities gradually find a large place in his time.

He begins, as a little chap, by doing a few of the errands and he gradually takes more and more responsibility.

Sometimes the death of his father forces him to become the earner for the home, and all at once most of his play life goes as he, a boy, manfully steps into his father's shoes to bear a man's load.

When shall the serious things begin to take larger place?

Certainly, Scouts—men of the 'teens—you have come to that age when, like older men, you must be thrifty with your time.

You should play; but the ladder of life is before you, and nothing but honest climbing will take you toward the top.

The big men of business, the captains of industry, measure carefully the minutes and material in their work.

Did you ever take a pencil and record how you spent last week? Try it!

The result will surprise you. Almost a third of your time is leisure. Sleep, meals, home, school, church and work make up the other two thirds.

How are you using your leisure?

The "Hour of Fate", a little article by Victor Murdock, may well be considered:

The Hour of Fate

What is the hour of fate in a young man's life? I should say 7 P. M.

That hour is the spring-board from which most men leap to success or fall off to failure.

I am also convinced that 7 P. M. is the fork in the road, one leading to character, and the other to the lack of it.

There are 23 other hours in a day, but there is no hour so potent as this 7 P. M.

It is the hour when a man makes a choice of the kind of leisure he is to have.

If he turns to the leisure that means improvement of his mind, his body and his soul, he wins; if he turns to the pleasure-feeding frivolities, he loses. It is a cold-blooded proposition, but true.

Genius is 99 per cent. hard work, and the best of leisure is a shift from one kind of work to another.

At 7 P. M., a young man looks at the clock and out of the window. If he decides that the next three hours are to be spent in winning—Success is his.

*"The heights of great men won and kept,
Were not attained by sudden flight,
But they, while their companions slept,
Were toiling upward in the night."*

Where do you want to be and what do you want to be doing ten years from today?

You can do it if you rightly use your leisure time.

—Scouting.

Monthly First Aid Bulletin

Through the kindness of Col. A. Hodgetts, Director General of the St. John Ambulance Association, the MONTHLY FIRST AID BULLETIN has been made available, free to Scoutmasters. Send your name to the above association, 27 Banque Nationale Building, Ottawa.

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A page of helpful ideas from wherever and whomsoever we can obtain them.

THE DUFFEL BAG

If you have a good one worked out with your own Troop, please send it in.

For Thanksgiving

Have an unannounced Patrol competition on the Scout law. Ask one Scout to name a law, and to designate another Scout to explain it, in his own words. Finally suggest that although not a written law, nevertheless "A Scout is Thankful." Then call for suggestions for Thanksgiving Day individual and Troop good turns.

How Do You Encourage Good Turns?

One Ontario Scoutmaster has a small box at the entrance to his Troop room into which the boys, as they enter, drop a brief report of the week's good turns. No names are mentioned if reference is made to the subject by the Scoutmaster.

All good Scoutmasters have some means of keeping track of the Scouts' individual good turns, so that they may approve and encourage this vital feature of Scouting.

How do you encourage your boys, and at the same time avoid the undesirable public mention?

Of course you will not fail to set an example, and occasionally drop a matter-of-fact reference to the practice.

A Troop Call

IN ADDITION to its individual patrol calls every troop should have a Troop Call—that of a bird or animal. This is used by the Scoutmaster, Assistant Scoutmaster or Troop Leader to attract attention previous to the giving of a hand signal. If possible, as in the case of patrol calls, the Troop Call should be that of a bird or animal native to the locality.

At the Canadian Gillwell Training Camps mechanical bird calls have been most used—the Jay call (a far-carrying hiss), a Curlew whistle, or a Duck squawk. The Moose horn also has been used, particularly at the Maritime Camps. At several of the western camps during the past summer the alarm note of the Antelope was used. This is a single high pitched explosive bark, sounding much like the word "Don't!" with the "t" left off.

The Kudu horn shown is a thoroughly Scouty type of troop call. While there are no Kudus or similar large-horned Antelope in Canada, there are Buffalo and Mountain Sheep, the horns of which might be procured. Large cattle horns also may be used, or the horn of the domestic ram.

An innovation this year was the use at the Eastern Ontario-Quebec camp of

a hollow-log drum. The Morse letter A (a single stroke, then a roll) was the alert signal.

Such "natural" instruments are taking the place of the bugle in Canadian Scouting, as they are in England and elsewhere. They have the further advantage that even when bought they cost a great deal less, and require no ear-splitting, neighborhood disturbing practice.

Excellent bird whistles can be made of willow bark or basswood. Such small bird calls are more suitable for use indoors.



A Scouty Troop Call

Scouts of Halifax, Nova Scotia, are corresponding with Scouts in Halifax, England. If your town has a name twin in the Old Country, or elsewhere, why not suggest a similar plan to your boys?

The Scoutmaster's Bookshelf

Books which should be supplied the Scoutmaster, by the Troop Committee or other organization backing the troop:

Scouting for Boys (80c); The Canadian Handbook (75c); Aids to Scoutmastership (70c); The Patrol System, by Phillips (75c); Rovering to Success (75c); Scouting Games (55c); Yarns for Boy Scouts (55c); Woodcraft, by Kephart (\$1.25); Canadian Scout and Cub Diary (25c).

The above may be had from the Stores Department.

Hints by Successful S. M's.

"Start small and STAY small. Remember the hare and the tortoise. Don't be a hare. Make your meetings short and snappy. Variety is the spice of a Boy Scout's life. Don't ask your Scouts to do anything you can't or won't do yourself. Aim to have your Scouts all First Class Scouts, and the badges will take care of themselves. Hike often. Put more 'out' into Scouting."

"I have erected a 'knotty board' in the club room. This board is covered with all the Tenderfoot knots as well as other knots which the Scouts have found to be useful. I have found that it helps the new Scout very much when studying his knots."

Fall Hike Hints

OBJECTIVES—

Tree Study. Collect colored leaves. Note mass color of different trees. Identify from a distance and confirm. Note characteristics of branches as disclosed by thinning leaves.

Wild Flowers and Weeds. Identify in seed stage and collect seeds.

Birds. Observe flocks gathering for migration. Study plumage of season's young birds as compared with old. Note food eaten and preferred.

FORMATION—

Hike by patrols, meeting at rendezvous. Give P.L.'s full instructions, then give full responsibility.

GAMES HIKE—

Inter-patrol games such as tracking, signalling relay, Scout's pace, map and compass, stalking, buried treasure.

GENERAL—

Take sweater to slip on during halts. Don't take water bottles. Travel quietly; not like a noisy rabble. Take pace from smallest boy in troop or patrol.

Ye Scout Almanack

From now until further notice—

Energetic co-operation with Red Cross for Japanese Relief.

October 20th—Ypres, 1914.

October 24th—Full Moon. Big hike to-night?

October 31st—Hallowe'en. How about doing some "secret good turns?"

October 31st—Annual Scout Census of Canada.

November 11th—Armistice Day.

November 12th—Thanksgiving Day.

During November—Plan for Troop or Pack Demonstration or Entertainment.