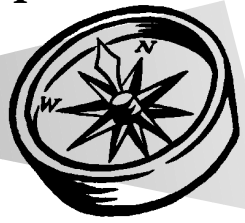




Team Building

Map & Compass



JUMP

S T A R T

for Scouts



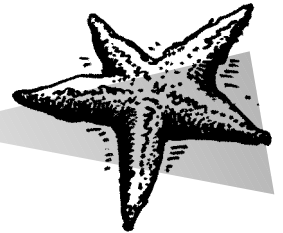
Hiking



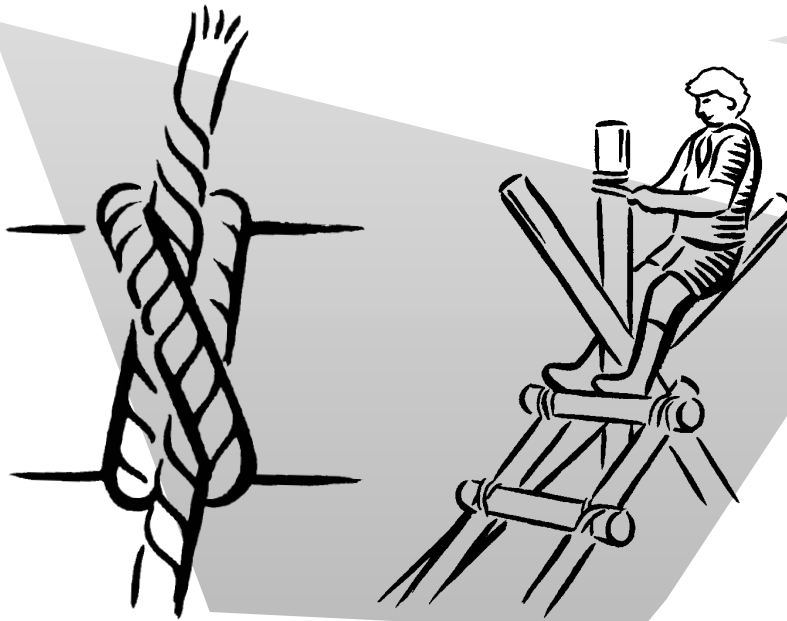
Pioneering



Winter Fun



Water Fun



Theme: PIONEERING — Series “A”

A full month of FUN-filled theme based activities,
plus tips on working with Scout-age youth and
program planning how-to's!!





Read Me First !

JUMPSTART Introduction

Welcome to the outdoor world of Scouts!

You have joined more than 43,000 other adults serving young people as leaders. This resource is designed to help you through the early stages of program planning for a Scout

troop. As you read through the material you'll find answers to many of the program-related questions most Scout leaders ask.

Do you feel a bit unsure or overwhelmed with the task of thinking up interesting Scout programs?

This is normal. We all experienced those same feelings.

The JUMPSTART program resource will give you enough background information, ideas and confidence to "jumpstart" your planning so you can begin having FUN with your Scouts.

How to Use JUMPSTART

Scouts Canada developed JUMPSTART to help get you off and running with a fun-filled program as quickly as possible. Remember these tips:

- Be flexible when planning and delivering your programs. While this package gives you a starting point, unforeseen events can alter the basic plan. Flexibility will make the meeting more enjoyable and easier for both you and the Scouts. The suggested time periods found in JUMPSTART's weekly planning schedules are *approximate* only; change them to suit your needs.
- Shared leadership means sharing the workload. When every leader accepts a job, no one feels over-burdened with all the work. This makes running a troop more fun. JUMPSTART's weekly planning schedules provide space to record which leaders have responsibility for specific activities.
- Keep notes. Was the program a success? What worked? What didn't? At the bottom of every weekly meeting schedule JUMPSTART provides space to record these details. Plan to stay after the meeting to discuss the program with other leaders. Not only will future programs run smoother, but you won't have to schedule a separate meeting to discuss program planning.
- Be creative. JUMPSTART material sets out a basic plan; don't feel tied to it. Your own creativity will add even more excitement to the program.

What Is Scouts All About?

Before planning a program, you need to know something about this age group. Your program should be fun and within the average Scout's abilities to participate. They are learning to work as a team and develop important social and leadership skills.

Scouts Canada sets out more formal guidelines for the Scout program. To meet the Mission and Principles of Scouts Canada, the goals of the program are to encourage Scouts to:

- behave in ways that show adherence to spiritual principles, loyalty to the religion that expresses them and acceptance of its duties,
- understand and demonstrate the requirements and responsibilities of good citizenship,
- develop the skills of working in co-operative relationships,
- show respect, tolerance for, and be of service to others,
- practise leadership skills,
- camp, explore and respect the outdoors, and develop good environmental practices,

- develop and display self-discipline and self-reliance,
- pursue hobbies and personal interests.

We seek to accomplish this through a system of progressive self-educating practices and activities.

Let's review how to plan a program. Once you know the process and how to involve Scouts, it won't be long until you're putting your own great ideas into action!

Program Planning

Effective planning is the key to providing a program which meets the needs of Scout-aged youth. It makes the difference between a program which offers no meaningful fun and one that gives a variety of quality activities and experiences.

Use the Scout program goals as an initial gauge for measuring whether a particular activity idea is appropriate for the program. The goals are also the tool for evaluating the design of the section program.

Plan more activities than you need. If one part of the program does not seem to be working, be flexible and switch to a backup activity. This will also help reduce discipline problems caused by boredom during lag times between activities.

Planning makes all leaders fully aware of their commitments; it helps equip them for the job ahead.

Who Plans?

Although group decision-making may sometimes be slow, when the leadership team shares planning responsibilities, it reduces individual burdens.

Before getting too carried away with planning, don't forget an excellent resource — the Scouts themselves! Ask them about their interests. Give the Scouts an opportunity to brainstorm ideas and themes. Write these suggestions down for later.

Meet with your leadership team and develop common themes based on ideas generated by the Scouts. The team will see a purpose in their work; this will generate enthusiasm.

Long, Medium, Short Range Planning

Long Range

Mark down the following dates on a calendar:

- regular meeting dates
- school vacation periods
- special holidays
- district events (e.g. Apple Day)
- special community events
- special weeks (Scout/ Guide Week)
- hiking/camping activities
- dates when the meeting hall is not available

Now add other special dates (e.g. religious celebrations that might provide themes for your planning). See your leader's handbook for further details.

Write in the themes you want to do with your section keeping in mind the need for flexibility. You may have to change some things to suit others.

Be realistic when you estimate budget costs. The group will have to raise whatever budget your section needs. Prioritize your list in case you cannot do some things. Whatever you estimate, the group committee must approve it.

Now that you have a long term plan, use it as the basis for medium and short term plans.



SCOUT MEETING SCHEDULE: WEEK 1 _____

THEME: PIONEERING "A"

Date: _____

Time	Activity	Program Details	Leader Responsible
15 mins.	Gathering Activity	Bowling for Bottles (See detail planning sheet)	_____
10 mins.	Opening Ceremony	Details can be found in the Scout Leader's Handbook)	_____
20 mins.	Game	Gladiator's game (See detail planning sheet)	_____
40 mins.	Skills	Teach Reef Knot, Clove Hitch, Round Turn and 2 Half Hitches, and Sheet Bend knots.(See detail planning sheet)	_____
20 mins.	Game/Challenge	Rope Rescue game (See detail planning sheet)	_____
20 mins.	Patrol/Troop Meeting	Pharaoh's Chariot game. (See detail planning sheet)	_____
10 mins.	Closing	<i>See Scout Leader's Handbook)</i>	_____
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	_____

Badge Links: _____

Meeting Notes: _____

GAMES

STEAL THE APPLE

PURPOSE

This game is fun and hones accuracy skills.

EQUIPMENT

You will need footballs and empty plastic bottles of various sizes.

HOW TO PLAY

Draw lines across the hall 2.5 metres from each end to form patrol base areas. Just over 1 metre in front of each base line, draw another line and place five to eight bottles equally spread over the width of the hall. The base areas may be half a metre shorter if you lack space.

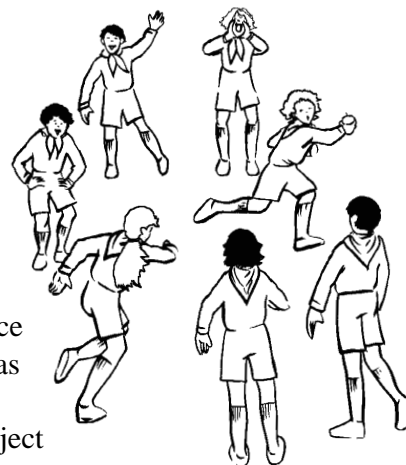
A patrol enters each base area and is given about five footballs. The object of the game is to throw or bowl the balls to knock down the bottles of the opposing patrol.

