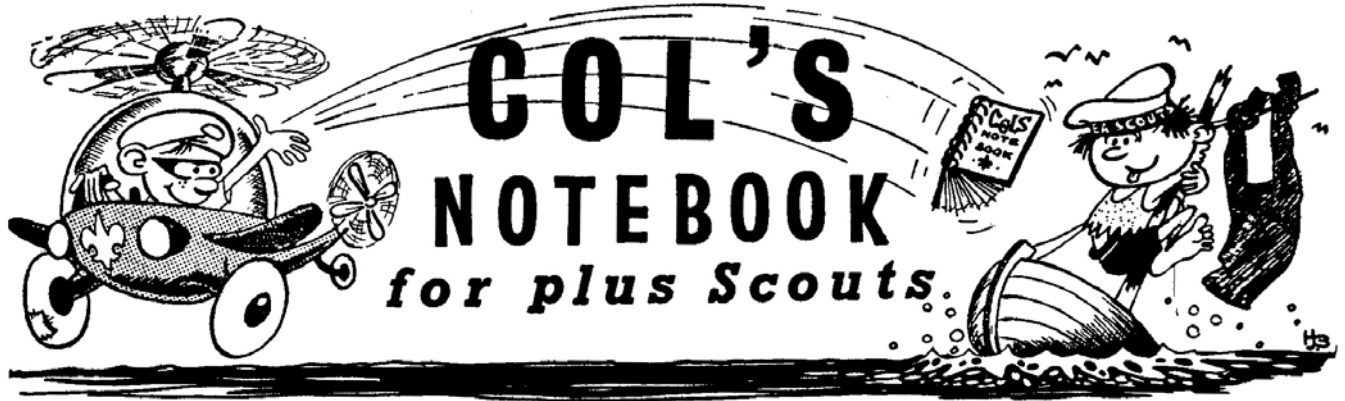


# **The Scout**



*Week ending 13th May 1961* **EVERY FRIDAY** 6d



**What's Cooking?**

Cooking in camp is a necessity but you can also cook for fun: trying out dishes you haven't previously tried. Here's one for the foil experts:

Cut the tops off the number of apples required. Core and fill with marshmallows. Replace top and wrap in aluminium foil. Bake until tender.

And here's one to try in your camp oven:

*Little Pig Potatoes* - 8 large and long potatoes, 8 sausages. Wash potatoes then cut a core out of the centre of each and stuff the hole

with a sausage that has been partially cooked. Bake in moderate oven 40 to 45 min.

And have you ever tried "planking a fish". Use wooden pegs and don't get the plank too close to the fire - hurry in this kind of cooking (as in most others!) means failure. You should of course first clean and split your fish. You fasten it with the skin side to the plank, which should be reasonably hot when you do it. It's a good idea to have a pan at the base to catch "drippings". Baste the fish now and then with salt and fat (e.g. lard). When the flesh begins to flake it's ready for eating.

**You Write**

From P.L. Graham Walker, 1<sup>st</sup> Disley:

"I am sending you this puzzle which I hope will be on your page in "The Scout" in the near future. I was given this puzzle while in a barber's shop by an elderly gentleman who I was talking to. This is the puzzle: I subtract 45 from 45 and am still left 45. How is this obtainable?"

(Answer from Graham next month)

**Last Month's Puzzles**

Answer to "Are you square" was. 140. following six have been The following six have been chosen out of the many correct entries received.

- P/2nd C. R. Whitaker, 277th Manchester.
- P/2nd P. Fayers, 10th Margate
- P/2nd J. Cooper, 8th Mansfield (St. Lawrence).
- Scout Paul Bennett, 3rd Camberwell (1st Dulwich).
- Donald MacKerron, 2nd Orkney.
- P/2nd Roger Crick, 1st Ashingdon.

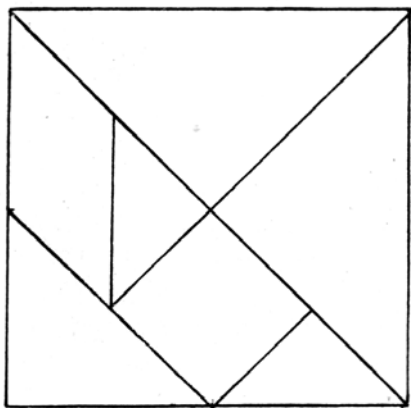
Answer to the house named Zodiac was: 601.

- The following six have been chosen out of the many Correct entries received.
- T.L. E. Reeves, 1st Gawsorth (St. James).
- P.L. C. Wren, 6th Cockermouth.
- P.L. C. Simmons, 1st Brightwellcum-Sotwell.
- T. K. Lockyer, 145th St. Christopher's (Bristol).
- P.L. P. Bates, 11th Swansea Portmead.
- P.L. Richard Pester, 32<sup>nd</sup> Huddersfield.

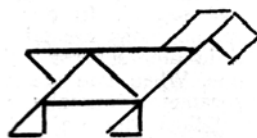
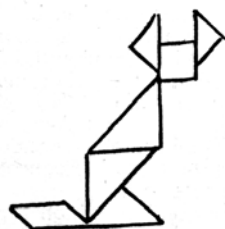
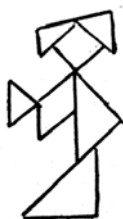


## This Month's Special: The Sevenboard

This is a Chinese toy which goes back many hundreds of years and which you can make for yourself.



Here for example are a dancing girl (!), a cat and a dog:-



Prizes of Scout paper backs – mention your choice – for any good sevenboard “arrangements” received by the end of next week (usual address: Col. C/o The Editor, 25 Buckingham Palace Road, London, S.W.1.)

## Keep Britain Tidy

The correct use of litter bins, etc., does much to ensure that our towns and countryside remain clean, safe and unspoilt by an unsightly mess.

On the right is a reproduction of the latest poster produced by the “Keep Britain Tidy” Group. The organisers of this campaign work hard to encourage a more thoughtful outlook among the public towards anti-litter.

All Scouts do, I hope, see to it that they combat the menace by not contributing to the cause of litter!

3. Draw the badge of the anti-nuclear bomb supporters. (Or you can use this just as a Patrol Corner item in a Troop Meeting).



## Observation Shock

It's a good idea to give the chaps at a Patrol meeting a quick observation stunt *in the middle of some other part of the programme* - halfway through a game, some instruction or revision of some sort. For example, they have to:-

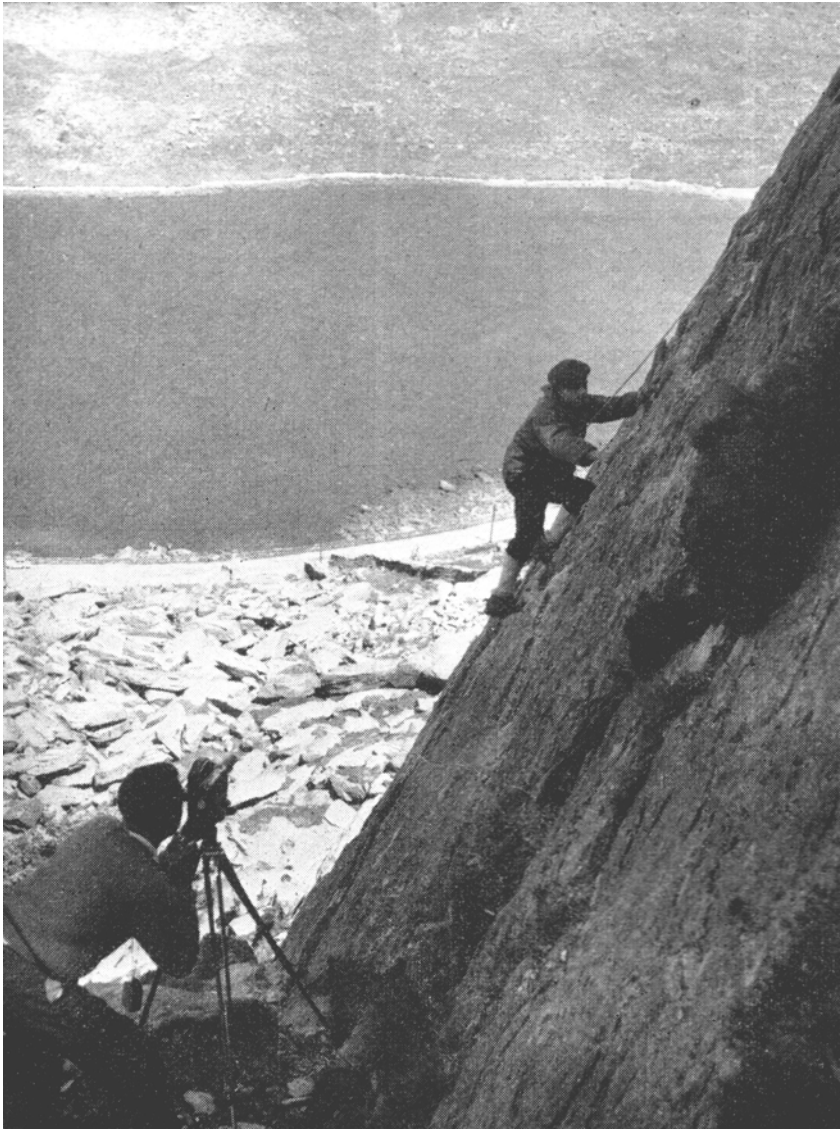
1. Draw the sign which tells you a garage is authorised to test your car.
2. Make a sketch as accurate as you can of the nearest lamppost to this H.Q.

## Camping - 1961

“When day is done, and sinks the sun” - Why not make music(!) But seriously, accompaniment at a Camp Fire can help a lot and something like this is fun:-







# *You too can be a Film Star!*

*By*

**REG ALLENBY**

*(Photographs by Publicity Dept., I.H.Q.)*

**PHOTOGRAPHY** is an absorbing hobby, but sooner or later you will wish to show your photographs to a number of people at the same time. By the use of an epidiascope, you can project your photographs on to a screen, or alternatively you can, from your negatives,, make lantern slides which can also be projected on to a screen.

But as soon as pictures are shown on a screen, there arises a desire for the pictures to move. Cinematography has become increasingly popular among amateur photographers during the past few years, and we in Scouting can make great use of it to make records of our activities.

The beginner is faced with the decision as to which gauge of film to use. There are three film sizes for the amateur: 16-millimetre, 9.5-millimetre and 8-millimetre widths. The most economical of these is the 8-millimetre gauge. Film in this gauge costs 21s. 6d. (inclusive of processing) for black-and-white films, and from 25s. 5d. to 27s. 8d. for colour film. This amount of film will produce a movie film running for just over four minutes when projected at 16 frames per second.

Of course, before you can start to produce a film, you need a movie camera. Filming is so popular nowadays, that you may very well have a Scouter or a member of your Group Committee who already possesses a camera. In this case, he might be persuaded to film your Scouting activities for you. Perhaps your father, or some other member of your family, has a camera - in fact I am sure that quite a few of you Senior Scouts have cameras of your own. But when a Scout Group is really bitten by the movie-making bug, it is a good idea to have a movie camera as part of the Group equipment.

Cameras vary in price, but brand-new ones are available at about £18. I am informed on good authority that a new 8-millimetre movie camera will shortly be on sale at around £12. Being a keen moviemaker myself, I read a number of magazines on cinematography, and frequently see advertisements offering second-hand cameras in good condition for about £10 or even less.

The normal speed at which silent film travels through the camera is 16 frames per second. In one second, sixteen photographs are taken, each one a little different from the preceding one. When you are using an ordinary camera, you take a photograph and then wind on the film by hand. In a movie camera, the film is moved on by means of a clockwork motor (in some cameras it is

a simple electric motor), and as long as you keep your finger on the push button, the camera will keep on taking photographs.

When the camera shutter opens to take picture, the film is stationary, but as soon as the shutter closes, the film is moved on one frame by a claw mechanism, which engages with the sprocket holes in the film.

