



THE BROWNSEA GAZETTE

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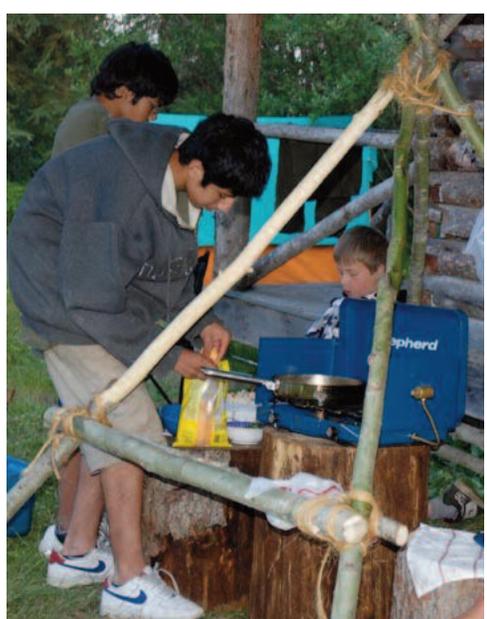
FROM THE CHIEF COMMISSIONER'S DESK

Summer is now upon us and we all tend to flock outdoors from first light till the setting of the sun. This usually involves being away from fast food outlets or fine dining establishments. Do we take the necessary precautions with the food we take along on our day hikes or weekend camps or even our week long camps?



Here are a few thing to remember.

Beware of hazards: tools and equipment, knives, frying pans, hot pots. Hot materials such as oil, liquids, steam, grills, urns and ovens. Bleach, oven cleaners and degreasers.



Common injuries include, cuts and bruises, scalds and burns, strains, sprains and fractures. Acute or chronic poisoning, illness and skin irritation.

Still want to leave your safe cosy home? Following are a few reminders of safe food handling.

Things to be careful about include; Microbes, Bacteria, Viruses, Parasites, Protozoa and Fungi. These are nothing to worry about if you have kept work surfaces and your hands clean, have avoided cross contamination of foods and kept all foods at the correct temperature.

Food should be cooked to at least the following temperatures to heat all parts of the food, raw shell eggs to 63 degrees C (145°F) for at least 15 seconds at that temp. 68 degrees C (155°F) for pork or game animals, ground fish and meats, injected meats for at least 15 seconds after attaining the aforementioned temp.

All food reheated should be brought to 74 degrees C (165°F) for at least 15 seconds and held at 60 degrees C (140°F) or above in a hot holding unit.

Frozen foods must be kept at -18C (0°F) and cold foods at 4 degrees C (40°F).

No foods should be left out more than 2 hours before being refrigerated or frozen.

If in doubt, throw it out.

Happy summer eating.



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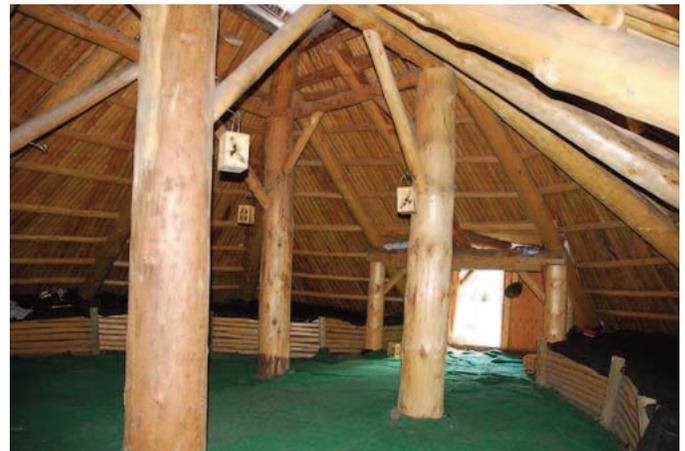
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Notice of Annual General Meeting 2011

The 2011 Annual General Meeting of the B-P Service Association of British Columbia will be held on the weekend of September 16-18, 2011 at Hat Creek Ranch near Cache Creek, B.C. In accordance with the BPSA-BC tradition, the AGM will be held at camp. Agenda will be circulated prior to the meeting. Under the Association's Constitution, all members over the age of 18 years are entitled to vote at the Annual General Meeting.