The first patrol to knock down all the bottles at the other end, wins. Self-knocked down bottles don't count.

Accuracy of bowling is clearly a big factor in success, however, don't forget the defence aspect. This can be important, especially in the latter stages when a patrol has only one or two bottles left. No one may go over the base line, but if a ball is going to hit a bottle then it is entirely acceptable to throw a ball to hit the approaching ball. This will prevent the ball from knocking down the bottle. A well-organised defence like this can be quite effective; it may be necessary to arrange the simultaneous throwing of up to three balls against one bottle.

Directing the patrol between attack and defence can call for a high level of leadership and is one of the most interesting and intriguing features of the game.

Each patrol should have an umpire. Part of the umpire's job should entail passing to their patrol (as quickly as possible) any balls which come to rest outside the base line and in their half of the room.



GLADIATORS

PURPOSE

This game will test the strength and agility of Scouts.

EQUIPMENT

You'll need a double blanket and 5 metres of very soft, thick, braided rope. Try to find a place to play this game with fairly soft ground. Set up boundaries.

HOW TO PLAY

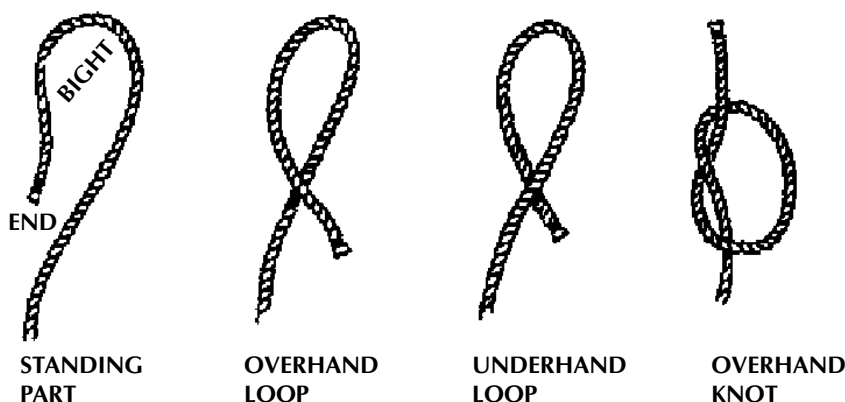
Form your Scouts into pairs. Give one player the blanket, the other gets the rope. On a signal, players try to immobilize each other so that the other player cannot wave an arm. Make sure that no-one covers the other's head.



KNOT SKILL SESSION

Distribute instructions for the Reef knot, Round Turn and Two Half Hitches, Clove Hitch and Sheet Bend knots. Provide enough soft, flexible rope (not polypropylene) to allow youth to practice their own knots. *Fun With Knots*, and the *Fieldbook for Canadian Scouting* are both useful resource books sold in Scout Shops.

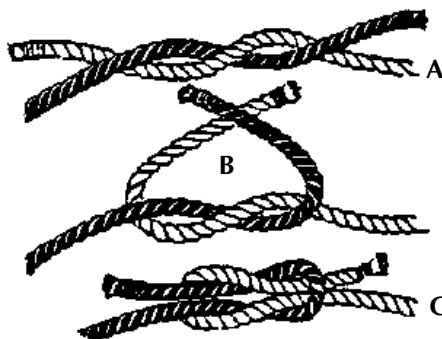
Before starting, review the terminology used when tying knots. A straight piece of rope does not have definite parts such as a head, body or tail. In order to understand and describe knot tying, think of the rope as having two ends and a middle (or standing part). Knots are made with a combination of three basic turns: bight, loop or overhand.



REEF KNOT

The Reef Knot is used in all first aid work, and for joining two pieces of string or cord of equal thickness. It is not recommended for joining rope.

Begin with an over and under crossing (figure A), then bring the ends back above in a second similar crossing (figure B). The completed knot (figure C) is snugged up by pulling on the ends. Note that it makes no difference whether the first crossing is tied left over right or right over left, as long as the second crossing corresponds to it correctly. You can loosen a Reef Knot easily by taking an end and a standing part of one rope in each hand and pushing the bights apart.

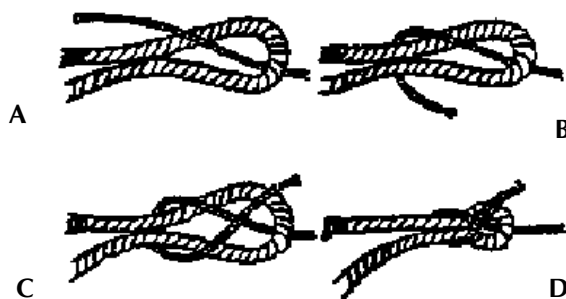


SHEET BEND

The Sheet Bend is the most important knot for joining two rope ends. It's especially useful when the ropes are of unequal size. A permanent loop can be substituted for the right hand portion of the knot.

A bight is first formed with the thicker rope. The thinner rope is then threaded through this loop (figure A), passed right around the end and standing part of the thicker rope (figure B), tucked under itself (figure C), and tightened by pulling on the standing part of the thin rope (figure D).

You can see how the thin rope jams against the loop of the thick rope to prevent it from slipping.

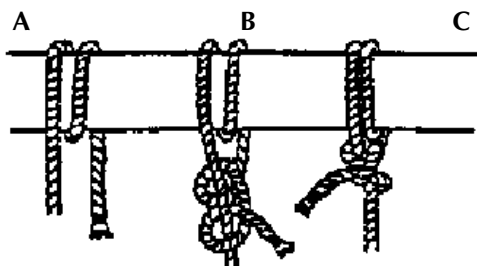


ROUND TURN AND TWO HALF HITCHES

This knot is a simple method for fastening a rope to a spar, ring or another rope. It's particularly useful for towing purposes.

Make two turns around the spar to create the round turn (figure A). You can see in figure B that the second half, the two half hitches, is like making a clove hitch on the standing part of the rope with the free end. Pull tight at this stage and the knot will look something like figures B and C.

An important point to remember: The pull or tension on the rope in these hitches must be as shown in the sketch (i.e. at right angles to the spar). If you fail to do this, the rope may slip along the spar.



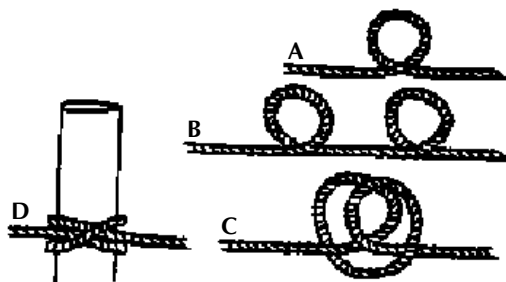
CLOVE HITCH

The **Clove Hitch** is a most useful knot and is the start and finish of some lashings. It's widely used in boat work, gadget making, rope ladders and pioneering. Passing around an object in one continuous direction, it puts almost no strain on the fibres.



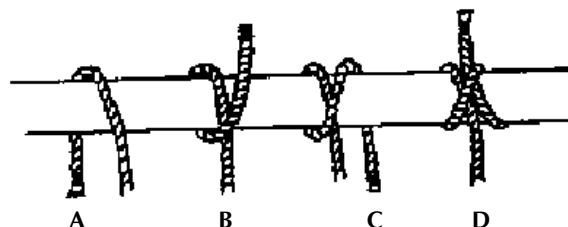
CLOVE HITCH NO. 1

Make two similar loops side by side in the rope (figures A and B), and slide them together (figure C). Slip over the end of the pole and pull tight (figure D).



CLOVE HITCH NO. 2

Use this method to form a Clove Hitch around a spar which is closed at both ends, or around a pole too high to toss over. Make a simple turn around the spar (figure A), across the rope and around the spar (figure B). Tuck it in (figure C). The completed knot is shown in figure D.



GAMES

ROPE RESCUE

PURPOSE

This game makes knot tying fun.

EQUIPMENT

You'll need a series of short ropes and one large cardboard box per team.

HOW TO PLAY

Teams go into relay formation at one end of the hall. One player from each team sits in a box a rope's length from the team.

On a signal, players tie the short ropes together, using as many different knots as possible. The first player in each team coils the rope and throws it to the Scout in the box. All team members then pull the Scout to safety across the starting line.