Some movie cameras have motors with variable speeds; that is, they can film a subject at speeds varying from 8 frames per second to 64 frames per second. At the latter speed, 64 separate pictures are taken in one second.

When projected at 16 frames a second, the action, which took, say, five seconds to film remains on the screen for twenty seconds. This is the essential feature of "slow-motion" filming.

On the other hand, an action filmed at 8 frames per second is speeded up to twice its normal speed when projected.

8-millimetre film is usually used in the form of spools of 16-millimetre film, which has special sprocket holes.

When the film has gone through the camera once, it has been exposed only over half its width. It is then run through the camera a second time, in order to expose the other half of its width. After the film has been processed - that is, reversal developed, so that the film which has been exposed in the camera ends up as a positive print ready for projection - it is split down the middle, and the two parts are joined to make a continuous length of 50 feet of film 8 millimetres in width.

The film is then projected on to a screen by means of an 8-millimetre projector. This means that 16 pictures follow each other in rapid succession on the screen when the projector runs for one second. The projector, like the camera, has what is called an intermittent movement. This means that the film remains stationary behind the lens whilst the shutter is open, and moves forward one frame during the short time that the shutter is closed. The cost of an 8-millimetre projector is around £25.

Fortunately for us, the human eye has a property, which is called "persistence of vision". When the eye sees something, the impression at the back of the eye (the retina, for you scientists who may be reading this) is retained for a short time. By the time it is fading, the next picture has appeared on the screen, and so we get the impression of continuous movement when we look at a cinema screen.

Just as in still photography, the amount of light, which enters the camera during a single exposure, depends on two factors - the shutter speed and the lens aperture. Many of the simpler movie cameras have only one speed - 16 frames per second, and so the correct exposure of your film is controlled only by the setting of the lens aperture. Even with variable-speed cameras, it will be obvious that most of the filming is done at the standard speed.

But, if you wish to film at 64 frames per second, the shutter must work at four times its normal speed, and so the lens aperture must be opened up by two "stops" in order to compensate for the increased shutter speed.

It will be obvious that, in the case of a single-speed camera, the lens aperture will still need to be adjusted in order to compensate for the difference in brightness when filming takes place sometimes in bright sunshine and at other times in dull conditions.

I said above that your exposed film is returned to you after processing as a reel of 50 feet of film 8 millimetres in width, and that this would have a projection time of about four minutes. When you have a few of these 50-foot reels, you can join them together by means of special film cement (the process is known as "splicing"), so as to make up a long length of film, which will give you a longer projection time.

You will no doubt find that some of your cine "shots" are not so good as others. These should be cut out of your film. Sometimes it is a good plan to alter the order in which the various "shots" are shown. When you become really proficient in re-assembling the different sequences to make a film more interesting, you are starting out on what is known as "editing" your films.

Of course a good film should have an opening title, and if it is to be a silent film you may from time to time need other titles (known as subtitles) where some aspects of your film needs explanation during its showing. Titles may be hand-drawn, or they may be made up by the use of plastic or felt letters. In any case, the title is photographed in just the same manner as your moving subjects.

A new development in amateur filming is the addition of a "sound track" to your films. Many 8-millimetre projectors have attachments, which enable the user to play a sound track on magnetic tape by means of a tape recorder, which is coupled, to the cine-projector.

Many photographers use their cine cameras held in the hand, but in most cases steadier pictures are obtained if the camera is mounted on a tripod. Newcomers to movie-making often move the camera around too much when filming. It is a good thing for the beginner to keep his camera still, and let the subject of the film provide the movement. Finally, just as in the case of a still camera, filming can be done indoors, provided you have the necessary lighting equipment.

You may think that making a start in cinematography is going to be a very expensive business, but it should not be outside the reach of a normal Scout Group. I once earned enough to buy a cine camera and a number of accessories by putting on a Scout show for a couple of nights. I am certain that most Scout Groups have their own special money-raising efforts, and I am sure that you would find that a Group effort for the express purpose of raising the money to buy a cine camera would be well supported.

What subjects should you attempt to film? Well, during the past few years, I have made movie films of visits to Denmark, to Belgium and to Austria, as well as films of various parts of this country. I have filmed Scout camping competitions, the Jubilee Jamboree, the building of a Scout Headquarters, a Scout camp which was visited by the Chief Scout, and sundry Scout Parades and Rallies. I filmed my son's Investiture as a Scout (we saved his Investiture for a few weeks, so that he could be invested at the Summer Camp at Gilwell Park), and I have made films of various Scout activities including Scout shows (you would be surprised how many cine-enthusiasts were busy filming the dress rehearsal of the "Three Counties Gang Show").

There is surely an inexhaustible range of subjects for filming, and if you decide to take up this interesting hobby and require any further information or advice, I shall be only too pleased to help if you will write to me, do the Editor.



# THE GROTTO IN FISCIPUS

by Henry van Gilder

**THE STORY SO FAR:** *Having been threatened with expulsion from school, Tony Harrison goes to The Juke Box coffee bar as usual where he joins his pals. They bait a negro lad, and Tony makes plans with his friend, Pete Castle, to go to the cinema instead of Scouts. He arrives home late, making the excuse that he has had to wait at the library. He is rude to his parents and unkind to his dog. After supper, he goes to his room and lies on his bed. A bit later he gets up and changes into uniform. On his way out, Tony puts long trousers and a sweater over his uniform. He walks towards the town in the thick November fog. He decides to take a short cut along a back street where the gas lamps are out of order. Tony hears footsteps coming towards him from an alleyway. He starts to run; then something grabs his arm...*

## Chapter Two

### NO RETURN

TONY TRIED to free himself, but quickly realised that struggling was useless, as his arm was held by a grip of iron. He stopped trying to resist and immediately the pressure on his arm eased.

"Who are you?" he asked nervously, peering into darkness. He could only see the vague outline of a man's face. "And what do you want?"

"Is that the way to talk to a stranger?" the man said.

"Well, you must admit you asked for it," Tony replied. "You grabbed me. You didn't expect me to just stand there, did you? Anyway you might be a crook of some sort," he added.

"Maybe I am." Tony felt his confidence shattered like a broken pane of glass. The voice paused. "But as it happens, I'm not. I've been watching you carefully for the past year or so..."

"You've been doing what?" Tony interrupted indignantly; annoyed that anyone dared to keep an eye on his activities.

"I said I've been watching you. I've seen that you think you're rather independent and adventurous." Tony opened his mouth to object, but closed it as the stranger went on. "But you just

don't know what real adventure is.

What you've been doing is so trivial compared with what I can offer you."

"Can you offer me real adventure?" Tony's eyes lit up with excitement.

His doubts about the nature of this strange person disappeared.

"Yes," the man said without hesitation. "I think there's some good in you," he added in a low voice.

Tony didn't catch the last sentence. "What did you say?" he asked.

"Never mind," the man said quickly. "What I want you to do is to meet me at Burnt Wood crossroads. ."

"On the moor outside the town?"

"Yes. We'll meet at eight o'clock tomorrow night. And be prepared to go on a journey," the voice continued. "Are you coming?"

"Of course," Tony said eagerly.

"Are you sure?"

"Yes, I promise."

"Good. I'll see you tomorrow."

The stranger turned and disappeared into the fog and was lost to the darkness of the November night.

"By the way, where are we going?" Tony called after him.

But there came no answer. Tony stood quite still. He was alone. Everything had happened so quickly. After a full two minutes, he ploughed his hands deep into his trouser pockets and started to walk decisively down the street towards the dim lights.

"What the heck!" he said to himself. "I could do with some fun. I bet one of the lads told him about me. It'll be worth it if only to get away from school and home."

Tony took the next turning on the right along a narrow lane, which led to the High Street. The fog was still thick, but the intense neon lights seemed to dispel the gloom of the road he had left behind. Having passed a dozen or so shops, he came to the impressive entrance of the Grand Cinema. He saw Pete Castle standing at the top of the steps in a corner by the double entrance doors. The plans made in the coffee bar that afternoon had gone without a hitch.

They had a quick look at the photographs of the film in the wooden

frames.

"`LUST` Certificate X; the most shocking film of all!" the caption read.

Tony took Pete's money and, drawing himself to his full height, approached the cashier's desk.

A notice which said "Children under sixteen not admitted" was prominently displayed on a card behind the glass panel at the front of the box.

"Two shillings," he said, in the lowest tones possible, but his attempt was not a complete success.

"Are you sixteen?" the cashier inquired shrewdly, searching him with doubting eyes.

"Of course!" he replied, pushing the money towards her.

"Oh! well, I suppose you are." She took his money and handed him the tickets. "You've a Scout badge in the lapel of your mac."

Tony cast her an angry glance and signalled to Peter. They bought some cigarettes at the kiosk before they went through the door into the auditorium.

By the time Tony got back to the garden shed it was a quarter past nine. He took off his outside clothes quickly and squashed them into the orange box. Even though they had had to see the last part of the main film first, everything had worked out perfectly. He felt it had all been well worth it.

His parents were listening to the tail end of a radio programme as he put his head round the sitting room door. When they asked him why he was late, he explained that there had been a long Patrol Meeting to discuss a stunt, which was to take place the following evening after school. "I'll tell you all about it at breakfast" he said. "Goodnight. See you in the morning." He closed the door quietly and went upstairs to his room.

"He must have enjoyed himself at Scouts this evening," said Mr. Harrison as he pulled himself out of his armchair. He stretched and switched off the radio.

"I don't think he's done anything with his Patrol at the weekend before," Mrs. Harrison commented. "Perhaps he's turned over a new leaf."

"Let's hope so," Mr. Harrison said. He put another log on the fire.

"If he has then perhaps he'll turn over a new leaf at home and school as well. I'm sure he's a good lad really."

The family Harrison had one of the most pleasant and peaceful breakfasts they had had for many a month. Even after a night's sleep, Tony hadn't felt any pang of conscience about the web of lies, which he had spun for himself. He almost relished the way in which his parents were believing the tales he told. When he left for school on that Friday morning, they were both convinced that he was going on an all-night wide game with the Otters and Skipper Bill Neasden. In spite of all the difficulties he had caused during the past year or so, Mr. and Mrs. Harrison felt sure that at last their son was trying hard to pull himself out of his idle ways. They were prepared to forget the past and look to the future. His renewed interest in the Patrol had given them real hope. Had Tony realised the deeper implications of his deceitful story, he might never have started. He hadn't learnt that one lie leads to another and another and another. For Tony, Tony was the most important person in the world and he never thought of anyone else.

Tony managed to avoid getting into trouble at school, not because he really had become more thoughtful, but because he was too preoccupied with his daydreams about the adventure, which the stranger had mysteriously promised him. He did wonder once or twice who the man was, but quickly dismissed the thought from his mind. The most important fact was that he, Tony Harrison, would be free of his parents, the school and everybody. "I'll be able to do exactly as I please," he said to himself.

After supper that evening, Tony went up to his room. He pulled down his rucksack from the top of the wardrobe. It was covered with dust and still had the makers' label tied to one of the straps. It hadn't been used since he had put it there almost a year before. When his father had given it to him as a birthday present he had shoved it away with disgust, thinking it was useless. Now, in rather a warped way, he almost thanked his father. Tony packed a couple of sweaters, socks, under and a few other odds and ends. He lifted the pack to test its weight 'Not too bad,' he thought. He changes into his uniform, put on his raincoat and went downstairs.

He purposely left the rucksack in the hall when he went into the sitting room to say goodbye.



Tony tried to free himself

He did not want his parents to see how much he was taking.

"I've packed you some food. It's on the kitchen table," his mother said.

"You needn't bother to come and see me off," Tony said. "You might lose the plot of the programme."

The trick worked. His parents wished him well and told him to have a good time. He picked up his pack and went out through the kitchen, taking his bags of sandwiches on the way. He closed the back door without a sound and went straight to the garden shed where he

found his long trousers and sweater in the orange box just as he had the eight before.

When he had completed his disguise, he threw his beret in a corner, but picked it up again, thinking he might need it. He scampered down the path and through the front gate. "Perfect I've done it," he thought proudly.