Accommodation for all attendees will be provided in a secluded native **Kekuli** - A Native pit house, the traditional winter home of the Shuswap People built half above ground and half underground. It has been reconstructed to give the adventurer a unique experience. This strong log-supported structure can accommodate 18 to 20 people comfortably. The secluded Kekuli area is nestled amongst the cottonwood trees at the junction of Hat Creek and the Bonaparte River. The area has its own outhouses, storage shed, and fire pit. Full washroom and shower facilities are located at the Visitor Reception Center close by. Own mattresses and bedding required.



The Bed Room

A brief walk along beautiful Hat Creek will take you to the Native Village, where members of the Shuswap Nation share their fascinating history and culture with visitors and interpret the many original displays that are shown on the site, which include an authentic Kekuli (pit house), the traditional winter home of the Shuswap built half above and half below ground.

<http://www.hatcreekranch.com/>

The AGM is an important opportunity for you to take part in the governing of your Association, as well as a social event to meet your fellow Scouters and enjoy sharing their experience and friendship. Accommodation and meals are provided by the Association. Please plan to attend.



The Board Room

Editors' Notebook

I am blessed to have good friends. Both in Scouting and outside. I get to learn a lot from them. Recently, one of my friends in Ontario had asked me if I remember B-P saying anything about *"fair weather Scouts"*. Not wanting to look uneducated, I set out to look for that quote. After all, The Chief had in his time said a lot of things that are useful to remember.

As it turns out, the subject of *"fair weather Scouts"* was quite popular with B-P and he had mentioned it on several different occasions.

In 1929, at the opening of the World Jamboree at Arrows Park, B-P said: *"I don't like you all to feel too happy, so I turned on the rain. We always do that at International Jamborees. You will remember that at Wembley, those of you who are old enough will remember, that some of you were fairly wet through all the time. Then again at the Copenhagen jamboree some of those blokes gave me the name of, not Baden-Powell, but Baden Meistre, or the Bathing Master. Well we are trying on the same here, and I turned on the water this morning to see how you took it. You see, any ass can be a good Scout on a fine day, but the thing is to make the best of conditions on a bad day. So we turned on the rain this morning to see what way you would take it. I am bound to say you are made of the right stuff through and through. I am mighty glad to see you, and I hope you will have a jolly good time while you are here."*

Naturally, B-P was not talking only about the weather and rain. He spoke about sticking to our Scouting Principles and the Scout Law, even when it is not particularly convenient to us. For example, we have all promised to help other people at all times. Well, helping somebody is fine, when I have nothing better to do. But what about when I'm in a hurry to be at a meeting on time? Does my being almost late justify not helping somebody who could use my help? Your Promise said *"at all times"*, not only when I have the time to do it.

The 7th Law tells us that we should obey the orders of our parents, Patrol Leaders etc. That sounds alright, but what if I don't like the order my Patrol Leader gave me? Those who were at summer camp with me last year were probably (or hopefully) quite tired of me asking them to repeat the 7th Law every time they did not like something their Patrol Leader asked them to do.

Other than saying *"because the Law says so"* there are more important reasons to obey that Law. Your PL has received additional training to be a good PL. He has a responsibility for the smooth running of his Patrol. He must be able to rely on you to do as you are told, just as you should trust him to know what he's talking about. There are situations, when there is no time for lengthy explanations, action is required immediately.

The game of Scouting works only when all of us play it all the time, not only when we are at a troop meeting, on a hike or in camp. Scouting is not only a game, it is also a way of life. Sometimes, it is not very convenient to be a Scout. There are some people I don't particularly feel like being a friend to. But I did Promise that I will be, so I have to stick to my Promise.

Sometimes, when things don't go my way, I am not particularly happy and get kinda grumpy. But the 8th Law says *A Scout smiles and whistles under all difficulties* and I have Promised to obey that Law. So I am honour bound to shake off my grumpiness, look past my current difficulties and carry on Scouting in a cheery way. Let's face it, the world is a better place to live in when you have a smile on your face.

So don't be a *"fair weather Scout"*. Be a good Scout, even when the sun doesn't shine, stick to our Laws and your Promise whether it is convenient or not, and keep smiling. As the old song says, when you're smiling, the whole world smiles with you.

Your Editors





A WALK IN THE FOREST

A one day activity for Otters

These instructions relate to the area along the Baden Powell trail, however, they can easily be adapted to any area in the outdoors. The format works like a road rally where activities are performed at certain check points and assignments are given en route to the next check point. The nature of the check point and the route drive the activity. The purpose of this activity is to make the Otters aware of how interdependent all things in nature are and how we can work with this instead of against it.