The player who threw the rope now takes the box back and sits in it while the Scout who was in the box joins the back of the line. Continue until all players are in their original position. The first team to do so and untie their ropes, wins.

If you want to assign points, give one for each different correct knot used in joining the ropes.

PATROL CHALLENGE

PHARAOH'S CHARIOT

PURPOSE

This game will reinforce the learning of knots.

EQUIPMENT

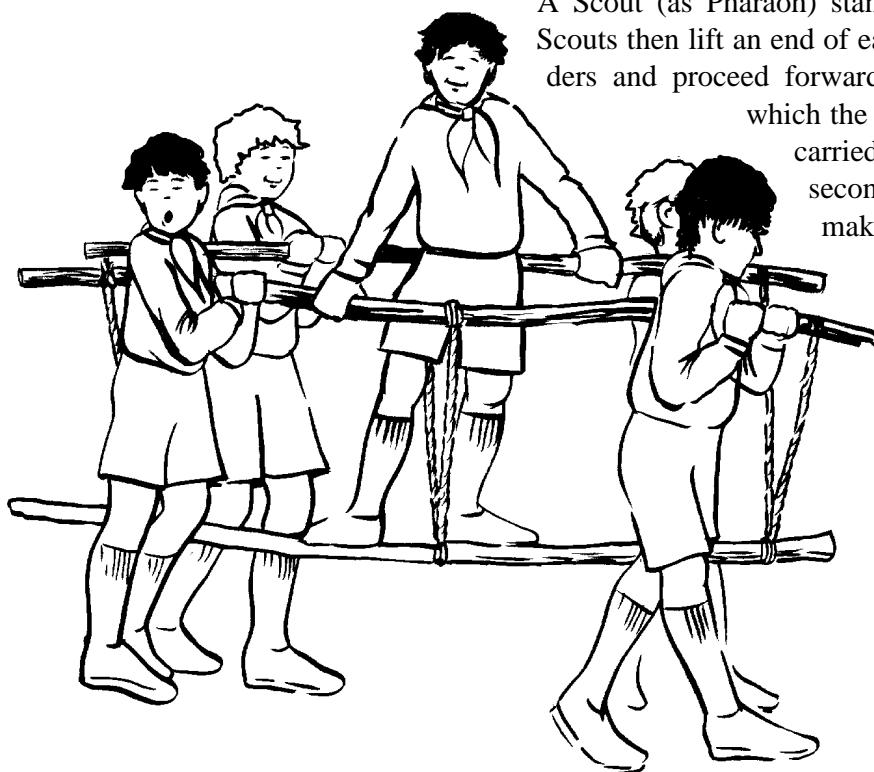
You'll need three Scout staves of equal length and three full length (at least 2.5 metres) lashing ropes per patrol.

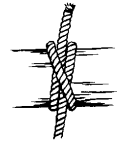
HOW TO PLAY

This is a simple task requiring only the ability to tie two knots: the Round Turn and Two Half Hitches, and the Clove Hitch.

Lie the three staves parallel on the floor about 1 metre apart. Tie a rope to the end of an outer staff with a Round Turn and Two Half Hitches, then to the end of the centre staff with a Clove Hitch. Finally, tie the rope to the end of the other outer staff with a Round Turn and Two Half Hitches. Attach another rope similarly to the other ends of the three staves, and the third rope in the same way across the centre of the staves. The chariot is then lifted by the two outer staves and the clove hitches adjusted as may be necessary to ensure that in each case the side ropes are of equal length.

A Scout (as Pharaoh) stands on the centre staff. Four or more Scouts then lift an end of each of the outer staves onto their shoulders and proceed forward. The outer staves become side rails which the Pharaoh can grasp. Each Scout is to be carried to the far end of the hall and back with second carries of individuals, if necessary, to make up numbers.





SCOUT MEETING SCHEDULE: WEEK 2 _____

THEME: PIONEERING "A"

Date: _____

Time	Activity	Program Details	Leader Responsible
15 mins.	Gathering Activity	Poison Circle (See detail planning sheet)	_____
10 mins.	Opening Ceremony	Details can be found in the Scout Leader's Handbook)	_____
20 mins.	Game	Clove Hitch in Circle (See detail planning sheet)	_____
40 mins.	Skills	Bowline, Sheer Lashing, Sheepshank, Square Lashing knots.(See detail planning sheet)	_____
20 mins.	Game/Challenge	Knot Run game (See detail planning sheet)	_____
20 mins.	Patrol/Troop Meeting	Candle Lighting game. (See detail planning sheet)	_____
10 mins.	Closing	<i>See Scout Leader's Handbook)</i>	_____
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	

Badge Links: _____

Meeting Notes: _____

GAMES

POISON CIRCLE

PURPOSE

This game is meant for fun.

EQUIPMENT

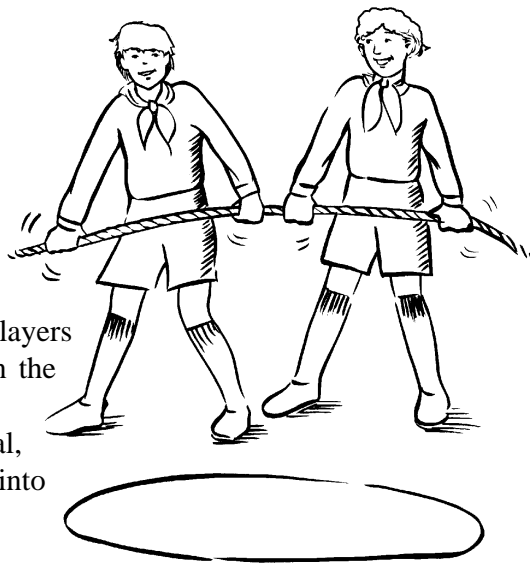
You'll need one long rope and space for a circle.

HOW TO PLAY

Tie the ends of a long rope together to make a large ring. Players should space themselves out around the rope. Draw a circle on the floor or on the ground about half the size of the rope ring.

Players must hold the rope ring with both hands. On a signal, players must pull at the ring trying to force other players to step into the "poison circle." Any player who does so is out.

The last player remaining, wins.



CLOVE HITCH IN CIRCLE

PURPOSE

The purpose of this game is to get patrols to tie a Clove Hitch as quickly as possible round a stave held vertically in the centre of a large circle by a Scout who lies on the floor. No member of the patrol may enter the circle except for the single Scout holding the stave.

EQUIPMENT

You'll need a Scout stave and long rope for each patrol. The size of the circles will depend on the space available, but they should be at least five metres in diameter; the length of rope required is roughly three times the diameter of the circle.

HOW TO PLAY

Explain the objective to the Scouts and show them the knot by going into a circle and tying it on the stave. Patrols then have a period of about five minutes to try to devise a method of tying the Clove Hitch in the middle of their circle. The following directions tell you how to accomplish this challenge.

During the game, Scout A stands just outside the circle holding the coil of rope in their hand. Scout B goes to the centre of the circle and lies flat on their back holding the stave vertical. Scout C takes the free end of the coil and runs clockwise round the circle to a point opposite Scout A and stands just over 1 metre out from the circumference. Scout A then runs anti-clockwise around the circle carrying the coil of rope and tensioning the rope against the stave. As Scout A approaches Scout C, Scout C raises the end of the rope they are holding, allowing Scout A to pass under.



Scout A continues around to their original position where Scout D grasps the rope and stands upon it just over 1 metre out from the circumference. This forms a tight diameter. Scout D then shifts their grip 1 metre along the rope and stands up producing a 1 metre vertical length of rope from foot to hand.

Meantime Scout A continues anti-clockwise round the circle letting out more rope. This time as Scout A approaches, Scout C kneels down allowing Scout A to pass over the rope being held by Scout C. Scout A continues; when reaching Scout D, Scout A passes through the loop which Scout D is holding between their foot and hand. As soon as Scout A has passed through the loop, Scout D releases the rope completely and the part being held by Scout A is rapidly pulled taut to form the Clove Hitch.

Although this sounds complicated, a patrol can learn it quickly.

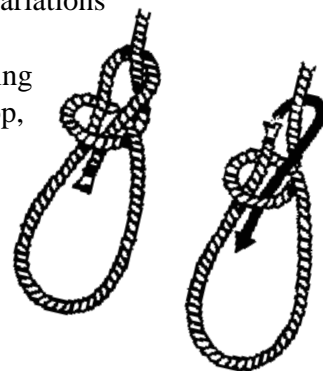
KNOT SKILL SESSION

Distribute instructions for the Bowline Knot, Sheepshank Knot, Sheer Lashing, and Square Lashing. Provide spars and enough soft, flexible rope (not polypropylene) to allow youth to practice on their own.