The fog did not appear to be quite as thick as it had been the night before, but as Tony walked briskly along the road out of the town, it seemed to close in on him.

The higher he climbed, the narrower the width and breadth of his vision became. In spite of the proverbial November weather, he had no difficulty in finding Burnt Wood crossroads. He had been there countless times before as it was the meeting place of the gang.

He sat down beneath the tall white post, which carried the four white direction arms. It was cold and dark. Tony looked at his watch. Ten to eight. He opened his pack and pulled out another sweater. He put it on and sat down on the grassy bank to wait.

Those ten minutes seemed like ten years. For the first time in his life he began to feel really frightened. For the first time there was no one to keep Tony company but Tony. The minute hand crept round to the hour and he wanted to run back to the warmth and comfort of his home and abandon this escapade. As he rose stiffly to his feet, he heard someone cough behind him. He spun round and saw the vague outline of the stranger's face in the swirling fog.

"So you've made it!" the stranger said. "I don't think I want to come now," Tony said, as confidently as he could. "I want to get back to get borne to Mum and Dad."

"You're thinking of them, are you?" The stranger paused and breathed deeply. "Why? Because you're scared. You aren't the marvellous person you thought you were. And why? Because you're selfish. Now the tables are turned, it suits you to think of them."

"I want to go home," Tony pleaded, on the verge of tears.

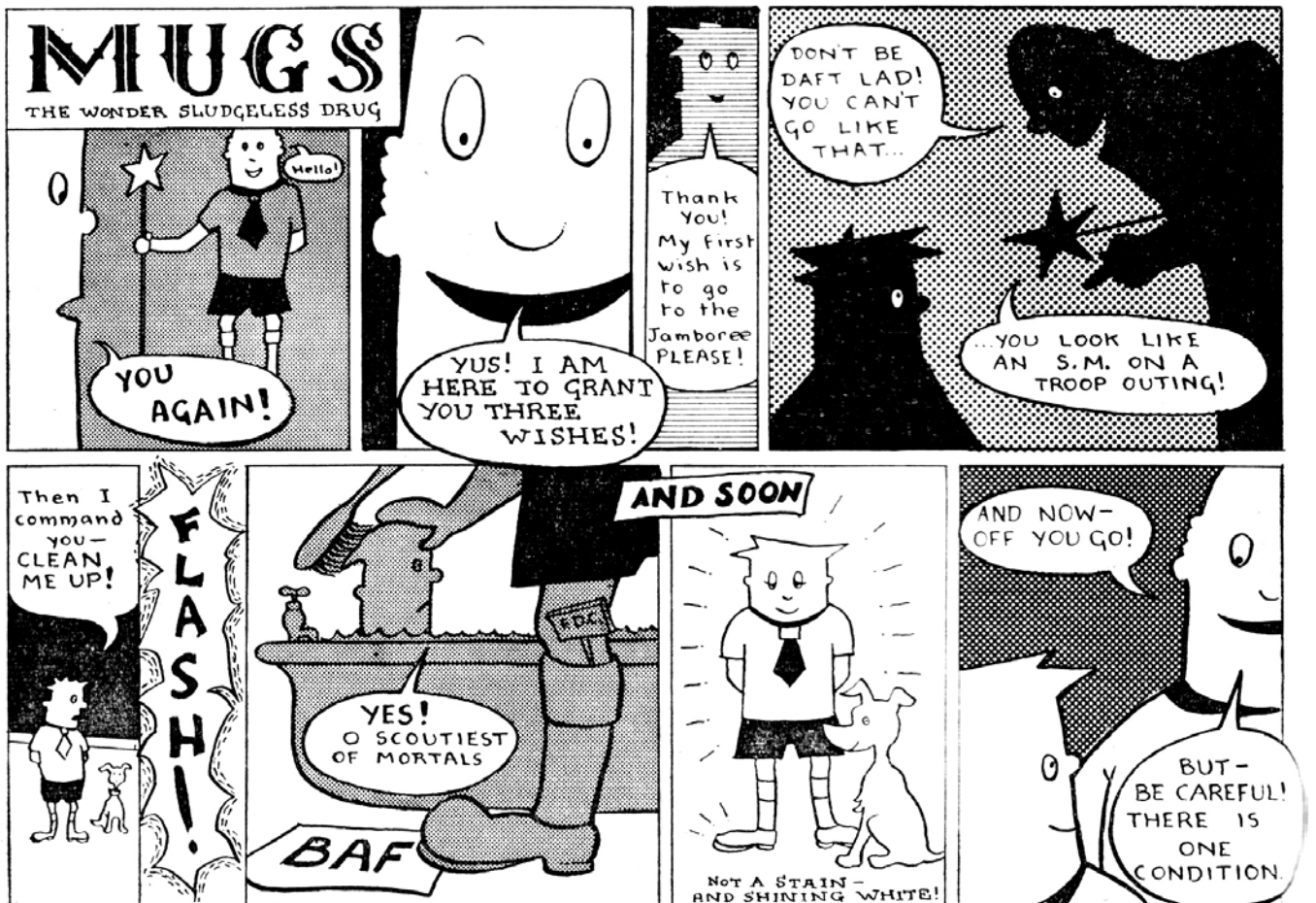
"There is no turning back," the stranger said sternly. "You gave your word."

Next Week: **DOWN THE IVY**

**DO YOU KNOW YOU CAN GET THE FOLLOWING BADGE BOOKS?**

*They are 1/6d. each (plus 4d. post)*

1. Oarsman and Helmsman.
2. Music Maker, Musician, Book-man, Reader, Speaker. Orator, Linguist, Interpreter and Scribe.
3. Cave Explorer, Rock Climber, Mountaineer and Mapmaker.
4. Swimmer, Master Swimmer, Life Saver, Rescuer, Signaller, Leading Signaller. Designer and Artist.
5. Backwoodsman, Pioneer, Senior Pioneer and Forester.
6. Coxswain, Pilot, Hiker and Venture.
7. Air Mechanic, Air Glider and Glider Pilot.
8. Basket Maker, Bookbinder, Joiner, Printer, Metal Worker and Leather Worker.
9. Observer, Stalker, Tracker, Woodcraftsman and Naturalist.
10. Boatswain's Mate, Boatswain, Canoeist and Master Canoeist.
11. Starman, Astronomer and Handicraft.
12. Jobman, Handyman, Gardener, Horticulturist and Ropespinner.
13. Bellringer and Senior Bellinger.
14. Weatherman, Meteorologist, Air Spotter and Air Observer.
15. First Aid. Ambulance and Air Apprentice.
16. Missioner, Public Health and Marksman.
17. Athlete, Senior Athlete and Master-at-Arms.
19. World Friendship and Civics.
21. Stamp Collector, Philatelist, Guide, Pathfinder, Rider and Horseman.
22. Angler, Fisherman, Smallholder and Farmer.
23. Electrician, Wirelessman and Radio Mechanic.







# THE SCOUT'S

## ANGLING LOG

By ALAN WRANGLES

All the successful anglers I know have what I call an "adventurous" approach to angling. They are not hidebound by tradition nor do they always stick to what is orthodox and supposedly correct.

Of course certain basic rules have to be observed, but after reading the following several hundred words and looking at the diagrams my advice to you is - think! And then think again, before you go gaily off and try to catch a bass using one of the methods described.

Just think back over what I have told you about the habits of the bass, where he is likely to be and how he *moves* around and varies his station according to the tide flow. When you have thought about all this, consider the weather and the - amount of colour in the water, trying if possible to put yourself in the place of the fish. Consider for a while the amount of colour in the water, for if it is heavily discoloured the light will not penetrate so far or so clearly, therefore our friend the bass will feed nearer to the surface, the clearer the water or the brighter the day, down he goes into the depths. Why? Because he is a wild creature, a creature whose very life depends upon his ability to remain concealed from his enemies, yet able to close in an instant upon his prey.

Now come with me and together we shall go boat fishing for bass.

Our boat is lying upon its side, the tide has gone off a long way, for these are spring tides and when it begins to flow it will run quickly across the flat stretches of sand and on an evening such as this the bass will follow the tide and we shall follow the bass. The crabs I found earlier are all softies and are kept alive and happy in a wooden box filled with seaweed. (The lid of the box is perforated to allow the air to circulate.)

Looking towards the west, a row of old piles can be seen running down the

beach and out towards deep water, and just beyond the piles, also running out to sea, is a flood water and storm pipe which carries excess water from the low lying land beyond the coast road.

When fishing, a mark such as this local knowledge is invaluable, for when the tide comes in I can fish a ledgered bait for the first hour or so and then as the current gradually in creases from the west, I can up anchor and drift toward the east and fish a dead bait in the sink and draw method. The current will change again after about 1½ hours and will carry the boat back towards the piles where I shall anchor, change a float tackle and fish the "pipe" as in Fig 1.

If float tackle doesn't work, spinning or drift line fishing may. Still the tide is making, let's go aboard and tackle up.

As most of you know sound travels through water, and as in fresh water fishing, nothing is more certain to frighten fish than unaccustomed noise. Therefore our first and most important job is to arrange our rods, tackle and bait boxes, landing net and gaff in just the right position so that movement and noise is cut down to a minimum. Another thing, it can be dangerous to move about too much in a small boat, particularly when playing a fair sized fish when there's a bit of a sea running.

A last check on bait - crabs in the box, a few prawns in a can with very wet

Seaweed to keep them alive, lug worm between layers of newspaper, and a jar of preserved Rudd. The Rudd I caught during last winter and preserved in formaline; dace are also very good and *in* some ways probably better. These I keep as a standby in case I run out of the sprats I preserved in salt.

The tide continues to flood across the sands, the boat lifts and we are afloat. Fig. II illustrates a running ledger, the method which I shall use first. Baiting with crab I cast towards the deeper water and tightening the line I hold the rod in my right hand and allow the line to come off the reel over the thumb on my right hand and under the third finger as shown in the picture.

This allows me to keep "in touch" with my bait and the slightest "take" is immediately felt. Sometimes you have to tease the bass into taking, for as I told you earlier, he is looking for the crabs that are scurrying across the sand after being uncovered by the incoming tide. Therefore, if a bass is being finicky and is not particularly interested in the bait just lying there, as he mouths and rejects the bait either give him the bit of slack line around your fingers or lift your rod tip slightly and try to kid him that the bait is going to escape. Usually this trick works, and the bass takes with a rush. If he is any size at all he will run several yards with it, then, lift your rod tip and drive home the hook.

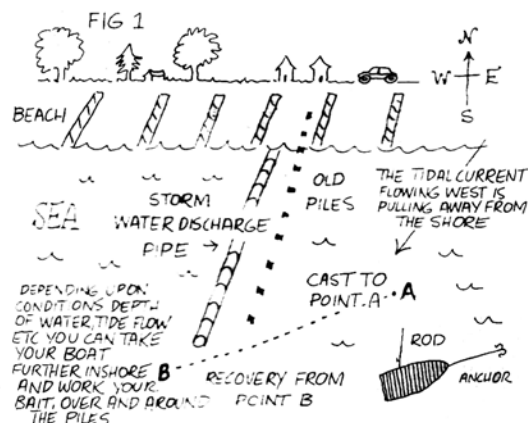
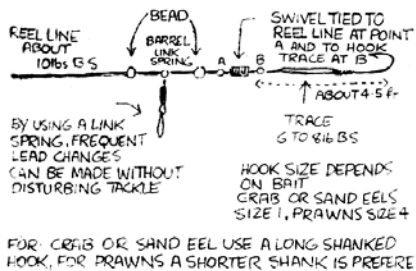


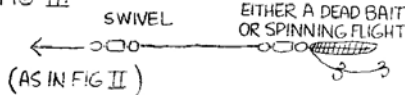
FIG II



The first fish is taken in a manner described, not a monster, but a nice fish of 3 lbs. or so, but the time has now arrived when we should try another method, so let's change our terminal tackle to the set-up shown in Fig. III.