Equipment needed:

- ☞ Drawing Paper
- ☞ Crayons
- ☞ Coloured Stir Sticks
- ☞ Usual safety equipment for this type of activity,
- ☞ The activity for Otters will take about 3 – 4 hours.

Activities along the Baden Powell Trail:

CHECKPOINT #1:

In the first few hundred metres of the walk you will cross a small creek on a bridge. To the south of this (on the left) is a small clearing. This is Checkpoint #1. At this point I assemble everybody and explain about circles and cycles. I then do an exercise where we all imagine we are trees and go through the cycle from early spring right through the seasons back to spring.

WE ARE THE TREES:

Leader describes the life of a tree, starting in spring, when leaves come out and wave gently in the breeze. (Everyone puts hands in air and waves them gently in the wind.) In the summer the tree is still and the birds come and nest (Hands still in the air, make bird calls, look at imaginary birds flying in and out of trees). In the fall the weather turns colder and the wind blows harder and the storms come. (Arms flail about wildly like trees in a storm). But the wind scatters the tree's seeds and in the stillness of winter the seeds grow deep in the earth waiting for the warmth of spring. (Curl right up in a near fetal position.) And as the spring comes, the seed pushes a shoot up through the ground and a new tree is born. (Rise to upright position, hands in air for branches, and wave gently in the breeze.) Some closing thoughts could be added. Move very slowly through the seasons. Pause frequently to allow the sensation to linger. Use your own words, don't just copy these.

The assignment for the next leg will be to look for naturally occurring circles on the way to Checkpoint #2 and point them out to the leaders.

CHECKPOINT #2:

Checkpoint #2 for Otters would be about ½ a kilometer along the trail. The trail climbs quite steeply here and a rest halfway up would be in order. This is the time for the camera game.

THE CAMERA GAME:

Put the Otters in pairs with adult supervision. (Leader demonstrates the game first.) One person in the pair closes his/her eyes. This person becomes the camera. The other person leads his/her camera to something that they like near the trail. It could be a flower, a dead leaf, a fungus, whatever. He/she then carefully aims the camera's head towards the item and taps the partner gently on the shoulder to open the camera lens. This is the cue for the partner to open his/her eyes and see what has been chosen. After 3 seconds, another tap closes the camera lens, and the camera is led gently back to the starting point. They then change places and do it again. Afterwards, they all get to draw what they saw when they were the camera, (this develops the photograph) and give it to their partner, the photographer. A real camera could be used to demonstrate the opening and closing of the lens.

The assignment for Otters for the next leg of the walk will be to look for slugs, mushrooms and other fungi. It is important that respect is encouraged here. If one of the Otters wants to pick up a slug, it is done with supervision. It will be a great opportunity to teach them that nature isn't icky – it just is.

CHECKPOINT #3:

This is the turnaround Checkpoint. If the time is right, stop for lunch. At this checkpoint we play a game called “Hug Slugs”.

HUG SLUGS

The leader has a supply of stir sticks (or popsicle sticks) dyed or painted in 4 colours (red, blue, yellow, green.) These are the Hug Slugs. (You can draw little horns on them if you want.) The Otters are put in four groups with an adult leader and assigned a colour. While they are not looking, a leader hides the Hug Slugs all over the place. They should be visible up close. When all the Slugs are hidden the Otters go looking for the Slugs of their colour. However, they cannot pick them up, only their leader can. So the Otter must let the leader know that a Slug has been found. Each group has its own sounds and signals. For instance, one group must jump up and down on the spot and call out “Hidy hidy ho”; a second group will act like a monkey, dancing around, scratching armpits and shrieking like a monkey; or do jumping jacks and roar like a lion, you get the idea. The leader can then go to the Otter who is calling him/her and retrieve the Slug. That Otter can now go look for another one. After 10 minutes (or more if you can stand the noise) the game stops and the retrieved Slugs are counted. 3 cheers for the winner.

The assignment on the way back is that I give them a scavenger hunt, similar to this:

SCAVENGER HUNT

1. A very pretty rock.
2. The biggest leaf you can find.
3. Something that is brown.
4. A twig that is on the ground.
5. A long stick that is on the ground.
6. The leaf of a fern.
7. A piece of tree bark.
8. A round rock.
9. A flat rock.
10. A piece of moss.