BOWLINE

A very important knot, the Bowline forms a loop that will not slip or jam no matter how great the strain. It is useful in first aid and life saving. A thorough understanding of the several variations of this knot will be of great value to every Scout, whether ashore or afloat.

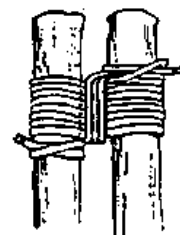
Start by forming an overhand loop and a standing part, spaced so the resulting loop is large enough for its purpose. The free end is taken up through the loop, around the standing part and back down through the centre of the loop.



SHEER LASHING

This knot is used for lashing together parallel spars and for forming "sheer legs" which support bridges and other structures. When told to "frap" the lashing, wrap the rope very tightly over and under the previously made rope turns.

Begin with a Clove Hitch around one of the spars. Take seven or eight turns about both spars. These turns need not be too tight, however the frapping turns taken around them should be very snug. Finish with a Clove Hitch on the spar opposite where the first Clove Hitch was made.

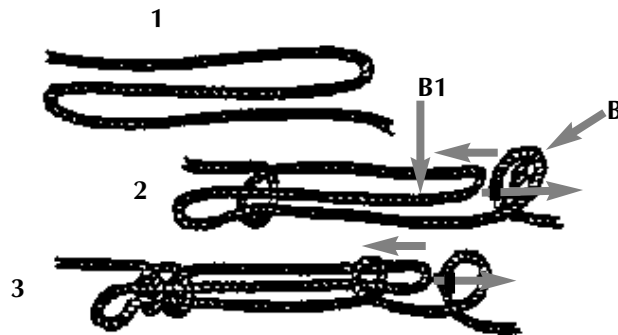


SHEEPSHANK

This knot is used for shortening a long rope which is fastened on both ends (e.g. a tent guy line or blanket line).

After taking up the slack (figure 1), form an underhand loop (figure 2), slide it over the bight B 1, and pull it taut. Do the same on the other end to complete the knot. To lock the Sheepshank (to keep the loops from sliding off) add a second half hitch (figure 3) at each end.

To render the Sheepshank more secure, secure the bights to the standing part.

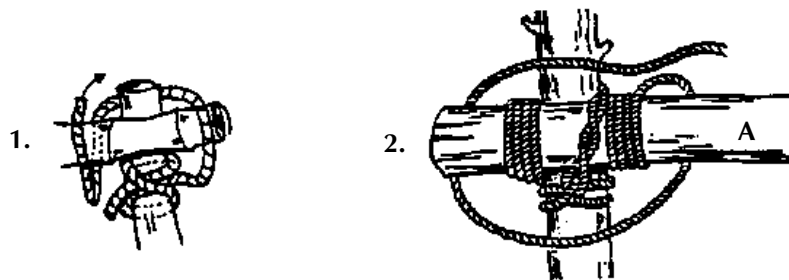


SQUARE LASHING

This lashing is used whenever spars cross at an angle, touching each other where they cross.

The lashing starts with a Clove Hitch around the upright spar immediately below the horizontal spar. The lashing is then taken in front of, and up over, the horizontal spar. It passes behind the upright spar, down in front of the horizontal spar and finally around behind the upright spar, just above the original Clove Hitch.

Repeat the process four times keeping outside the previous turn on the horizontal, and inside on the upright. Then take three or four frapping turns. Finish the lashing by making a Clove Hitch on the horizontal spar. This Clove Hitch must be snugged and slid near the lashing.





GAMES

KNOT RUN

PURPOSE

This game will help Scouts remember their knots.

EQUIPMENT

All you need is one piece of rope.

HOW TO PLAY

Form your troop into a large circle. Scouts stand facing inward, with hands behind backs. IT walks around outside the circle carrying a piece of rope. Suddenly IT puts the rope into a Scout's hands, calls the name of a knot, and runs around the circle. The Scout who was given the rope must tie the knot correctly before IT gets back to their place. Failure means the Scout becomes the new IT. If successful, IT must try again.

PATROL CHALLENGE

CANDLE LIGHTING

PURPOSE

This is a good test of quick and effective sheer lashing knot tying.

EQUIPMENT

Give each patrol two candles, matches, three Scout staves and four ropes for lashing. Using no more than these materials, and not touching the floor between the lines with any part of their body, the Scouts must light the candle on the far line.

HOW TO PLAY

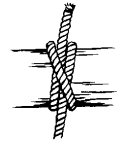
Draw two lines down the length of the room leaving a space in the middle about four metres wide. Set one candle up opposite each patrol on the far line.

On the order "Go!" patrols must lash the staves length-to-length and secure the second candle to one end. Next, they must light the candle on the staves. The winning patrol is the one which first reaches across to light the candle on the other side of the space.

It's important to relate the width of the space to the length and number of Scout staves being given for use. For a more challenging game, increase the distance so the Scouts have to lash four staves together to light candles over a greater width.

The candles on the far side must all have easily lit wicks and must be firmly held upright.





SCOUT MEETING SCHEDULE: WEEK 3 _____

THEME: PIONEERING "A"

Date: _____

Time	Activity	Program Details	Leader Responsible
15 mins.	Gathering Activity	Chain Gang (See detail planning sheet)	_____
10 mins.	Opening Ceremony	Details can be found in the Scout Leader's Handbook)	_____
20 mins.	Game	Knot Trail game (See detail planning sheet)	_____
40 mins.	Skills	Timber Hitch and, Fisherman Bend knots; Tripod and Diagonal lashing Review previous knots. (See detail planning sheet)	_____
20 mins.	Game/Challenge	Wigan Flagstaff (See detail planning sheet)	_____
20 mins.	Patrol/Troop Meeting	Roman Chariot Race. (See detail planning sheet)	_____
10 mins.	Closing	<i>See Scout Leader's Handbook)</i>	_____
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	

Badge Links: _____

Meeting Notes: _____

GAMES

CHAIN GANG

PURPOSE

This game will strengthen knot-tying skills.

EQUIPMENT

For each team you will need one rope at least 5 metres long.

HOW TO PLAY

Form teams into relay formation. On a signal, the first player ties a Bowline knot around her left ankle. Each of the other players in turn (except the last) ties a Clove Hitch knot around their own left ankles. The last player ties a Round Turn and Two Half Hitches around her left ankle.

When all knots are tied, the team races to the other end of the hall, or around a marker. The first team back with the correct knots, wins.

Make the race more "challenging", by tying the knots on alternate sides (left, right, left, etc.).

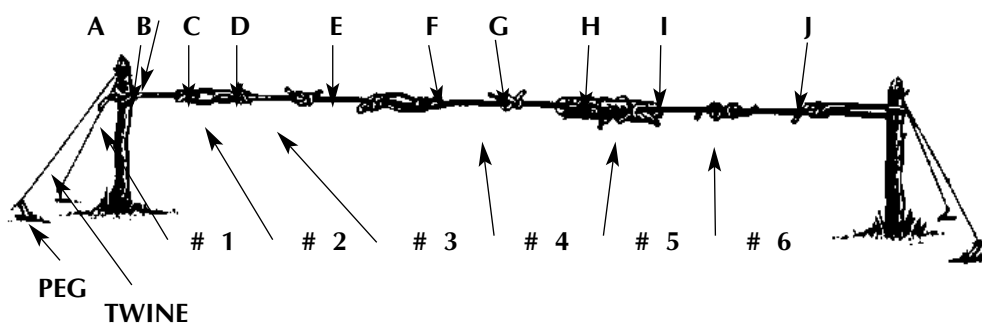
KNOT TRAIL (KNOT KIM'S GAME)

PURPOSE

This game will increase your Scouts' ability to recognize knots.

EQUIPMENT

Play this game outside in an area with trees. If you're unable to go outside, tie the ropes to chairs across the meeting room. It will require various lengths and thicknesses of rope.



- A Clove Hitch
- B Bowline
- C 2 Half Hitches
- D Square Knot
- E Sheep Shank
- F Sheet Bend
- G Timber Hitch
- H Slip Knot
- I Fisherman's Knot
- J Taut Line Hitch



HOW TO PLAY

Tie several pieces of rope of varying thicknesses together using several different knots (e.g. Reef, Sheetbend, Bowline, Clove Hitch, Square knot). Tie one end of the rope to a tree with a Clove Hitch, the other end to another tree with a Round Turn and Two Half Hitches. Leaders may do the knot-tying before the meeting or ask each patrol to create a knot line.