We can now drift slowly over the sands and vary our method of fishing from sink and draw, if a dead bait flight is used or, by changing to a spinning flight as the water deepens so we can spin with a dead bait or change again to an orthodox spinner such as a "Vibro" or to a plug. Rubber sand eels, strips of bacon rind, or fish skin cut into strips, all make good attractive baits.

FIG III



For this style of fishing you need to have a fair selection of weights both pyramid style and the detachable spiral lead type. Experience and the depth of water and strength of tide flow will determine the amount of weight needed at any given time.

The time passes and the tide is now beginning to draw us towards the west, a short time with the oars and we are drifting down towards our mark as in Fig. I; over goes the anchor, making sure to be as quiet as possible and now to change once again to another tackle arrangement.

Fig. IV illustrates a method of setting up your float tackle; there are of course many variations, most of which are efficient. Many points must be remembered when fishing a mark such as this using float tackle.

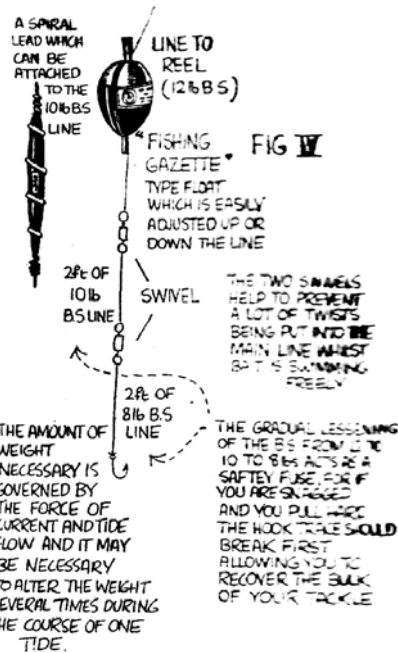
Remember what I told you about watercolour; whether the day be cloudy or bright; is there evidence of bass feeding on or near the surface? All these points help to decide the depth at which you will fish.

On this particular evening the sea is calm with very little colour, a light breeze is just rippling the surface, and as the sun is setting the light is not too bright so we set our float about 6 ft. above the hook and try our first cast.

For bait, what about a nice bunch of peeled crab legs, they look delicious. A long cast is not necessary, and away goes our float riding the surface of the water. Controlling the flow of line by placing my forefinger on the spool, I make sure that a mass of loose line is not floating on the surface, and a good hard strike is possible. As the float reaches position B, so a bass breaks the surface just off the now well-submerged end of the pipe, he was after an object floating on the surface. The tackle is recovered and I shorten the distance between float and hook about two feet, the bait is untouched, so off we go again. Away goes the float and as it almost reaches the end of its swim it is as though an unseen hand takes it down into the depths. A quick turn on the reel handle with my left hand and the bale arm closes, and at the same time up with the rod tip and I feel the surging power of the fish as the hook strikes home.

He hesitates for just a moment as if surprised, and then, with a rush he dives in an attempt to wrap the line neatly around the nearest pile. This move I expected, and making him fight for every inch of line he gains manage to turn him from his objective, thwarted, he leaps high into the air and tries to fall across the line, but as he leaps so I lower my rod tip, preventing him snapping a taut and straining line.

He dives, turns and twists, and makes a rush towards and under the boat; gaining line as he approaches, I lower the rod tip into the water by the stern allowing the line to pass unharmed under the boat. The minutes pass, and still he fights, but is now fast tiring, at



last, seemingly in a token of submission he rolls upon the surface, is gaffed and brought aboard. A quick blow with a priest and he lays still. At this moment I think all anglers have a feeling of pride tinged with regret, pride in having caught and beaten a fine fish, and regret that the fish is dead, but the thing is done, and what momentary regret we may have in soon dispelled by thoughts of fish and chips for supper!

Now the day is far-gone, the sun has set and we have caught our fish, up with the anchor, out with the oars and ashore we go. The boat is drawn above high water mark, tackle placed in the boot of the car, and, with thoughts of those bass still waiting to be caught, off home we go.

I hope you enjoyed your evening among the bass, we might have caught more, but after all that is one of the delights of fishing, you never know, maybe a boatful or maybe none at all.

And so, until a fortnight's time when I shall describe methods of fishing from pier and beach for flatties and bass, I wish tight lines to you all!

## ARE YOU HANDY WITH A CAMERA?

### YOU MAY WELL WIN A PRIZE IN OUR 1961 SCOUTS SNAPS COMPETITION

Full details will appear in "The Scout" next week



(Above) Scouts and Cubs of Faversham, Kent, recently raised £70 for the town's swimming pool fund with their lively and colourful Revue.

(Photo by W. E. G. Brookman)

# NEWS VIEWS



(Above) A Scout and two Cubs of the 4<sup>th</sup> Skegness Group earn their Bob-a-job by polishing the Bowls Tournament Trophies.

(Photo by Wraters, Skegness)

\* \* \*



(Left) Alan Edwards of the 41<sup>st</sup> Wolverhampton Group receives congratulations from the Mayor of Wolverhampton on being the first Scout in the town to gain the Civics Badge.

(Photo by Wolverhampton Express and Star)



## EXPLORING WE WILL GO



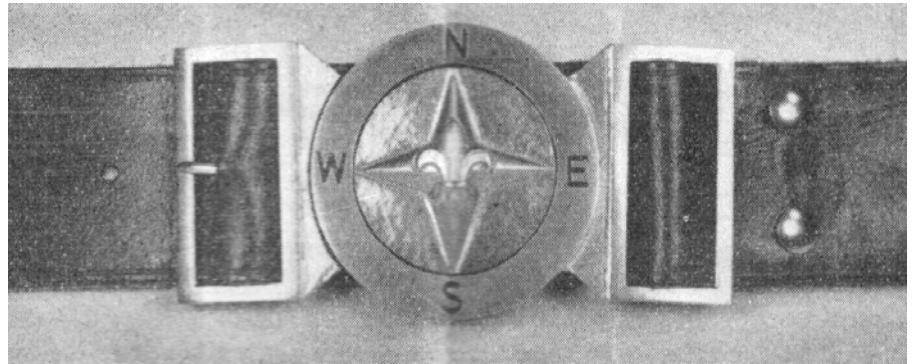
**"Nearly over". A team approaches the final camp in Austria.**

*(Photo by Brian Jones)*

Many Seniors and Rovers remember the "Explorer Belt" Expeditions of the past three years and summer tramps in foreign countries - "talking" to kindly people in what they hoped was French or German (but it never seemed to matter - one "got along" with English in most places). Remember the chaps who got taken up in an aeroplane "by accident", how the three others made a raft and navigated (for a time) a fast-running Italian river? Remember that wonderful last campfire at Sirmione, with the dark mountains and the lake, the moon in the olive grove and the Roman palace wall behind us?

This year the International Scout Club is off again. Victoria, 11th August, to Paris and Lyons by train - then a ten-day hike in Southern France, finishing with a camp together with French Scouts, near Nimes, the ancient Roman city with its amphitheatre. This is a most lovely piece of country - full of romance and beauty and variety. Those who want industry will find it in St. Etienne - which is "black country" indeed - or Clermont Ferrand - those who crave for hills will find them on the Central Massif to the west of Lyons - great rolling country full of caves for pot-holing.

### **Phil Carter tells you something about the exciting plans for the year's "Explorer Belt" Expedition and challenges Seniors and Rovers to take part**



*(Above) A close-up of an Explorer Belt (Publicity Dept. I.H.Q.)*

Some of the caves have very ancient wall paintings in them. Far to the south in the real "Roman France" you will find the delta of the Rhone with its pink-legged fiamingoes and the Camargue - wild country with horses and gypsies.

Now what's it all about? How does one go on these expeditions and, for that matter, why? The Explorer Belt Scheme, started four years ago, is designed to give you a happy, if energetic, holiday abroad - a venture with a purpose. Starting from a central point the teams of two or three go off to study a main interest of their own - anything from history or forestry to wild life or industry, comparing this with their own country, observing and asking questions.

At the same time they investigate other subjects which are set for them and which are planned to give in the ten short days available, the maximum possible insight into the life and thought and habits of the country.

These items differ from country to country and from year to year and have varied in the past from "learn and be prepared to demonstrate the recipe for Tagliatelle alla Bolognese" to crossing a mountain pass of at least 9,000 feet high not passable for wheeled traffic, or catching a fish by any unusual local method (and, of course, eating it).

These ideas are all to help you "get under the skin of the- people" and have been most successful. People who questioned housewives about the making of pasta, slept with shepherds in a mountain hut or investigated the design of local fish traps, persuaded the skippers of Rhine barges that a short journey with them was not "verboten" or did a little mild research into the cuckoo clock industry of the Black Forest, have learned more than facts and talk. To do these things you must make personal contact with local people, answer their questions, go into their houses.





One of the most valuable items in the programme every year has been to obtain an invitation to stay for one night - the only night under a roof - in the house of one of the local inhabitants. This has never caused any difficulty and has led to some lasting friendships.

Anything which will help us to know the ordinary people - housewives, working people, schoolmasters and priests as well as the Scouts of another country - will help to give us that insight into that country which is the object of the Venture.

How to set about it. We want teams of two: ages between 16 and 22.

Make up your own team from your own Crew or Troop if you can. If not, we will do our best to find you a partner.

Write for an entry form to Mr. I. McLuckie, 91 Salisbury Road, Harrow, Middlesex.

Then get your gear together, remembering that you will have to carry all of it on a 10-day hike - in the past we have had Scouts staggering across Europe, burdened with unnecessary weight.

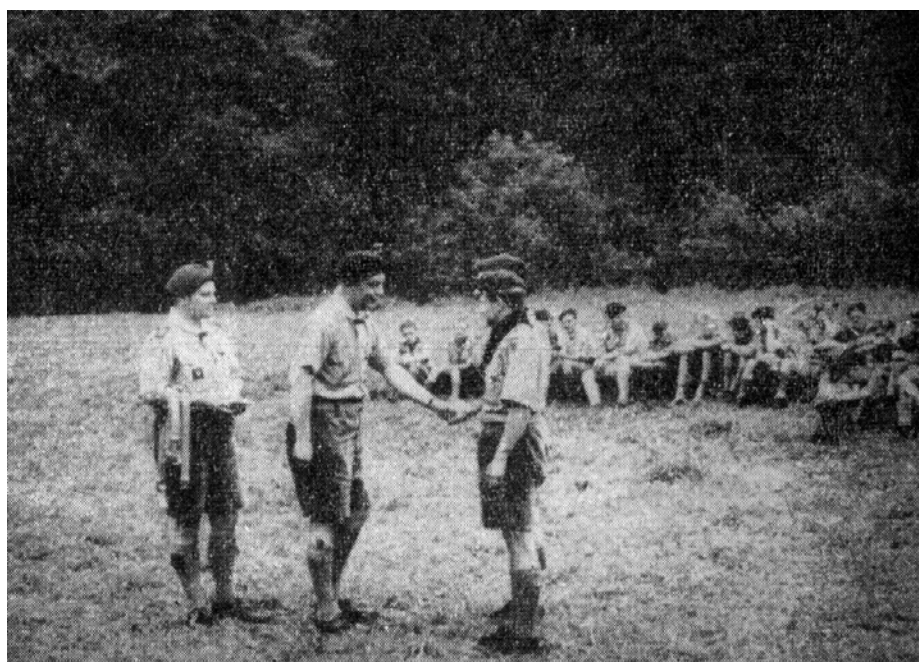
Choose a main theme and learn what you can about it - a public library will get you books as well as guidebooks or information about France. Get a map - the Michels of Southern France are probably the best, but there are several others and a good bookshop will advise you. The cost of the expedition will be about £20, which will include all travel from London and foreign currency for food on the hike itself.

At the beginning of the Venture we shall give you a logbook with all the instructions in English and French - very useful for showing to the natives!

You will need pocket money only for extras stamps and postcards and souvenirs for the family and for yourselves - and, in fact, the initial sum will leave something for that.