When they have gathered all the items, I challenge them to make a picture with the items at approximately where their Checkpoint #2 was. If time permits, I ask them to find a spot slightly off the trail (leader supervision required here) and to sit there and be perfectly quiet for 10 minutes. (No, it is not impossible – it is a challenge!) After 10 minutes gather together on the trail and ask them to tell what they heard. Be prepared for some wild imagination.

CHECKPOINT #4:

The final checkpoint is the same as Checkpoint #1. Here we ask the Otters to point out the following items:

1. A coniferous tree.
2. Something that flies.
3. A parasite.
4. A natural object that is red.
5. A plant with berries.
6. Something you might use if you were fishing.
7. Evidence that something has died.
8. Insects.
9. A natural object that is blue.
10. Evidence of disease.

The list should reflect objects that are evident in this area. Be prepared for some wild and woolly definitions.

Thank everyone for a great day.

REMEMBER: TREES ARE THE LUNGS OF THE PLANET!



Games are an important part of all traditional Scouting programs and especially the Timber Wolf program. That's one of the reasons The Chief included a number of games in his "*Wolf Cub Handbook*". We thought that summer is a good time to remind you of a few of them.

THE BAGHEERA DANCE

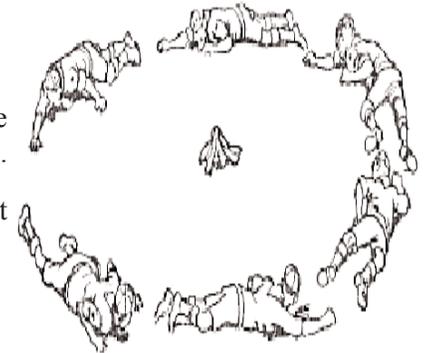
BAGHEERA was the black panther who could climb trees, or creep silently and quite unseen in the shadows by night. He was the crafty and skilful hunter, brave and enduring.

Although he could be fierce and terrible when he liked, he had a kind heart, and he taught Mowgli how to hunt and get his food.

For the Bagheera Dance each Cub becomes a panther.

The Pack being in the Parade Circle, each Cub moves along in a crouching position, looking out to the right and left for game to hunt. Suddenly game is in sight. Every Cub squats down, turning his head and gazing towards the centre of the circle, where he must imagine there is a deer feeding. In order not to be seen, he quietly gets on to all fours, and turns towards the centre, and then crawls backwards a few paces, in order to get a little further away from the deer, so as not to frighten him. Then every Cub begins to crawl slowly towards the centre. As they get nearer, all creep closer to the ground and more slowly. When they get near, all lie flat till the leader says "Now!" when they all spring forward on to the imaginary deer with a yell, seize him and tear him to pieces. They all fall outwards and run jumping back to their places in the Parade Circle, carrying and biting imaginary lumps of deer meat.

During the dance every Cub must watch the leader, and instantly do the same thing as he does.



GAME: SHERE KHAN AND MOWGLI

Father Wolf, Mother Wolf, and all the little wolves form a string one behind the other with Mowgli, the smallest, as last in the string. Each catches hold of the waist of the one in front of him.

Then comes along Mr. Shere Khan, the tiger. He wants to catch Mowgli — but whenever he tries to get him Father Wolf puts himself in the way to stop him, and all the string of wolves clinging to each other try to keep Mowgli safe behind them. Mowgli has a neckerchief hanging like a tail behind him from under his jersey, and if Shere Khan can get his tail within three minutes he wins the game, otherwise the wolves win.

OUR NATIONAL FLAG

AND HOW TO TREAT IT.

Flags are symbols that identify people belonging to a group. The National Flag of Canada and the flags of the provinces and territories are symbols of honour and pride for all Canadians. They should be treated with respect. The manner in which flags may be displayed in Canada is not governed by any legislation but by established practice that has been observed in Scouting for many years. It may seem a rather confusing to new members, but showing proper respect to the symbol of our country is an important part of who we are as Canadians and particularly as Canadian Scouts.

The current Maple Leaf design was adopted unanimously by a Parliamentary Committee on October 29, 1964. It was proclaimed by Her Majesty Queen Elizabeth II on January 28, 1965, and was first officially flown on February 15, 1965, at a ceremony held on Parliament Hill in Ottawa in the presence of the Governor General Georges P. Vanier, and members of the Canadian parliament.