Each patrol must walk beside the rope from tree to tree and back again, silently observing and remembering the knots. (Take about two minutes.) The patrol then should go into a huddle to make up a list of knots they saw (including those around trees). The list must be in the right order.

Here's a trick question for extra points. How many ropes were used?

You might want to do this game blindfolded letting the Scouts feel the knots, then again looking at the knots. How many did they get correct?

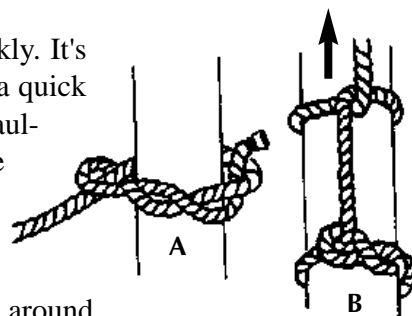
KNOT SKILL SESSION

Distribute instructions for tying the Timber Hitch, and Fisherman Bend knots, as well as for tripod lashing and diagonal lashing. Provide spars and lengths of rope for them to use. Challenge the Scouts to do the previous weeks knots blindfolded, behind their back, under the table or another inventive method.

TIMBER HITCH

This important hitch will hold firmly and can be tied and untied quickly. It's used to draw two spars together when starting a diagonal lashing. It's also a quick and easy method for fastening a rope to a spar for a short time, if you're hauling it. It will hold only if a steady tension is maintained on the rope; if the spar is to be hauled pointing in one direction, it's better to put a half hitch on the spar in the direction you want it to point. (Figure B illustrates this method.)

To tie the knot, take a turn around the spar ending with the rope back around itself and twisting the end two or three times. Pull on the standing part to tighten. (Figure A)



FISHERMAN'S BEND

This is an excellent knot for attaching a rope to a light anchor, a ring or a rectangular piece of stone. Use it too for making a swing.

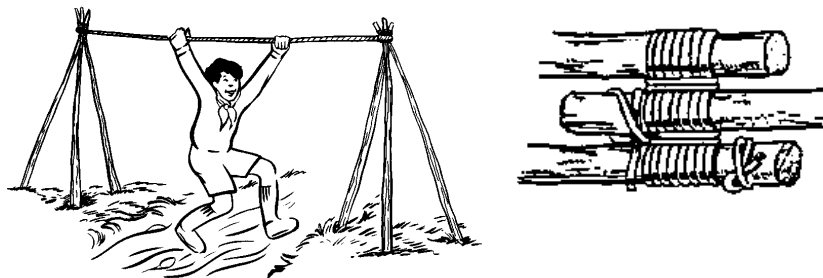
Take two turns through the ring or around the stone; bring the end over the standing part and through the loops. (See illustration) Finish with two half hitches and pull taut.



TRIPOD LASHING

Use this lashing to make a tripod. Large tripods can be used over fires or as a gateway. Small ones can hold basins for hand washing.

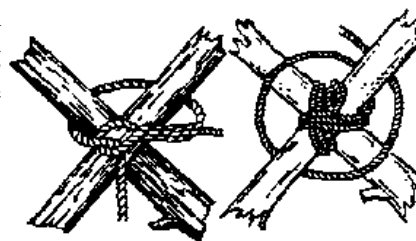
To lash three spars together to form a tripod, lay the spars on the ground pointing in alternate directions. Begin with a Clove Hitch or Timber Hitch knot on one of the end spars. Take seven or eight loose lashing turns around all three spars, and loose frapping turns in the spaces between. Finish with a Clove Hitch knot on the centre spar. Now, hoist the tripod.



DIAGONAL LASHING

This lashing is used to "spring" two spars together that cross at right angles (or close to it).

Start the lashing with a Timber Hitch knot around both spars. Tighten the knot, drawing the two spars together. Make three or four turns around one fork, and three or four turns around the other fork. Take two frapping turns around the lashing at the point where the spars cross. Finish off the lashing with a Clove Hitch around the most convenient spar.



GAMES

WIGAN FLAGSTAFF

PURPOSE

The game will make a self-standing flagstaff intended for a place like a troop room where holes cannot be made in the ground or pegs pounded into the soil.

EQUIPMENT

Each patrol will need six Scout staves, seven lashing ropes, 16 metres of twine (for guys), and an additional five metres of twine (for flying a flag). Give your Scouts the instructions and construction outline to follow.



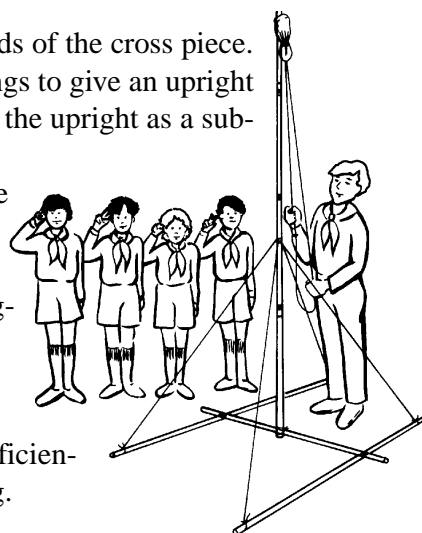
CONSTRUCTION

Three staves are made into a letter "H" using square lashings at the ends of the cross piece. At the same time, lash another three staves firmly end-to-end by sheer lashings to give an upright about four metres high. Lash a loop of twine about 2 cm thick to the top of the upright as a substitute eye, and thread the five metres of twine through to carry the flag.

Lash the bottom of the upright to the centre of the cross piece so the cross piece will be uppermost when the "H" base is flat on the floor and the upright raised vertical. Run guys of twine from about 2 1/2 metres up the vertical stave to each corner of the base. Provide tension to hold the flagpole vertical.

The flagstaff should be checked for quality after fifteen minutes.

Recover the twine after this activity. Award points for the speed and efficiency your patrols dismantle the flagstaff and prepare the materials for storing.



PATROL CHALLENGE

ROMAN CHARIOT RACE

PURPOSE

Scouts will build a neat "chariot."

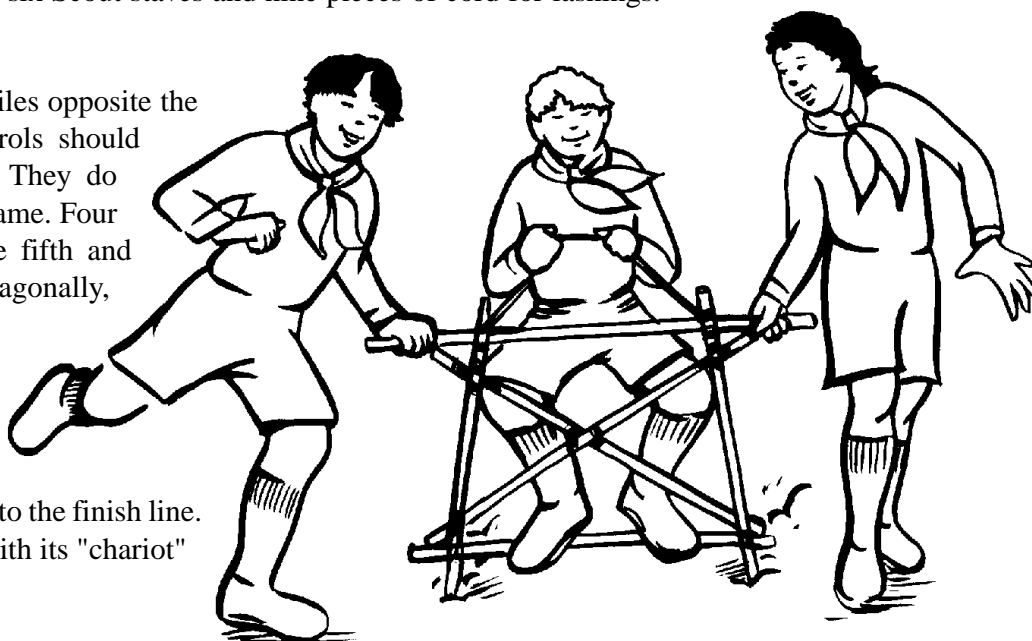
EQUIPMENT

Each patrol will need six Scout staves and nine pieces of cord for lashings.

HOW TO PLAY

Place equipment in piles opposite the patrols. On a signal, patrols should start lashing a "chariot." They do this by making a trestle frame. Four staves form a square; the fifth and sixth staves are lashed diagonally, forming a large "X."

When the frames are finished, two Scouts may pull the "chariot" and rider down the field, around a marker and back to the finish line. The first patrol to finish with its "chariot" intact, wins.