These Explorer Belt Journeys have given many Scouts and Rovers a great sense of achievement, a lot of energetic fun and a sense of high adventure.

Explorer Belts are not easily won and the standard grows higher every year, so that possession of a Belt is a great honour. The challenge is worth -taking up. Will you come with us?



(Above) **The International Commissioner presents Explorer Belts at the end of the 1958 Journey in Germany** (Photo by Phil Carter)

## Down To Earth!

Although space travel opens up exciting possibilities for the future, it's a bit early to plan a trip to Venus. For 1961, you'll have to make do with the Earth, though thanks to youth hostels there are plenty of exciting possibilities for holidays and week-ends. No astronomical expenditure is involved: the down-to-earth charges bring hostelling within the reach of all — 5s. 6d. for bed and breakfast (4s. 6d. if under 16).

# fill in

To Youth Hostels Association (S.615),  
Trevelyan House, St. Albans, Herts.

Please send me, free of charge, "Going Places?"  
and an enrolment form.

NAME .....

ADDRESS .....

# —find out

CUT OUT

Read the stories  
of the aircraft  
that span the world -  
with LYONS  
NEW TEACARDS



## wings across the world

**24 full colour cards** These cards present the jets and helicopters that fly the air routes of the sixties . . . Aircraft from Britain, from America, from Russia, and from other countries around the globe. The cards give many interesting details about these aircraft and the routes they fly.

**Illustrated album with a story** Collect 'Wings Across the World' teacards from packets of Lyons Teas and stick them in the album you can get from your grocer, price 6d. This album is fully illustrated, and with words and pictures highlights the progress that has been made in civil aviation during the past forty years . . . progress that has led to the development of the 'Big Jets' and the modern 'Inter-City' helicopters.

**Wings across the world air travel game** Special for WINGS ACROSS the WORLD collectors—the game that brings you all the adventure of intercontinental air travel. Specially designed for Lyons Teas by *Geographia*, it consists of a large international air route map, 4 aircraft counters, spinner and full instructions. To get your WINGS ACROSS the WORLD game, just read the leaflet you will find in your album and follow the instructions it gives.

**WINGS ACROSS THE WORLD teacards are only in LYONS TEAS.**





Each week a member of the secret Council of Thirteen writes on this page for Patrol Leaders. If you have any problems or queries, or what advice or ideas; write to "THE COUNCIL OF THIRTEEN" c/o The Editor, 25 Buckingham Palace Road, London. S.W.1.

## SHAPING THE PATROL

If we were to count the number of Scouts in camp each week-end I imagine that we would find that more Scouts in England and Wales will be in camp this Whitsun weekend than on any other week-end in the year. In most Troops Whitsun is usually the first occasion in the year when all the Troop can go to camp. Many Scouts nowadays are rather tied up with homework and quite likely Whitsun is the only week-end that most of the Troop can get away so that the Whitsun camp becomes a real practice for the Summer Camp. As a P.L. you will be able to find out how the members of your Patrol make out at camp and at the next meeting of the Court of Honour you will be able to talk over the way things went and Ski p per can advise you how to deal with any problems that arose. I expect you will be able to manage at least one Patrol camp between Whitsun and the Summer when you can iron out any difficulties so that by Summer Camp you will have a tip-top Patrol.

What training are you going to give your Patrol this weekend? Many items of campcraft can be practised in and around the Troop Headquarters but some Troops are not so fortunate in this respect that they have to leave a lot until they actually get to camp. It is important that the Patrol is able to put its tent up quickly and efficiently especially if you arrive at camp in wet weather, so that is the first thing your new Scouts will want to learn. When a fellow goes to camp for the first time an awful lot of kit seems to come out of his kit bag and unless he is shown how to stow it, it will soon be all over the tent.

On the first night in camp we hardly seem to sleep at all and you will find that a few minutes spent showing the first-timers how to make their beds may mean an extra hour's sleep for you in the morning. Strange as it may seem to you as an experienced camper you will probably have a difficult job persuading Tommy Tenderfoot that it is not necessary to dress in complete uniform before washing in the morning. Before Inspection of course you will have to let Tommy and Co. into the secrets of laying out kit. That covers many of the "personal" items to be learnt but what about the things we sometimes call the chores?

As soon as possible you must get everyone proficient at using a hand axe. Young Scouts simply love to get an axe in their hands and we must see that when they do, the head of the axe is not liable to stick into their legs, or any other part of their body. I imagine everyone in the Patrol will know how to peel potatoes although they will all loathe the job, so we must all lend a hand and not leave a mountain of spuds for No. 6 in the Patrol to peel. The art of cooking is something that takes time to acquire but we ought to make sure, at the first camp, that everyone can cook most of the basic dishes. For a start I would suggest:- porridge, bacon and egg, potatoes, sausages, stewed fruit and custard, cocoa and, what is most important, how to make a good cup of tea. We have mentioned cooking - as a result of this we need to know a bit about lighting and looking after a fire and quite a lot about washing up.

The third category of training we have to give is the most difficult and in the long run it will prove the most valuable to the Scouts in the Patrol. We have to show them how to live happily together, how to work as a team for the common good, how to take the rough with the smooth, how to stick to the job however tiresome it may be, and so on. In camp more than anywhere else a Scout begins to realise how important the Scout Law is.

Practically every Law has a very close reference to camp: HONOUR - the S.M. and P.L. rely on a Scout to get on with the job; LOYALTY - don't let the Patrol or Troop down; HELPFUL - do your share and a bit more; BROTHERLY - be friendly with the rest of the Patrol and live as a happy gang; COURTEOUS - be polite to everyone you meet, and they will want you to come again; KIND TO ANIMALS - don't annoy animals near you and shut gates after you to prevent animals coming to any harm; OBEDIENT - keep this Law to the letter; SMILING - yes, even with the boring jobs; THRIFTY - don't waste food, wood or other people's time; CLEAN - that good wash and be particular about the stories you tell.

One last thing - the tricks we play on the Tenderfoot. You know - stirring the water to stop it burning, fetching a tin of elbow grease - these are quite harmless but don't keep on with them. You had a first camp once and then you were only a Tenderfoot.

I'm off to camp too this week-end taking my gang off

Seniors - although they think they're taking me! - so I hope it keeps fine for us. If you can all make a good cup of tea we might drop in to see you! On Sunday morning we will not forget the first part of our Promise will we?



### Music Doth Have Charm

Dear Editor,

I would like to make some comments on the Senior Scout Supplement in "The Scout" of the 14th of January. Firstly I must say how glad I am to see an article of this nature in "The Scout" for, when classical music is approached with understanding, it gives much more pleasure than any so-called "pop" music.

"Development means change, and it usually implies a growing complexity," says Peter Traxton. This is true, but I think this should be followed up further, because it can explain why certain works of certain composers are underrated. Take the case of Beethoven, for example.

The uninitiated can, and often do, take an early work of Beethoven, vaguely describe it as "Mozartian" and then say, "but it is not quite so good as Mozart". This may be true, but the reason is that Beethoven was unsatisfied with the type of music that he was trying to write. For him it was too "ordered", too much shackled by the conventions of the society for whom it was written.

This is the case of all revolutionary composers and, seen in this light, the oddities about their more conventional works can be understood.

There was one mistake in this excellent article. A "Fugue" and a "Canon" are described as being the same, whereas, as Peter Traxton well knows, they are entirely different, the main difference being that all the parts of a "Canon" are identical, following each other at a fixed interval and therefore the "Round" is strictly a "Canon" not a "Fugue".

S.S. Ronald T. Johnson,  
1st Belford, Northumberland.

### Actor's Badge

Dear Editor,

I think it is time that an Actor's Badge was issued. I myself am a keen amateur and it might include:-

- (a) Perform in at least two plays for an organised body, e.g. school, drama society, etc., in a part of over 300 words and in at least four campfire stunts.
- (b) Know the reasons for terms such as upstaging, masking, etc., and how to avoid such faults.
- (c) Know the uses of make-up.
- (d) Know what is expected of stage manager, dresser, props, etc.
- (e) Know what "spots", backcloths, sidecloths and period plays, etc., are.

I think it is high time that acting in the Troop was encouraged by an official badge.

More Jack Blunt, please.

T.L. Howard Weston,  
1st Ramsbury.

### Head in the Clouds

Dear Editor,

While hiking in the hills of Dumfries-shire recently we found ourselves above the cloud-base. We were climbing along a saddle when suddenly the clouds to our left cleared, to reveal the sun, however there were still some to our right, immediately there formed a circular rainbow, with a diameter of about fifty feet. We supposed that this was due to the very fine droplets in the cloud. Is there any other explanation, and has any other Scout seen this?

S.S. R. Dinwiddie, &  
P.L. A. Bacon.  
28th Dumfries-shire.

### What Do Other "Badgers" Think?

Dear Editor,

In the Badger's Corner of "The Scout", 17<sup>th</sup> September, 1960, the author mentions the looking after of County Badges which one has collected. He says that collections on camp shirts or campfire blankets are unsatisfactory, but suggests several other ways.

I agree with him on the camp shirt point, but do not agree with his idea or argument as to why they should not be displayed on campfire blankets. He mentions that a campfire blanket should have a Scout's own personal record on it. On every campfire blanket 'I have seen the Scout's personal record is on it, in the prominent place, surrounded by badges of other countries or counties that he has collected. A Scout could not earn enough badges from Cubs to Seniors to even half fill; say 16 or 20 square feet of blanket.

The author mentions three methods of displaying a collection for three different purposes.

1. For personal use.
2. For displaying publicly.

### 3. Collecting different varieties.

Surely a campfire blanket covers these three things much better than his suggested card or transparent envelopes do. Most Scouts would use their collection for all three purposes and so a campfire blanket would be the most practical method there is. Could we please have some other reader's views on the subject.

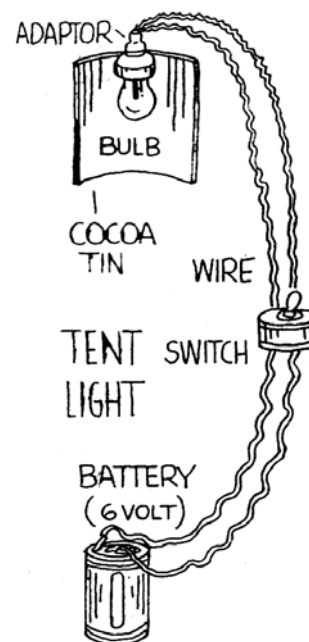
P.L.(S) Colin R. McKenzie,  
Trinity Troop, Napier.

### A Tent Light

Dear Editor,

The majority of people who have written in about camp tent lights have been using a one and a half volt bulb, which I think, isn't powerful enough and not much use.

My idea of the construction of a good tent light is shown in the diagram.



First of all you take a cocoa tin or something similar and cut down the seam of it. When you reach the bottom of the tin you then cut along a quarter of the circumference either side of the opening.

You then bend the sides outwards to the required angle. The next step is to drill a hole in the top disc big enough to hold the adaptor. The adaptor is then fitted and the six-volt bulb is fitted and the wiring is wired up to the top of the adaptor. The wiring is then led down to a simple two-way switch, and the wires then lead to a six-volt battery (the wires can be attached 'by crocodile clips'). A strap can be fitted by making two slits in the back of the tin and then threaded through.

P/2nd John Grout,  
1st Lent Rise, Burnham.