The National Flag of Canada is important national symbol and should be displayed only in a dignified manner. The National Flag always takes precedence over all other national flags when flown in Canada. In general terms, there are two different styles of the flag: Parade Flag, which is attached to a pole and is carried by a “colour party” in a parade, and a Hoist Flag, which is hoisted to the top of a flag pole or a mast by attaching the flag to a rope, called “halyard”.

When the National Flag of Canada is raised or lowered, or when it is carried past in a parade or review, all present should face the flag, men should remove their hats, and all should remain silent. Those in uniform (and that includes Scouts) should salute.

Different parts of the flag have their technical terms but for the purposes of this article, it is necessary to remember only two of them. The Hoist is the part of the flag



closest to the flag pole, or mast. On a Hoist Flag it has a short length of rope sewn into its sleeve. This rope would usually have a wooden toggle at the top and an eye at the bottom, which makes it easy to attach the flag to the halyards of the flagpole. The opposite end of the flag, which flutters in the breeze is called the “Fly”

In Canadian Scouting, the flag is raised to the top of the mast furled and then “broken out” by a tug on the part of the halyard attached to the bottom of the flag. Sea Scouts call the National Flag the “Colours” and always “make Colours” by hoisting the flag unfurled, free to flutter in the wind.

The customs and traditions of each group in Scouting may be somewhat different, but all of them have common elements. For example, in almost all groups, at the beginning of a troupe meeting or a camp, the national flag is paraded into the meeting or it is hoisted on the mast in a brief ceremony. Similarly, at the end of a meeting or a camp, flag is either paraded out of the meeting place or lowered as part of the closing ceremony.

The part that seems difficult to many new Scouts is the lowering of the flag and folding it up so that it can be ready for the flag break the next morning. The flag break itself is very easy, if you have properly prepared the flag. All you need to do is to untie the halyards from the flagpole, make sure that they are not tangled up, give the lower halyard a good strong tug, and the flag will break out free. Then you attach the halyards securely to the flagpole to make sure the flag will not slide down on its own, and you are done.

Lowering the flag at the end of the day is a little more involved and could use a bit of practice. First, you and another member of your Patrol would be called by your Patrol Leader “to the post”. That means that you and the other person will make one step back from your place in the Horseshoe, make a crisp “left turn” and walk quickly around the outside of the Horseshoe to the mast or flagpole. Next, the person conducting the ceremony will ask you to “Clear the Halyards!”. On that command you will untie the halyards from the flagpole and make sure that they are not tangled in any way. Make sure that you hold them both firmly in your hand, so that the flag will not slide down on its own, or worse yet, the wind will not make it fly wildly. When you are sure your halyards are ready, you answer in a loud clear voice “Halyards are clear!”. As soon as the

person in charge of the ceremony tells you “lower the flag”, hold the upper halyard with one hand to prevent it from slipping, while with the other hand you pull down the flag with the lower halyard.

So far, this was strictly a “one man job”, and since you are a bright Scout, you were wondering what do you need the other fellow for. Here comes the job for your partner. The other fellow’s job is to make sure that as you are lowering the flag, (s)he catches it and prevents it from touching the ground. To allow the flag touch the ground is considered an insult to the flag and the country it stands for. You will need to make sure that the flag is lowered slowly enough for your partner to catch it and hold it or sling it over his shoulder, while you will untie the flag from the halyards and secure the halyards to the mast.

Now, there is one more thing for both of you to do, fold the flag. This part should be practised to make sure that you can do it reasonably quickly and not let the whole camp stand around at attention while you struggle with the flag.

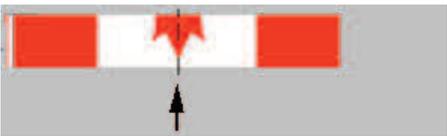
Here’s a good way to do it:



You hold the flag at its hoist, while your partner takes it at the fly. (*You see, there was a good reason why you needed to know those two parts.*) Then you both fold the flag along the dotted line. It will work best if you both keep the flag well stretched between you.



Next step is to fold the flag again along its length as shown in this picture.



The last fold will be to bring the fly of the flag to its hoist side.