SCOUT MEETING SCHEDULE: WEEK 4 _____

THEME: PIONEERING "A"

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Tug of War game (See detail planning sheet)	_____
15 mins.	Opening Ceremony	Details can be found in the Scout Leader's Handbook)	_____
20 mins.	Game	Catch the Snapper game (See detail planning sheet)	_____
40 mins.	Skills	Make a Launcher (See detail planning sheet)	_____
40 mins.	Patrol/Troop Meeting	Select gadget for construction over campout. Finalize camp plans. (See detail planning sheet)	_____
10 mins.	Closing	<i>See Scout Leader's Handbook)</i>	_____
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	_____

Badge Links: _____

Meeting Notes: All necessary paperwork, permission forms and safety considerations will need to be completed before the pioneering camp-out weekend.

GAMES

TUG-OF-WAR

PURPOSE

This game will improve Scout physical fitness, as well as reinforce knot tying excellence and teamwork within the patrol.

EQUIPMENT

You'll need one rope at least eight metres long.

HOW TO PLAY

Form two teams in single lines facing each other. Players must take hold of the rope and at a signal start pulling. Rope may not be tied around the waist of any player, nor may players hold onto posts, trees, or any stationary object.

SCORING:

The first team pulling or dragging their opponents across a given line wins.

VARIATION:

Give teams pieces of rope about 1 metre long. Players must tie ropes together with sheet bends. A leader then ties the opposing team's ropes together and says "Go!". This variation is not only a test of strength, but also becomes a fine test of the patrol's knot-tying ability. The team whose captain gets their players to "heave" together, will probably win.

CATCH THE SNAPPER

PURPOSE

Scouts must set a mousetrap off.

EQUIPMENT

You will need four Scout staves, several lengths of cord and a mousetrap for each patrol.

HOW TO PLAY

Form a "river" by drawing two parallel lines five metres apart. Patrols should line up along the "riverbank." On the opposite bank from each patrol set up a cocked mousetrap. Each patrol must lash its staves into a super-long fishing pole with fishing line. The first patrol to catch its snapper, wins.



SKILL SESSION

MAKE A LAUNCHER

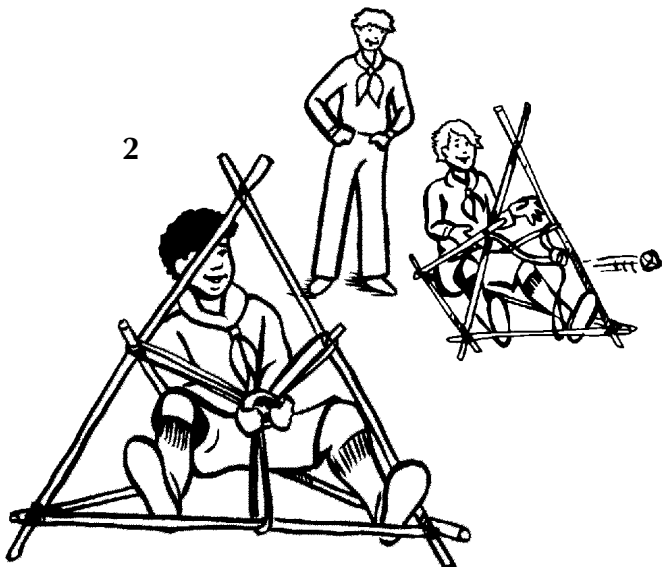
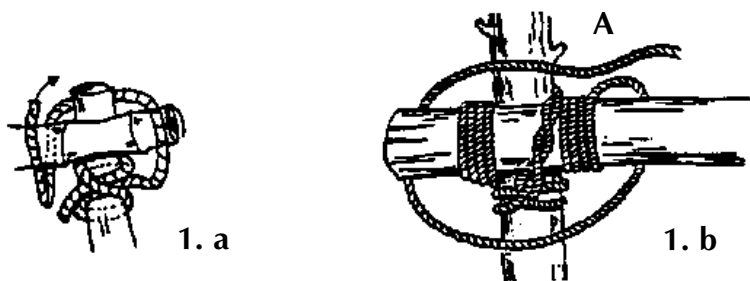
EQUIPMENT

Each patrol will need 7 staves, elastic bands, yogurt container, lashing twine and scissors. (The diagram illustrates the general design of your launcher.)

CONSTRUCTION

Assemble your launcher as shown in diagram. You can make "balls" for firing from rolled up newspaper wrapped with masking tape. Make a "shot holder" from used plastic food containers such as those from yogurt or sour cream. Make three narrow slits close to the rim of the plastic carton to take the elastic bands. Illustration 3 shows you how you can join together elastic bands with reef knots to make long bands.

Try making the launcher at camp when it's warm; substitute wet sponges for the paper balls.

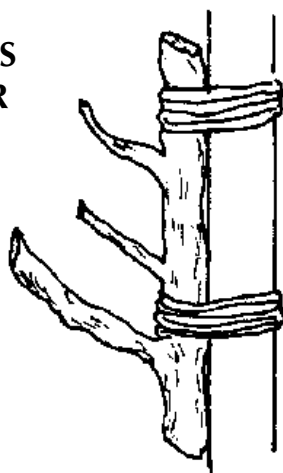


PATROL MEETING

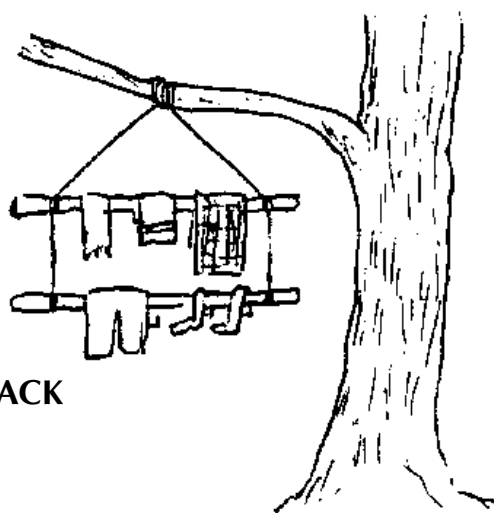
Patrols should decide upon their gadget to be constructed at camp.

SAMPLE GADGETS IDEAS

**CLOTHES
HANGER**

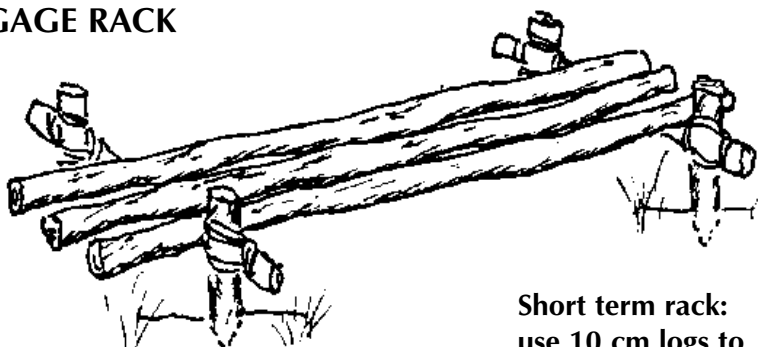


**REAR
UPRIGHT
POLE**

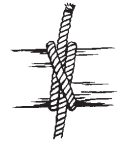


DRYING RACK

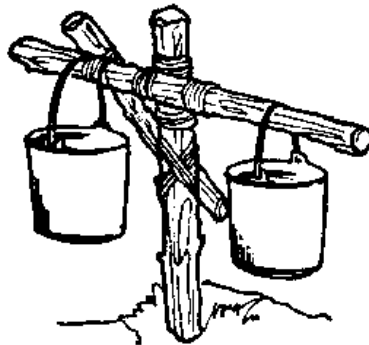
LUGGAGE RACK



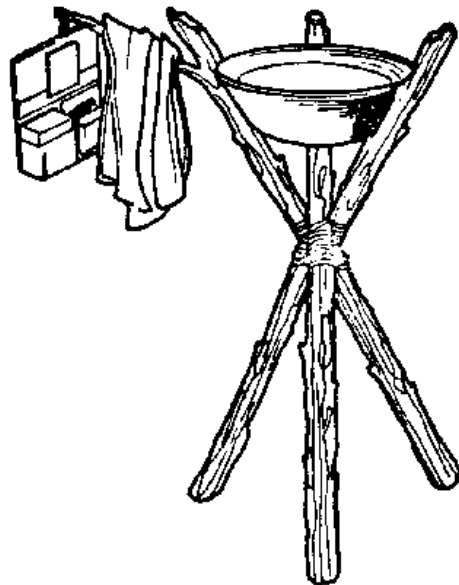
Short term rack:
use 10 cm logs to
support ends