# DAVE CONWAY

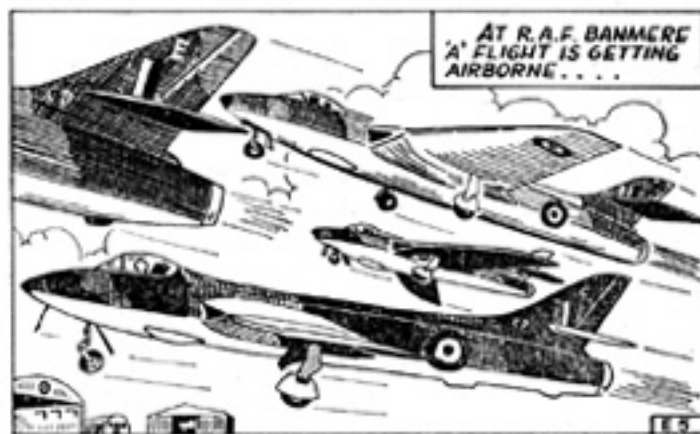
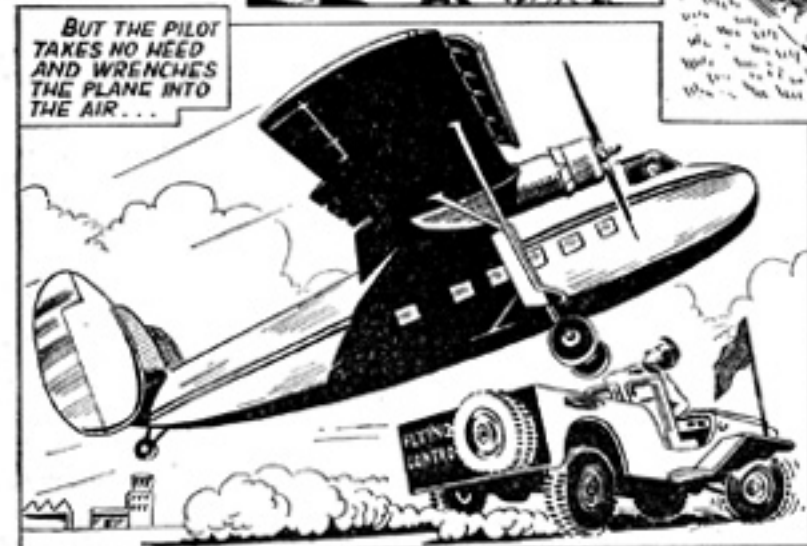
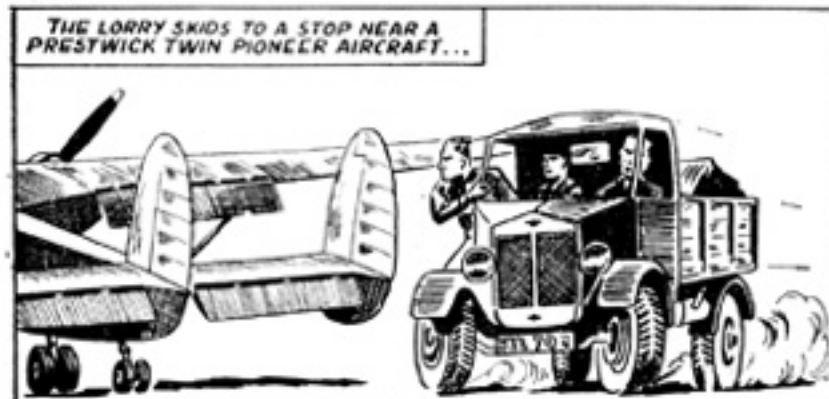


# AIR SCOUT

by CHARLES SUMMERFIELD



MEANWHILE AT BANMERE CONTROL TOWER...





# SWOPS



**VERY IMPORTANT!** If you write to one of these Scouts enclosing badges you should also ENCLOSE A STAMPED ADDRESSED ENVELOPE. When writing to a Commonwealth country instead of stamps enclose "Commonwealth Reply Coupons" (5d. each) or if to a country not in the Commonwealth, "International Reply Coupons" (1/- each). These may be obtained at main post offices. Your correspondent may get a large number of letters. Any Scout who asks for his name to be put in "Swops" is expected on his Scout's honour to reply to all enquiries resulting from it.

**G. Wilson.** 58 Pigeon Cote Rd., Leeds. 14. Yorks. - Has C. Yorks. C.B.s for others.  
**P.L. Jim Dennis.** 7 Ducie Place. Salford. 5. Lancs. - Has few Holland name tapes for two C.B.s each exc. Kent. Herts., Cardiff. Suffolk. Surrey.

**S.S. A. Lawrence.** 26 Seabrook Ave.. New Lynn, Auckland. N. Zealand. - Has N.Z. and Australian C.B.'s for U.S.A. Canada. Welsh. foreign. Irish.

**P.L. Peter Taylor.** 61 High Rd., East Finchley, London. N.Z. - Has London C.B.'s and name tapes for others esp. Scottish, Welsh. Irish, foreign.

**P.L. C. Rice.** 42 Bayewater Rd., Barton Estate (East). Headington. Oxford. - Has Oxford, Birmingham. Sussex Guide, Ayrshire for others.

**F. Sealabre.** 37 Rue des Cartiers. Tourcoining., France. - Has French B's for British & Irish.

**P.L. R. Sheldrake.** 166 Fox St., Gisborne. N.Z. - Has East Coast of N.Z. C.B.s for others.

**P.L. Gavan Meehan.** 32 Bond St. Chilwell, Geelong. Victoria, Australia. - Has 6 Victorian Contingent (Jamb.) Pennants & assorted Australian B's for others.

**Michael Tynan.** 379 Bay Rd. Cheltenham, S.22., Victoria. Australia. - Has 1 Victorian Contingent pennant Australian Jamb, for 3 C.B.'s or any better offer 4 pennants for 10 B's. or 6 names tapes for 1 pennant.

**C.I. S. Jones.** Angleses Road Nurseries. 72 Anglesea Rd., Shirley, Southampton, Hants. - Has Hants. C.B.'s for others esp. foreign.

**P.L. D.J. Pamment.** 1 Cromer Ave., Ingrow, Keighley. Yorks. - Has W. Yorks. C.B.'s for others.

**Geida Hordlik.** Veldhantweg 37. Eerbeek, Holland. - Wishes to swap name tapes.

**Geoffrey Cole.** 35 Williamson Ave. Eelmont. Auckland. N.Z. N. Zealand. - Has scarves, nametapes, Badges (N.Z., Aust., U.K. African) pennants, stamps for others, cap. Argyll. Beds.. Dundee. Glos.. Herefords. Liverpool, N. Staffs. Salop.. N. Yorks. Jersey.

**S.S. D. Wheeldon.** 9 West St. South Cliff. Scarborough. Yorks. - Has new North Riding C.B.'s for others.

**Guide Lt. Vivienne Hoggarth.** 1 Oxley Rd., Harrow, Middx. - Has Middx. London Guide & Scout C.B.'s. also few Air Ranger hat B's for best offers.

**A.S.M. Robert Oliver.** The Grammar School, Scorton, Nr. Richmond. Yorks. - Has N. Riding C.B.'s for Welsh, I.O.W. Irish. Scottish. exc. Fife, also nametapes.

**Miss M. Rainbird.** 37 Golding Rd. Cambridge. - Has Essex Scout. Cambridge Guide, and Guide Jubilee B's for Welsh, Scottish. Irish. West Country & foreign.

**P.L. H. Larn.** 60 Walter St. Briarfield, Nr. Nelson. Lancs. - Has N.E. Lanca. C.B.'s and name tapes for others.

**P/2nd David Cook.** 111 Basingstoke Rd.. Peterlee. Co. Durham. - Has Durham C.B.'s and 1st Peterlee name tapes for others.

**C. Garby.** 156 Hillmorton Rd.. Coventry. - Has Warwicks., Coventry and few Glos. for Northern England, Scotland, Ireland, Dist. B's of London area.

**T.L. P. Williams.** 15 Fledway, Wallssey, Cheshire. - Has Scout & Guide Cheshire B's for other C.B.'s.

**P.L. Bryan Page.** 39 Tile Kiln Lane. Hemel Hempstead, Herts. - Has Herts. C.B.'s for others, esp., I.O. Arran, Guernsey. Anglesey. Rutland. foreign.

**A.S.M. W. Smith.** 82 Walling St. Nuneaton. Warwicks - Has Birmingham and Warwicks. C.B.'s for others.

**T.L. B. Bruce.** 66 Rivington Cres. King standing, Birmingham, 22c. - Has Birmingham, Glasgow, Cardiff, Warwick, S. Staffs.. Norfolk, London. Liverpool. for others.

**P/2nd Roland Hill.** 64 Aldershot Rd. Fleet, Hants. Has Hanta. C.B.'s for others exc. Beds.. Sussex.

**Michael Haggard.** Kaitoki P.O., Wellington, N. Zealand. - Has N.Z. A few Australian C.B.'s for others, also nametapes & N.Z. pennants.

**P.L. G. Strachan.** 22 Second Ave., Ascendale, Victoria. Australia. - Has assorted Australian B's for others.

**W. Wright.** 7 Eldon Gr., Beverly Rd., Hull, E. Yorks. - Has E. Yorks for others.

**P.L.(S) L. Hutchinson.** 56a, Belmangate - Has new N. Riding C.B.'s for others.

**P/2nd N. Phillips.** 5 Third Ave.. Kenilworth. Kmmoyerly. S.A. - Has Spring-bok Skis Woggles, and Griqualand West & O.F.S. B's for any exc. S.A.

**P/2nd Arthur Jacobs.** S Iridium St. Carletonville. T.V.L., S.A. - Has S. African B's for any exc. proficiency. Also Springbok akin sheath, best offers.

**Malcolm Morgan.** Killeavey Rd. Newry, Co. Down. Northern Ireland. - Has Londonderry. Antrim, Down C.B.'s. also Belfast D.B., and Red Hands of Ulster for Union Jacks.

**John Wallace.** 50 Dean St Kilmarnock, Ayrshire, Scotland. - Has Ayrshire C.B.s for any others.

**P.L. Alan Pilkington.** Grange St. Clayton-le-Moors. Accrington. - Has N.E. Lanes. C.B.'s for others.

**S.S. J. Hood.** 7 Lathkill Rd., Chaddesden. Derby. - Has Derby C.B.'s for others esp. overseas.

## PEN PALS WANTED

**Scout Karl-Heinz Vogler** (23), Oldenburg. Achtenstr, 26. Germany. - German or English speaking pen-pal in Africa. Middle & Far East or Eire. Hobbies: Scouting, records, photos.

**Stewart Anderson** 2 Fatterdale, Tayport. Fife. - Pen-pal in Africa. Hobbies; Scouting, stamps, swimming.

**P/2nd Frank Fern** (13), 47 Overdale Rd. Derby. - Guide pan-pal (13-14) in Britain exc. Derbyshire. Hobbies: hiking, swimming, camping. Photo if poss.

**P.L Ian Dale** (13). 14 Glen Cres. Woodford Green Essex - Pen-pal In Canada. U.S.A. N. Zealand.

**P.L Gavan Meehan** 32 Bond St. Clilwell. Geelong, Victoria, Australia. - pen-pal in New Zealand. America, Africa Hobbies; C.B.'s, stamps. Swimming. Photography.

**Philip Brunt** 29 Pant View Nantyglo, Mon. - Pen-pal in Australia. Canada. U.S.A. China. Hobbies: Scouting, stamps, camping, breeding rabbits.

**Scout David Siddorn** (12) 9 Amothill Pl. Hanford. Stoke-on-trent - Scout pen-pal in France. Hobbies: Scouting, Swimming, aero-modelling, fishing.

**Scout John Williams** (13). 43 Poolwood Rd., Woodchurch Est. Birkenhead. Cheshire. - Pen-pal anywhere. Hobbies: medals, rugby, Scouting, athletics, swimming, weapons.

**S.S. Ian Sisley** 67 Golden Riddy, Leighton Buzzard, Beds. - Pen-pals anywhere exc. U.K. (Must be C.B. collectors). Hobbies: C.B.'s, camping, cycling (speaks French).

**Scout John Perrin** 3 Stevens St., Alderley Edge, Cheshire. - Scout or Guide p en-pal 14-15. Hobbies: Scouting, C.B.'s.