Then you roll up the folded flag from the middle towards the hoist. You then use the flag’s own rope to secure it rolled up, with a slippery hitch



The rolled up flag, ready to be hoisted to the top of the mast and be ready for the next day’s flag break

Toggle

Slippery hitch will hold the flag rolled up, but will release at the tug on the bottom halyard which is attached to the eye

Eye

For more details, see your handbook and

<http://www.pch.gc.ca/pgm/ceem-cced/etiqt/index-eng.cfm>

CALL OF NATURE

There are just not enough cliches about summer fun! And of course most of them involve the big 3 S: Sun, Sand and Splash. To us adults, they are amongst the most treasured memories of our youth, boating, or swimming with our friends or families. It is also our responsibility as Scouters to make sure they are amongst the best memories for our young people. Our challenge is to find the happy median between fun and safety.



On the water, safety comes first

photo ©Karl Pollak

Most of our water activities during the summer will involve swimming and canoeing. Here are a few safety principles that will make the experience more enjoyable for everyone.

Any swim party from any Section must be under the supervision of a Scouter or another responsible adult appointed for the purpose of being "In Charge." The safety of the swim area must be established prior to the members being permitted to enter the water. The person in charge should first make sure there are no submerged hazards and should point out to the swimmers how far they are allowed to go.

Any swim party must be organized on the buddy system. Prior to entering the water, the members shall be paired off and instructed that they must stay reasonably close together while in the water. At intervals, on a given signal from the person in charge, each shall make their way to their buddy and raise their clasped hands to signify that each has found their buddy. The adult in charge must investigate missing buddies **immediately**. If one member decides to leave the water for any reason, they must inform their buddy who must also leave the water at the same time.

During the swim period, two good swimmers (swim pickets) should be on duty as life guards, either on shore, or afloat in a boat. These swimmers should hold the Bronze Medallion in swimming if possible.

A life-line or other recognized rescue aid must be available at all times to the swim pickets who must be proficient in their use.

Don't ever go on a boat without an adult, and make sure you have all your safety equipment on board. An oar, bucket, water bottle a painter or a throw line, and most importantly, a lifejacket or PFD, are all necessities!

Be Sun Smart!

- Wear a wide-brimmed hat, sunglasses, and light clothing to cover your skin whenever possible
- Use a sunscreen with a minimum of SPF 15, even on cloudy days!
- Don't forget to reapply every 3-4 hours

Be Aware of Signs of Heat Emergencies

- Severe muscle contractions, usually in legs and abdomen
- Normal or elevated body temperature
- Dizziness and/or weakness
- Rapid, weak pulse becoming irregular
- Irritable, bizarre or combative behaviour
- Headache and/or nausea

Medical attention may be required

*From materials in BPSA-BC P.O.&R. as well as
Canadian Red Cross pamphlets, compiled by*

Scouter Land



SCOUT LAW No. 4

Another installment of Scouter Roland Philipps' Letters to a Patrol Leader on the meaning of the Scout Law.

A SCOUT IS A FRIEND TO ALL, AND A BROTHER TO EVERY OTHER SCOUT, NO MATTER TO WHAT SOCIAL CLASS THE OTHER BELONGS.

My dear Jim,

As I set out last night for an evening of Scouting, I met two men with a third between them. They were carrying him. He could not stand on his feet, because he was dead drunk. He had been spending his evening in one of the dirtiest public-houses in East London. He went into it because he thought he wanted some beer.

What he really wanted was not beer, but a friend.

One winter I was walking along the London Embankment late at night. There were people sleeping there who had no bed to go to and no home. They had slept there many nights before. They had never, in fact, had much of a chance.

A chance might have come to them if they had ever found a friend.

A lad of eighteen was called up before the magistrates for stealing something out of a shop. He had stolen eleven times before, and was quite likely to steal eleven times again. He had never been into a church in his life, and had hardly heard a kind word from anybody since the day he was born.

Some said that he might be all right if he went into one kind of institution, and some suggested another. It was not so much an institution that he wanted, however. What he really needed was a friend.

Wherever we go, whether north, or south, or east, or west, whether in the country or in the town, we will find men and women and children who need that greatest, perhaps, of all God's blessings—a friend.

Where, then, are these friends to be found?

“We have a Law,” is our answer, “and the Law says that a Scout is a Friend to all.”

Some people think the fourth Scout Law is a passive Law.