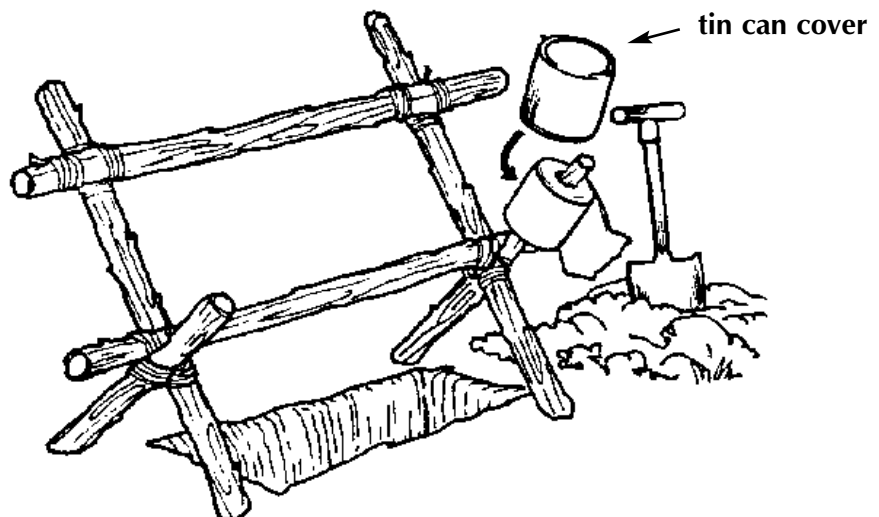
FIRE BUCKET RACK



WASH STAND



LATRINE SEAT



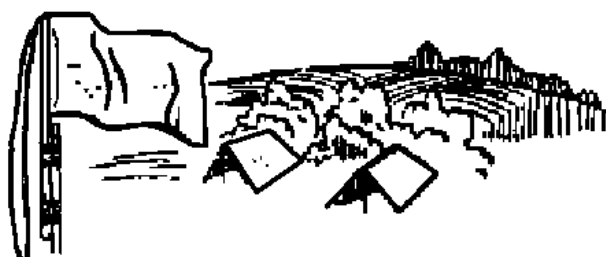


PIONEERING "A" CAMP-OUT _____

Date: _____

Time	Activity	Person Responsible
<i>Friday Evening</i>	Meet as planned at campground. Unload gear, set up tents, gather firewood.	
<i>Saturday</i>		
6:30 a.m.	Cooks and assistants get up. -Prepare breakfast	_____
7:00 a.m.	Everyone else get up. -Personal hygiene, air out sleeping bags.	_____
7:30 a.m.	Breakfast	_____
8:00 a.m.	Clean up	_____
8:30 a.m.	Take a hike or work on camp gadgets. Display to each patrol.	_____
10:00 p.m.	Patrol competitions: - Over Crocodile Creek, - Heave the Heavyweight - Spud	_____
11:30 a.m.	Cooks prepare lunch	_____
Noon	Lunch	_____
12:30 p.m.	Clean up/Free time	_____
1:00 p.m.	Large project: -"Brynbach Tower" or other project.	_____
4:30 p.m.	Cooks prepare supper	_____
5:30 p.m.	Supper	_____
6:00 p.m.	Clean up/ Free time	_____

8:00 p.m.	Troop campfire	_____
9:00 p.m.	Night Game: Owls at Night	_____
10:00 p.m.	Lights out	_____
<i>Sunday</i>		
6:30 a.m.	Cooks and assistants get up. Prepare breakfast.	_____
7:00 a.m.	Rest of troop gets up. Personal hygiene.	_____
7:30 a.m.	Breakfast.	_____
8:00 a.m.	Clean up. Rest of troop dismantle camp.	_____
9:00 a.m.	Scout's Own	_____
9:30 a.m.	Take all gadgets apart.	_____
10:00 a.m.	Capture the Flag game.	_____
11:00 a.m.	Closing. Leave for home.	_____





GAMES

SPUD

EQUIPMENT

You'll need one large soft sponge rubber ball.

HOW TO PLAY

This is a game for 4 to 20 players. Each player is assigned a number, from 1 to the number of players in the game.

One player throws the ball straight up and calls out a number. The player with that number becomes "Spud" and tries to catch the ball while the others scatter. If "Spud" catches it before it lands, "Spud" calls out another number. If the Scout catches it on a bounce, "Spud" is called and everyone must freeze.

Depending on the size of the room or playing area, the Spud may move 0 to 4 paces towards another player. Spud then tries to hit the other player, who is frozen.

If the player is hit, the player is awarded the letter "S." If Spud misses or the target catches the ball, Spud is awarded the letter "S."

The game continues with the one who received the letter "S" throwing the ball up in the air and calling another number. Players who are hit a second time get the letter "P", third time "U" and fourth time "D."

The person who gets all four (S-P-U-D) is out of the game. You may have to set a time limit on the game.

OVER CROCODILE CREEK

EQUIPMENT

You'll need two 1 cm thick ropes, 8 to 9 metres long.

Each patrol sets up a two-rope bridge (one rope to walk on, one as a handrail) between trees 3 to 4 metres apart. The foot rope should be not more than 1.5 metres above the ground and the hand rope 2 to 2.5 metres above that. The patrol with all members safely across in the fastest time wins.

HEAVE THE LIGHTWEIGHT

EQUIPMENT

You'll need three poles (about 3 metres long), one lashing rope (6 metres long), and a 1 cm thick heaving rope (9 metres long).

Each patrol assembles a tripod 3 metres high using tripod lashing. The patrol then heaves a 1 cm thick rope over the top and makes a bowline in the end hanging down in the tripod. The patrol's lightest member stands in the bowline and is raised 1 metre off the ground by the other members. The first patrol achieving this wins.

LARGE PROJECT

THE BRYNBACH TOWER

EQUIPMENT

You will need three 5 metre tall spars, a shovel, a rope ladder (or material for it), spars for the platform, lashing rope and 12 smaller spars (as per diagram). If long spars aren't available, lap-joint two shorter spars to give you the required length.

DIRECTIONS

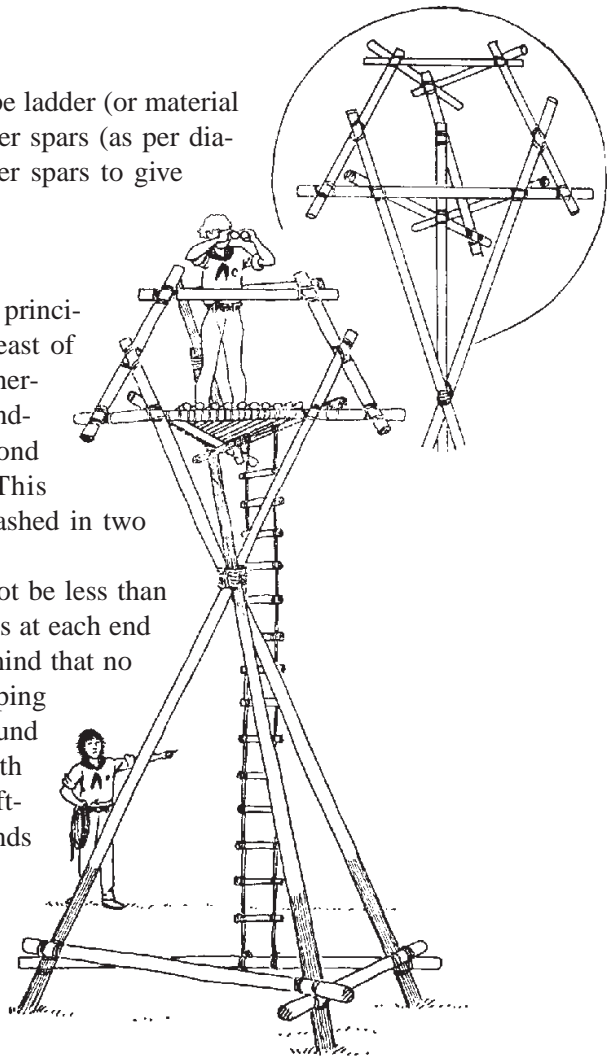
The Brynbach Tower is based on sound pioneering principles with triangles everywhere to ensure rigidity—not least of which in the handrails. (Always support the handrails, otherwise they're dangerous.) This has been achieved by extending the main platform spars for about half a metre beyond the point where they are square-lashed to the legs. This allows each rail post to be brought in at an angle and lashed in two places to form a triangle at the base.