(Continued on page 00)

## POLYTHENE SHEETING FREE

Waterproof. Inexpensive. Easy to carry. Ideal Flysheets for Tents. Also as ground sheets etc.

| Per Lineal Yd. | Stand | Superior | Heavy |
|----------------|-------|----------|-------|
| 36" wide       | 6d.   | 8d.      | 1/9d. |
| 48" wide       | 8d.   | 11d.     | 2/4d. |
| 72" wide       | 1/1d. | 1/5d.    | 3/6d. |
| 144" wide      | 2/2d. | 3/-      | 7/-   |
| 288" wide      | -     | 6/-      | 14/-  |

### POLYTHENE BAGS (1001 uses)

| SIZE    | 10  | 100  | 500   | 1000  |
|---------|-----|------|-------|-------|
| 7 x 9   | 8d. | 6/6  | 22/6  | 41/9  |
| 10 x 12 | 1/- | 9/6  | 38/6  | 72/-  |
| 18 x 24 | 4/6 | 32/- | 145/- | 242/- |

Post up to 5/-, 5d.; 10/-, 1/-; over 10/-, 1/4.

TRANSATLANTIC PLASTICS LTD. (Dept. SC16)  
 43 Brighton Road, Surbiton, Surrey. (ELMBRIDGE 5271)

10 FOOD BAGS with every order of 5/- or more. 1 pair Polythene gloves with every 10/- spent.

### TRANSGRIP

Secures Polythene Sheeting under maximum tension. Perfect for retaining Flysheets to stakes. 3/6 each. 6 for 18/-; 24 for 62/6; 72 for 160/-; 144 for 300/-.

### THIS WEEK'S COVER

"A Scout is a friend to Animals" and the Cub shown in this photograph by Leslie Osborn has certainly found a ready friend.



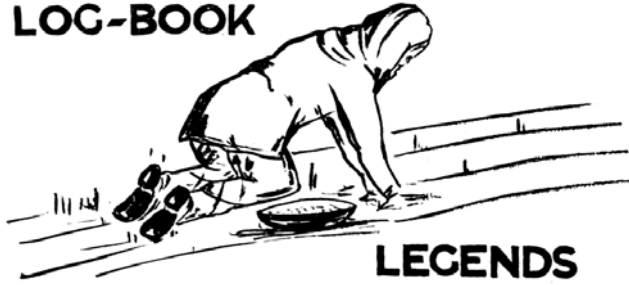
# Be Prepared - Be Refreshed!

Coca-Cola adds to the pleasure of any outing. Its sparkling taste is so delicious — its cheerful lift is so refreshing. Enjoy a 'Coke' now.

*"Coca-Cola" and 'Coke' are registered Trade Marks of The Coca-Cola Company*



**SIGN OF  
GOOD TASTE**



**LEGENDS**

**THE FLAX - - - - by RIKKI**

The flowers of the Flax is a beautiful china blue and it is of course a useful plant as the stalks are made into thread and cloth.

From Switzerland comes a legend of a young man who gave this plant to his country. He was something like our Rip van Winkle who slept in the mountains for twenty years and came back to his village to find all the children whom he had known grown up into men and women. But this young man only slept for one year and during that time he had a strange adventure. He was a shepherd lad who day after day watched his sheep on the mountain side.

One day he saw just ahead of him a fine chamois. It was so close to him that he could almost touch it and he followed it as it sprang from rock to rock.

Then, as it disappeared round a boulder, he saw in front of him a light shining through a doorway which appeared to be cut in a huge glacier.

And when he entered he found himself in a hall filled with treasures of every kind, gold and silver and jewels glittering under the brilliant lights which shone all around. But what surprised him most was that at the far end of the hall was the goddess Hulda, surrounded by her maidens, and holding in her hand a bunch of bright blue flowers of a kind which he had never seen before.

"Have no fear," said Hulda, smiling at him, "But rest here awhile, and then when you return to your home you may take with you any of my treasures which you desire."

And so he stayed there, never realising how the months went by until Hulda

told him once more that he might choose what pleased him most from her rich store of treasures. Now this shepherd had a simple nature and though he had few possessions he was satisfied with what he had and he had only one request to make.

"All that I desire," he said, "Is the bunch of flowers that you hold in your hand."

So Hulda gave them to him and also some seeds of the Flax and told him that he had chosen wisely and that he would live as long as the flowers remained fresh. And then he went back to his village where he was received with joy, and the seeds which he planted had grown and ripened Hulda appeared and showed the people how to spin and also how to weave the Flax into linen and they became prosperous.

And then at last the shepherd grew old and he saw that the lovely blue flowers were fading, *and* he knew that his spirit was ready to go on its last journey. And, taking his shepherd's crook in his hand he climbed up the mountainside and was seen no more on earth.

But the gift which he had brought for his people was theirs for all time.

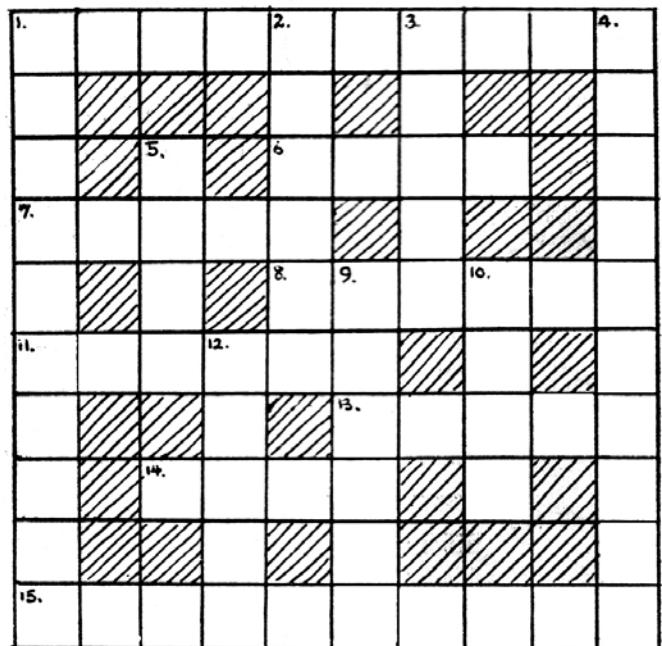
**A SCOUT CROSSWORD**

**Across**

- 1. TV Cowboy or Solitary Guide senior (4 & 6)
- 6. Know how to deal with bleeding from the (2nd Class Test) (4)
- 7. & 5 down. Sounds like article of clothing but could be suitable camping area (5 & 4)
- 8. Literary compositions (6)
- 11. Confine to certain area (6)
- 13. Concur (5)
- 14. Fox or Rabbit in a fable (4)
- 15. Stressed (10)

**Down**

- 1. Use airlegs for a "bumper bundle" (5 & 5)
- 2. Athlete or bean (6)
- 3. Living quarters for birds (5)
- 4. All official Scout units must be (10)
- 5. See 7 across.
- 9. For catching birds or animals (6)
- 10. Race 4,840 sq. yards (4)
- 12. This planet (5)



(Solution next week)



# TOP CHAMPION CHALLENGE

**THE STORY SO FAR:** *The 3rd Mayor's Own Pack, winners of the Soap Box Derby, championship class, with Silver Arrow, have been challenged by a crack team from a boarding school for troublesome boys, whose car, the Elmwood Flyer, is unbeaten. The challenge, for the title of Top Champions, has been accepted, and Sixer Ken Bruce is in charge of the race team. A torch bearing the initials of one of the rival team is found after Silver Arrow's shed is broken into. Later, the torch is missing from the den where Silver Arrow has been put for safety. A trial run between the two cars has been arranged so that both sides can be satisfied that the challenge is a fair one, and Ken plans to let the Elmwood Flyer win.*

## Chapter Three

### Tine Plan goes Wrong

"So that's the plan, Ken, is it?" checked John, the race team's mechanic. "A slow get-away, bungle the gear-changing and let them win."

"I don't see how we could have stopped them beating us, anyway" said Bob, Ken's Second. "The Elmwood Flyer had done over twenty miles an hour."

"So they say," retorted Ken, with a wry smile. "Our official time last Saturday was just over nineteen miles an hour and that isn't crawling."

"Silver Arrow will be faster than that before we've finished with her," declared John, giving a nut a defiant turn with his spanner. "It's what she does on the day of the race that matters."

When Silver Arrow had been checked over, and cleaned and polished ready for the trial run, the team put everything tidily away and Ken locked up. As they were leaving, they met Akela, Baloo and Kaa returning from rehearsal and Ken told them about their plan.

"Good racing tactics," commented Akela. "See you here tomorrow at two o'clock."

Saturday afternoon, the team were outside the Den with Silver Arrow loaded on the trek-cart when Akela arrived.

"Where are the new boys?" asked Akela. "Aren't they coming?"

"Tim and Tony are at Baloo's doing Tenderpad tests," replied Ken.

"Of course," recalled Akela. "Let's be on our way then. I want to get back as soon as I can to help with the sausage supper preparations. So I'll leave you to find your own way back when you have finished."

With the tailboard up to prevent Silver Arrow running off backwards, and her front wheels resting on a plank lashed across the shaft, they set off. Bob and John were at the shaft and Dusty kept an eye at the back, while Ken walked with Akela on the footpath.

Nearly a mile further on, they turned into a road with tall houses on one side. On the other side a small boy stood outside the gates to Elmwood House. Suddenly, he turned his gaze from the approaching trek-cart and, facing the gates, he cupped his hands to his mouth and bawled: "The cissies are here!"

"What a surly-looking bunch," whispered Akela, following the cart through.

In the drive, Akela stopped the cart and turned to the boys. "Where can I find the Games Master, please?" he asked.

A big, red-faced boy, about Ken's age, jerked his thumb in the direction of a large house at the end of the drive.

## by FALCON TRAVIS

"That's him, mate."

A tall, burly man was coming down the steps. He waved a greeting as Akela went to meet him.

While the two chatted, the boys stood around. Some made unfriendly remarks about Cubs and others were sarcastic about Silver Arrow, but none of them spoke to the Cubs.

After a few moments, Akela returned to the trek-cart with the Games Master, and introduced the Cubs to him.

"This is our car crew manager," said the Games Master, singling out the big, red-faced boy. "He's Jim Smirke. They call him Dodger."

Ken held out his hand, but Dodger Smirke appeared not to notice it.

"The rest of the crew are in the workshop," continued the master. They keep the Elmwood Flyer in the shed adjoining it. Come along. We'll go over there and you can see what you think of it."

"Thanks," said Akela, as they moved off.

"I'm sure you'll find it a fair challenge," the master went on. "It should be," he laughed, pulling a booklet out of



"The cissies are here!"

his jacket pocket. "It's built according to the rules in the Scout Association's handbook."

The drive branched off to the left and they stopped outside a brick outbuilding with a shed along one side. The master pointed up a straight avenue of lime trees.

"That's the track," he said. "The finishing line is at this end. The first twenty yards or so from the starting line are in the open. Then it runs through the trees for about four hundred yards and comes out into the open again, here. It's a quarter of a mile exactly."

"We needn't unload Silver Arrow here then," suggested Ken. "We can take her to the starting line on the trek-cart."

"Racing strategy, eh?" laughed the Games Master, winking at Akela. "Saving the driver's energy for the race."

"A fat lot of good that's going to do you," sneered Dodger. "We know a few tricks, too."

"Don't be so cocksure, Smirke," checked the master. "Fair tactics are all right, but keep your tricks out of it, no matter how keen you might be to call yourselves Top Champions."

"It's certainly a fine track you've got," commented Akela. "No wonder you have a crack team. We have to go out of town for our full-length practice runs."

"You're quite welcome to come here and practise," offered the master. "Your team may drop in whenever they want. They needn't ask anyone's permission, if they are in uniform. We'll know who they are."

"Thanks for the offer," smiled Akela.

"They can use the workshop, too, if they wish," the master went on. "The best times are while the boys are in the gym, between seven and eight o'clock on Tuesdays and Fridays."

"Very kind of you," said Akela. He looked at his watch. "Sorry I can't stay to see the run, but I'd like to have a look at your car before I go."

The master turned to Dodger. "Bring the Flyer out, Smirke, and get the rest of your crew out here."