The third Law tells you that you must go about doing good turns, the sixth Law tells you that you must extend your good turns to animals, while the ninth Law tells you that you must deliberately put by some of the money that you earn. The fourth Law, they suppose, is a more passive Law. There is nothing to trouble about. You merely have to be a friendly person and a nice chap to other Scouts, and there is no more to be said.

This idea is all wrong. The fourth Law is perhaps the most active Law of all. The Chief wants a Scout to earn for himself the name which Kim earned—the name of “Little friend of all the world.”

Now, if you read about Kim, you will find that he was not the sort of boy who sits still quite comfortably in a chair, but he was perpetually moving about amongst other human beings.

The people to be a friend to are the people who most need a friend; and it is just those people that a Scout may never meet unless he goes out of his way to do so.

Wherever you may be, either in your family circle at home, or at school, or at work in an office, or at a foundry, or at a club of men or boys, you will find, if you keep your eyes open, that there is at least one person, perhaps more, who feels a bit out of things — what we often call “down.”

They may have had a piece of bad luck or several turns of bad luck; they may be unwell; they may have suffered loss, either small or great; or they may merely be rather depressed; and it is into the lives of those very people at those very times that we want as Scouts to go.

Scout Law No. 4 continued

We must look for those who want a friend, and let them have a friend in us.

You may have heard that, a good many years ago when General Gordon was running his boys' club at Dartford, a small, ragged boy who was starting on a two-mile walk to his clubroom after a day's work was asked by somebody he met why he was going so far.

"Because there's a bloke up there wot loves yer."

That was his answer. It was short, and full of meaning. If any more was wanted it was given by the boy's happy step and sparkling smile as he went along his way.

All the crimes and sins in the country are committed by people who lose their self-respect, and believe that nobody cares whether they go straight or not—who think that they have no friend.

If there are 200,000 Scouts in Great Britain today, how grand a thing it would be if 200,000 happier people who would otherwise be sad could look up brightly and gladly and say:

"Yes; I have got one friend, at any rate. He is a Scout. A Scout is a friend to all, and I know a Scout who is a friend to me."

If you can get your patrol to catch hold of something of this spirit of friendship towards the whole world, you will have no difficulty in getting them to be "A Brother to Every Other Scout, no matter to what social class the other belongs."

It is quite a good thing to think now and then:

"Now, which chap in our troop seems to be getting a less jolly time than the rest ?

You will nearly always be able to think of one or two boys who seem to be a little out of things.

Perhaps they are not very cheery. Perhaps there is something about them which makes the other boys laugh. Perhaps they are rather sensitive. Perhaps they are not much good at games. That is when the Kangaroos have a good chance of being loyal to the fourth Scout Law.

Your Scouts will go out of their way to find some other Scout who feels rather down in the mouth, or who is rather out of it, and they will make his mouth rise up again in a smile.

The result will be that, instead of being out of it, he will be brought into it by the brotherliness which any of you have the power and opportunity of showing him.

If a Scout meets any other Scout, even though a stranger to him, he must speak to him and help him in any way that he can.

It is important always to wear your Scout Badge, and if you change your coat on Sunday remember to change your Badge also. Then as you go on your way you will meet another boy wearing the same Badge as yourself, the Badge of the three Scout Promises; and when you catch his eye you will hold out another Badge of the same Promises—the three fingers of the Scout Salute.

This boy will give you a Salute in reply, and you will know that his Laws are your Laws, and that, although you have never met before, and you may never meet again, yet you are both in your own lives trying to carry out the wishes of your Chief.

Before you met him you were thinking how hard it was to keep your Laws at all, and it is easier now, because you have met another Scout who is trying to do the same.

You give him your left hand in the heartiest of handshakes, because the idea of it is that you are giving him your heart; and it is your heart that you want him to have.

You will tell your patrol many stories of fine friendships related in history ever since the world began, so I will say no more now, as one of the best ways of carrying out the fourth Scout Law is by keeping the fifth as well, and I shall be writing to you about that in my next letter.

*Your sincere brother Scout,
Roland B. Phillipps*



YOU CAN'T BEAT SUMMER !!



Send us news from your Group. We would like to tell everyone what your members have achieved and what interesting things you have done lately. Let us know what you would like to see in the Gazette – you could even write a story for us!

gazette.bpsa@gmail.com

Don't be shy – drop us a line!