The overlap on short spars lashed together should not be less than one-third the length of the longer spar, with sheer lashings at each end of the joint. If this is done, your pioneers must bear in mind that no part of the lashing should separate the two spars—frapping turns are inappropriate. Start with a Clove Hitch knot around both spars, lock it, then bind it tightly and finished with another locked Clove Hitch. If necessary drive small soft-wood wedges between the lashing and the spar at both ends of the lap joint for extra tightness.

As in all towers, the main part of the structure will be built on the ground and then raised by means of a lever spar. The lashing should be applied two-thirds of the way from the butts to give a reasonable spread to the feet of the tower and to maintain a low centre of gravity. Fit the rope ladder before raising the structure.

The tower foundations must be both level and secure. This is vital! Do this by heeling the butts into the ground for 30 cm or more. At this point the leader in charge should stand well back from the job to make sure the tower is erect and the platform level. If necessary, rectify any unevenness at ground level by sinking the butts deeper. To preserve symmetry, your pioneers might find that this task is best completed before lashing the ledgers across the butts.

The first person up the ladder should test the balance of the tower by bouncing on the third rung before climbing to the platform. Get several adults to stand on the ledger at the opposite side until you can prove the reliability of the pioneering.





NIGHT GAMES

OWLS AT NIGHT

EQUIPMENT

You'll need a supply of 4 different coloured bread tags.

HOW TO PLAY

This game is played at twilight in semi-darkness. Four Scouts are chosen as the "owls". Each "owl" receives a supply of bread tags in one colour. The owls hide within a designated area and start to silently count. Each time they reach a multiple of 20 (20, 40, 60, etc.), they must hoot like an owl. The other players try to find the owls. Each time they find an owl they receive a token.

The objective: be the first to return to the starting spot with all four colours of bread tags.

GAMES

CAPTURE THE FLAG

EQUIPMENT

You need two flags or pennants (that can be hung on a branch), coloured wool (to identify teams), and a large playing area with some cover.

METHOD

Divide the troop into two teams. Team members should wear a different colour of wool on their arms to help identify teams. They are given their flag and time to hang it before the game starts.

Each team owns half the area. Players may capture opponents that they find in their area. A team member cannot be captured in her own team's area.

Teams must try to find and capture their opponent's flag, all the while defending their own by capturing opponents who are trying to take it. The winning team is the one that captures their opponent's flag and returns to their home base. If time expires before this is accomplished, the team that captured the most opposing members wins.

CAPTURING:

When the wool on an opponent's arm is captured, the player must return to home base for a two minute penalty before being given another piece of wool and resuming the game.

VARIATION:

Players can be captured with a two-hand touch. The prisoner must then go to the jail defined by their captors. Prisoners can only be freed by a member of their own team touching them. Several captured players can be freed at once if they are holding hands.

BACK-UP GAMES

SNAKE INFESTED GROUND

You find yourselves on ground where snakes of a particularly venomous species always emerge at 12 noon for several minutes. The snakes can bite fatally, but only up to a height of half a metre. You have 12 minutes to build something which will support all members of your patrol at a safe height above the ground.

The basic equipment for this incident is three strong pioneering spars about 3 metres long, three Scout staves or pioneering spars about 1 ½ metres long, and eight lashings.

Hint: One successful method involves making a tripod with the three long spars. Then lash the shorter lengths between the legs more than half a metre above the ground for patrol members to stand on.

Medium Range

A medium range plan covers a period of two or three months. Its purpose is to:

- identify community resources you need, and make necessary contacts,
- gather necessary equipment,
- set goals related to themes,
- determine youth member needs,
- designate specific program responsibilities to all leaders,
- communicate with parents,
- evaluate past programs and make necessary changes,
- brainstorm so as many activities as possible occur outside.

When developing your monthly programs, use a combination of program elements (the kind of combinations you will discover in JUMPSTART) to ensure variety. These elements include games, crafts, music, acting, sports, outdoors, and spiritual fellowship. Use these elements to avoid a boring program and to hold your Scouts' interest.

Short Range

You are now ready to prepare detailed plans for a specific time period — a month or a weekend event. Sit down with the entire team to prepare the meeting plan. During this meeting the team may want to “preview” the theme by doing such things as:

- playing the games,
- becoming familiar with the skills,
- practising ceremonies,
- learning new songs.

This “practice” prepares the whole team to help implement the activity. It ensures that any leader is ready to fill in, if needed. After the meeting, check back to see if your program activities met the Scout program goals. These goals help you evaluate whether your program fulfils the needs of Scout-aged youth. If your Scouts are having fun, you can bet it meets their needs.

Remember... plan your work, then work your plan, and HAVE FUN!!!!

Discipline in the Troop: Helpful Tips

Discipline is a topic Scout leaders are always considering. Without it, programs dissolve into chaos, fun disappears and people sometimes get hurt. Here are some tips to help establish and maintain the necessary degree of control, while encouraging acceptable behaviour.

1. establishing discipline is different from being a disciplinarian. Try to help Scouts develop self-control, not blind obedience to authority.
2. Set, and explain to your Scout troop, rules and routines, then follow them consistently. Help Scouts draw up a list of behaviour rules that they think are necessary to make the troop more fair for everyone. Create a troop Code of Conduct and apply this Code to everyone.

3. Set a personal example for Scouts to see and learn from. Your attitude sets the tone and limits for acceptable troop behaviour.
4. Give ample warning when routines and activities are about to change. This will prevent Scouts from feeling rushed, and allow time to make the activity-switch mentally.
5. Watch for warning signals that Scouts are losing interest; at this point, change activities.
6. Use praise to reinforce positive behaviour. Let Scouts know you notice and appreciate their efforts to be good or improve.
7. Deal with problems calmly, quietly, and without causing embarrassment to the youth. Never use humiliation or name-calling.
8. If things seem to be getting out of hand, call a “time out”, stop the activity and sit everyone down until order is restored. Explain what is going wrong and what is needed to correct the behaviour. Give the Scouts a chance to air their feelings. They may tell you something that was overlooked in the planning. Too often we assume youth are aware, or capable, of knowing what we want, when in reality no one has ever told them.
9. Prepare your meetings in advance. You will appear more confident. Have backup activities ready when Scouts get restless. Lag time between activities invites boredom and mischief.
10. Talk with other leaders, senior youth, and parents about discipline concerns that need special attention.
11. Use the patrol leaders. Part of their role involves finding out what Scouts like to do, assisting in planning and leading activities, and serving as role models.

FURTHER PROGRAM HELP

Program Resources

If you would like more ideas and information on program activities and program planning, look for these resources.

- *The Scout Leader's Handbook* — tells you everything you need to know about Scouts and the Scout section, ceremonies, working with youth, the outdoors, planning, and more.
- *The Leader Magazine* — published 10 times a year. It features program-related stories, tips and resource information.
- *Games from A to Z* — jam-packed with games.
- *Best of the Leader Cut Out Pages* — more tips and program ideas from the *Leader* magazine.
- *The Campfire Book* — this will light up your campfire program.
- *Scouts Canada's Song Book* — full of both traditional and fun songs for all occasions and theme programs.
- *The Patrol Leader Handbook* — activities and games to use.
- *Campfire Program CD/Cassette* — two actual campfire programs to use as is, or to help learn some great campfire songs.

Scout councils offer many training courses. Find out when they plan to run the next course. Call your local Service Scouter or Field Executive for assistance and information.

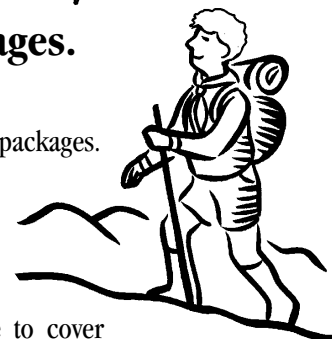
JUMPSTART Video Now Available!



Video for use with JUMPSTART theme packages.

The video provides:

- Self-help, how-to information on program planning and using the packages.
- A program planning resource for Scout Woodbadge Training.
- Resources that include the outdoors in the Scout program.
- Other Scout information.



The video highlights the planning process and uses a "Hiking" theme to cover a week's program in detail: gathering activities, opening ceremony, games, skills, Patrol exercises and the closing ceremony.

The video also highlights a variety of other JUMPSTART packages.

Running Time: 30 minutes. Video Cat. # 20-415

**Videos Available at
Your Local Scout Shop!**

Cat. # 20-421