Dodger Smirke went sullenly into the workshop and came out with three others.

The three boys ambled over to the Games Master and Dodger went to the shed, unlatched the door and went inside.

"This is Archie Budd," began the Games Master, introducing a lanky boy with a serious face. "He's the brains behind the Elmwood Flyer."

There's very little he doesn't know about motor cars.

He's even wired the Flyer for lighting."

The master turned to the next boy. "And this is our crack driver, Clem Taggart. He looks too short and fat to be a fast driver, but he's done just over twenty miles an hour in the Flyer. I don't know whether he's going to do that today."

Lastly, he turned to the small boy who had been at the gates when Akela and the Cubs had arrived. "This is Willie Skinner, odd-job man. They call him Skinny, and it suits him."

The three boys looked bored and none of them spoke. Dodger had wheeled the Elmwood Flyer out and was standing by the door as if on guard.

"Some car!" exclaimed Akela, stepping forward.

"You Cubs take a look, too," invited the master. "And have a look round the workshop." He beckoned to Budd to take the trek-cart shaft, and Bob and John joined the others round the car.

Akela made a quick eye-check of the car's length, wheel-base, track width, seat position, wheel diameter and tyre width.

"Everything in order?" smiled the Games Master.

"Quite acceptable to me," replied Akela. "You can be sure Silver Arrow is built to rule. Now, if you'll excuse me, I must be getting along."

"Of course," said the master. "I'll see you out." He turned to Dodger. "Be getting your car to the starting line. We'll have the run as soon as I'm back."

"We'd better be doing the same," said Bob to Ken. "I'll fetch John and Dusty out of the workshop."

Ken made no reply. Dodger Smirke, whose foot had been holding the shed door closed, had allowed it to swing open a few inches, and something inside was attracting Ken's attention. He gave a low whistle. Immediately Dodger slammed the door shut and latched it.

"Clem!" shouted Dodger. "Take the Flyer up the track."

Dodger strode across to Archie Budd, who was still holding the trek-cart shaft, and apparently much interested in the Silver Arrow. "Better go up the track with Clem and give the Flyer the once over." He took the shaft from Archie Budd at the same moment that Ken came to take over.

"I'll take it now, thanks," said Ken, reaching for the shaft.

"Take it then," said Dodger, giving the shaft a violent jerk. Ken made a grab at it, but missed. The

## GILWELL PARK CUB DAY, 1961 Saturday, 17th June

Welcome all Wolf Cubs. Is Akela bringing you to Gilwell to join thousands of other Cubs in an afternoon of exploration when you can see for yourself the place that Baden-Powell founded many years ago?

Ask Akela to write to the Camp Chief at Gilwell Park saying that your Pack will be present and how many of you there will be.

"The Scout" and "The Scouter" will be sending a special photographer to this event so if you are there your picture may be among the photographs we hope to publish later on.

shaft shot upwards and the back of the cart struck the ground with such force that Silver Arrow tipped up on her back wheels, like a rearing horse, and turned a back somersault, crashed upside down on the hard path and rolled on her side.

Ken rushed round to Silver Arrow and was joined by Bob, John and Dusty, who had come dashing out of the workshop at the sound of the crash.

For a moment they stood speechless. The bonnet was split from the smashed radiator cap to the crushed windscreen and the steering wheel broken from its buckled steering column.

Ken looked round the grinning crowd that had clustered round.

Dodger was at the back, sniggering with Taggart and Budd. Ken, brushing past Dusty, pushed his way through to Dodger and stood squarely in front of him.

"So, that was one of your **tricks**, was it, Smirke?" stormed Ken, his face flushed.

"What d'you mean?" soowled Dodger, grabbing hold of Ken's scarf with one hand and with the other violently forcing the woggle up to his throat.

Half-choked, Ken grasped Dodger's wrists. Taggart and Budd immediately clamped hold of Ken's arms as he fought for breath and his face grew redder and redder.

"Bob! John!" yelled Dusty, springing onto Dodger's back.

Next Week:

**REVENGE FOR SILVER ARROW**

## PEN PALS

### WANTED

**Gordon J. Sow** (14), 97 Thomas St. Kitty Village. E.C. Demerara, B. Guiana. - Pen-pal anywhere.

**A. Humphries** 53 Siddons Rd.. Forest Hill, S.E.23. - Guide or Ranger pen-pal (16-1?) pref. S. London. Hobbies: Cycling, Ornithology and reading.

**Denise Dixon** 12 Waverley Dr., Bedlington Stn.. Northumberland. - Scout pen-pal (11) pref. near Windsor. (R.C.). Hobbies: Cycling, swimming, modern dancing.

**P.L. Paul McDonnell** (14). 159 Folkestone St.. Bradford, 3. Yorks. - Pen-pal. Hobbies: Camping, swimming, fishing, hiking.

**P.L. Spencer Mason** (14), 170 Smith St. Naracoorte, S. Australia - Scout pen-pals same age.

**A.C.M. Jean Hunt** (19). 65 Cleveland Ave.. Long Eaton, Nottingham - Pen-pals anywhere in world. Hobbies: Scouting, camping, reading, picture postcards.

**S.S. Clifford Timmins** 23 Hiberma St. Scarborough, Yorks. - Guide pen-pal (14-16) in England or Scotland. Hobbies: Cycling, hiking, camping. Photo in uniform if poss.

**P.L. P. Clarke**, 162 Redhouse Lane, Aldridge, Nr. Walsall. Staffs - Pen-pal (14-15) Scout or Guide, anywhere exc. Staffs. Hobbies: Scouting, camping, stamps, hiking.

**Scout Tony Dowe** 23 Philip Cl.. Melkham. Wilts - Penpal in America, Australia. Hobbies: Stamps. C.B.'s., sport.

**P.L. Michael Coleman** (14), 328 Barkerend Rd.. Bradford, 3. Yorks. - Guide pen-pal in America or Australia. Hobbies: Camping, hiking, swimming, fishing.

**H. Hart** (13). 34 Underwood Rd.. Bishopstoke. Eastleigh, Hants. - Pen-pals in Canada, America. Australia, Germany (Eng. speaking). Hobbies: Scouting, camping, hiking. C.B.'s, stamps, aircraft spotting.

**P.L. Tony Baker** (13). 2 Aynho Walk. Sunnyside. Northampton - Pen-pal in Commonwealth, U.S.A.. Spain, Italy. Hobbies: Fishing, swimming, camping, animals. Photo if poss.



for first class smartness, wear



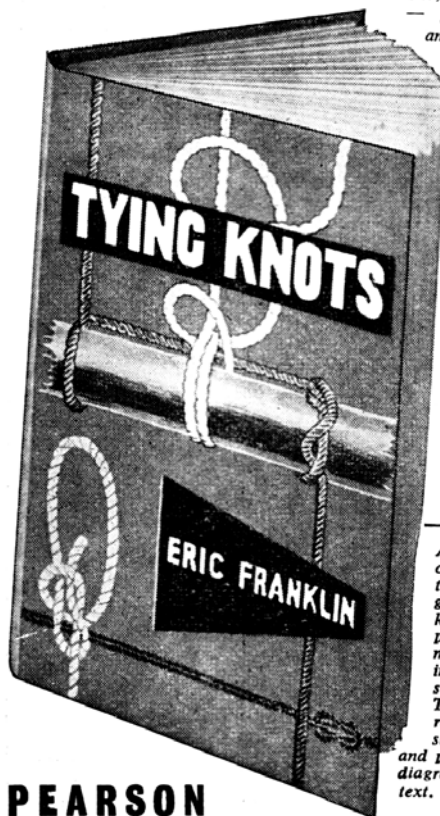
## SCOUTWEAR

The 1961 Umbro Scoutwear catalogue is now in the hands of your local Scout shop or outfitter. They will gladly give you a copy on request.

**HUMPHREYS BROS. LTD.**

**Umbro Works,  
Wilmslow, Cheshire**

*A subject as old as Scouting  
— presented in a new  
and fresh way!*



**TYING  
KNOTS**  
by  
**ERIC FRANKLIN**

**8s. 6d. net**

*From your Scout Shop, all book-sellers, or in case of difficulty, at 9s. 3d. by post direct from:  
C. Arthur Pearson Ltd., Tower House, Southampton Street, London, W.C.2.*

*Apart from the fascination and fun of the subject, with a good knowledge of knots a Scout is prepared to meet many emergencies, including the possible saving of life. This book takes the reader through every stage step by step, and provides many line diagrams throughout the text. Indexed.*

**PEARSON**



# YOUR CHECK LIST

## For Camp Gear

### PERSONAL



- KITBAG**, 27" x 20" strong White canvas. 11/3d. (Postage 1/6d.)
- RUCSAC**, "Scout", 22" x 21", D-base, large outside pocket. 43/3d. (Postage 1/9d.)
- GROUNDSHEET**, P.V.C. 6' x 3'. 18/- (Postage 1/6d.)
- SLEEPING BAG**, "Good Companion," 6' 6" long, weight 3½ lbs. £4 12 6 (Post 2/3d.)
- MUGS**, strong enamelled, approx. ½-pint. 2/5d. (Postage 1/3d.)  
Plastic, approx. ½-pint. 1/2d. (Postage 9d.)  
Plastic, approx. 1-pint. 1/10d. (Postage 1/-)
- PLATE**, enamelled, 10" diam. 3/3d. (Postage 10½d.)
- CUTLERY SET**, combination knife, fork and spoon. 4/6d. (Postage 7½d.)

### PATROL



- COOKING SET**, Nested Aluminium Billies (3). 26/6d. (Postage 1/9d.)
- CANVAS BUCKET**, 2½ gallon, wedge-shaped. 8/3d. (Postage 1/-)
- FRYPAN**, Aluminium, folding handle. 8/11d. (Postage 1/9d.)
- HAND AXE**, Gilwell pattern. 17/6d. (Postage 1/6d.)
- CASE** for Gilwell Axe. 7/9d. (Postage 7½d.)
- HURRICANE LANTERN**, Tropic. 6/- (Postage 1/6d.)
- OPTIMUS**, Pressure Stove 96L, ½-pint capacity, collapsible, folds into tin box. £2 2 6 (Postage 1/9d.)
- SISAL CORD**, for gadgets, etc. 1 lb. ball. 2/8d. (Postage 1/6d.)

### TROOP



- DIXIE**, W.D. Type, 3 gallons, tinplate. 30/6d. (Postage 2/9d.)
- DIXIE**, 1½ gallon, aluminium. 22/3d. (Postage 2/-)
- POLYTHENE CAN**, 1 gallon, for liquids; carrying handle, screw-on stopper. 19/11d. (Postage 1/9d.)
- FELLING AXE**, 2½ lbs. 29/- (Postage 2/3d.)
- BUSHMAN'S SAW**, 30" blade. 16/6d. (Postage 1/9d.)  
Spare Blades, 30". 8/- (Postage 1/6d.)
- RADIUS** rigid Pressure Stove, 2-pint capacity. £2 2 0 (Postage 2/3d.)
- TILLY GUARDSMAN** Pressure Lamp, 300 candlepower. £3 17 6 (Postage 2/6d.)

### STAFF

The Scout Shop has vacancies for:  
Sales Assistants, male or female.  
Sales Juniors (age 15-18).  
Clerical and Stores Assistants.

Apply in writing, giving age and experience, to:  
General Manager, Equipment Department,  
Boy Scouts Association,  
25 Buckingham Palace Road,  
London, S.W.1.

**THE Scout Shop**  
IMPERIAL HEADQUARTERS

25 BUCKINGHAM PALACE ROAD, LONDON, S.W.1

#### AND BRANCHES

- 124 Newgate Street, London, E.C.1.
- 183 Clapham Manor Street, S.W.4.
- 19 Green Lanes, Palmers Green, N.13.
- 62 The Headrow, Leeds.
- 20 Richmond Street, Liverpool.
- 20 Working Street, Cardiff.
- 104 Hindes Road, Harrow.
- 5 Tacket Street, Ipswich.
- 17 Turl Street, Oxford.