

JUNE-JULY 1918

Scouting





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ALBATROSS

SENIOR SCOUTS CHOOSE THEIR OWN "LOCALE FOR ADVENT

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QUINCY CALIF



SENIOR PROGRAM

Summer Socials

IN SUMMER, as in winter, your Seniors want their Unit to have the reputation of giving parties that are "super," the sort that make the girls angle for invitations to the next one. There are two ways to get results—a new kind of party, or an old one given in a different way.

Just one fellow among the Social Committeemen can put a spark of originality into party plans. The smart committee sees the sparkle of his ideas and lends all hands to put them into action. Sometimes he is not at all forward about being in the spotlight at a party, but is content with putting himself into the planning. But often this "idea" man, who gives a social a new twist, has loads of personality and also likes to take the center of the stage as the master of ceremonies in carrying out plans.

The first type of fellow needs encouragement, both in ideas and in acquiring a willingness to be more active in carrying them out. The second type is equally useful, providing he understands that his usefulness depends on how good a time the whole crowd has from his being in the spotlight. It's up to the Unit advisor to see that both men are developed.

Now let's see how socials can be different. Try combining two kinds, for instance, a treasure hunt and a watermelon feed. Or you can have a beach party without a beach if everyone catches the spirit of the affair and uses imagination. If your Unit is miles from water, substitute someone's backyard for the beach, and a couple of lawn sprinklers in a corner to supply the water. With some grub cooked over an open fire, and music from a portable radio or victrola, everyone will keep cool on a hot evening, even though there are no ocean breezes or breakers.

Then there is a roller skating party without a rink—a regular rink, that is. Get permission to close off a block of a street that is surfaced suitably for skating. Plug in a radio or record player with an extension cord to a nearby house, and hope for a moonlit or at least rainless evening. Sometimes permission to use public property is easier to get if the whole neighborhood is invited.

A July 4th block party has proved such fun for about thirty families on a street in a midwestern city that it's been run over fifteen years. Planning starts a month ahead. Folks of all ages, down to the ten-year-olds, are on the committees, so all groups can say what they want—and help do the work.

The program begins in the morning with a parade of decorated wagons, doll carriages, tricycles, and bikes. In the afternoon are races, contests of skill, a dad-son baseball game, and bridge for the mothers.

There are prizes for all. The picnic supper is held right in the middle of the street, each family bringing its own table and food. At dusk the street lights are turned out, and the fireworks display begins. A few from each family make a big display when touched off in turn.

Imagination, plus planning, plus work, equals a party your Unit will be proud of and your Seniors will get a kick out of.

Picnic Time

IN THE good ol' summertime it's the season for picnics. There's no need to urge Seniors to promote the kind where the girls invite them and bring the lunch. In fact it's not hard to interest the lads to invite the lasses and furnish the lunch. But there are other picnics that Seniors will enjoy.

One is a pot-luck picnic for all the families connected with the Senior Unit. This is an excellent opportunity for the families to get acquainted informally with the Unit's members, officers, and program. Incidentally mother's and dad's interest in the group is not to be sneezed at—even though Seniors are young men. A pot-luck picnic is easy to arrange. Each family brings its own sandwiches and a main dish, and the Social Committee furnishes beverages and ice cream.

For service and for fun your Unit should try a kids' picnic. Let the members be hosts to the youngsters in the neighborhood, to a Cub Pack, or to a less-chance group. Take them out to a park for an afternoon of games, topped off with a supper and song-fest around the campfire, and your Seniors will be heroes in the eyes of the small fry—and their mothers.

Water Carnival

WITH swimming pools spurting up all over the country in these times of prosperity, more and more places are becoming acquainted with water sports. Whether your town swims in pool, river, lake, or ocean, it will be entertained by a water carnival, and there's the opportunity for Senior Units to put on the show.

Anyone with a rule book may run off a routine swimming meet of speed events and fancy diving—if there are enough expert swimmers and divers to make it interesting. But spectators and participants alike will have more fun at a water carnival that depends mostly on novelty events and requires mass participation. These races, games, and stunts will pep up the program.

HELPS



Races

Balloon races—Swim to end of pool, blow up balloon, tie it, push it to finish line without touching with hands. Or swim to end of pool, blow up balloon till it bursts, swim to finish line.

Candle race—Light candle and swim with it to finish line. If candle goes out, return to starting line, relight candle, and proceed. Funnier if swimmers wear pajamas and night caps.

Clothes race—Swimmers all wearing same articles of clothing over swim suits, swim to end of pool, undress and return to finish line. Or clothes are put in mixed up pile at other end of pool. Contestants swim there, find own clothes, dress and swim to finish line.

Hat race—Swimmers wearing straw hats jump in without holding hats. Must reach finish line with hats on.

Hoop race—Each racer swims to hoop anchored in the center of his course, climbs through hoop twice, and then to finish line.

Doughnut race—Each team of four to six swimmers hang onto an inflated inner tube and swim to finish line.

Subway race—Each team lines up in waist-deep water with legs spread. Swimmer at rear of line goes between legs of those in front of him. When he is in position at head of line, second swimmer starts, etc.

Spoon race—Each swimmer carries a peanut or egg or ping pong ball on a spoon.

Flag race—Each swimmer carries one or two flags.

Games

Lost and found—Toss a certain number of white stones in the pool. Team that finds most of them wins.

Retriever—Toss a few hundred corks or small blocks of wood into the pool. Team that retrieves most of them wins.

Tag and out—Swimmers start at regular intervals on either a circular or shuttle course, fastest ones last. Each tries to tag those ahead of him. A swimmer who is tagged must drop out. Last man left wins.

Submarine tag—Played like regular water tag except no one under water may be tagged.

Circle tag—Players stand in circle, facing outward, in chest-deep water. Tagger swims outside the circle. When he tags someone, they swim around the circle in opposite directions. Last one to get back to opening in circle becomes the tagger.

Tug of war—The usual tug of war held either in deep or shallow water. A variation is to seat the anchor men on edges of the pool, each man holding a few feet of slack rope. Team whose anchor man gets pulled in loses.

Dry ball—Stretch a net three or four feet above the pool, midway between the sides so there are deep and shallow areas on both sides of net. Rubber ball of any size will do. Teams of ten to thirty may play. A team scores each time it tosses the ball over the net and it hits the water. No score when ball is caught or goes under the net or outside the pool.

Stunts

Bobbing—Swimmers standing chest-deep in water in a circle, start bobbing up and down, odd numbered ones and even numbered ones in turn. Or they stand in gridiron formation, wearing different colored cloth caps, and bob to form various color designs.

Fisherman—Have a rube or hobo sitting in one corner of the pool fishing. Every once in awhile have someone swim under water and hook various things on his line for him to catch. Last thing caught is a pretty girl.

Dog biting—Suspend frankfurters in a row on separate cords six to eighteen inches above water. Contestants swim to them and bite or eat them without bringing hands out of water.

To some folks it's just the summer season that's heading our way. To Senior Scouts it's the high adventure season for expeditions, cruises, and camps. Air Scouts of Squadron 1, Columbia, Missouri, took a river cruise in five rubber life rafts and a motor boat last August. Here they are at Kansas City, getting final instructions from Squadron Leader Charles E. Merritt. Nine days later and over 300 miles downstream they hauled out at St. Louis. Maybe that's why Squadron membership jumped from 8 to 24 during 1946-47 before the cruise.

Photo by Charles E. Merritt





Center above — Head of Wagon Train in the foothills. Above — High adventure is really high in the Rockies. Left — A chuck wagon meal along the trail hits the spot.

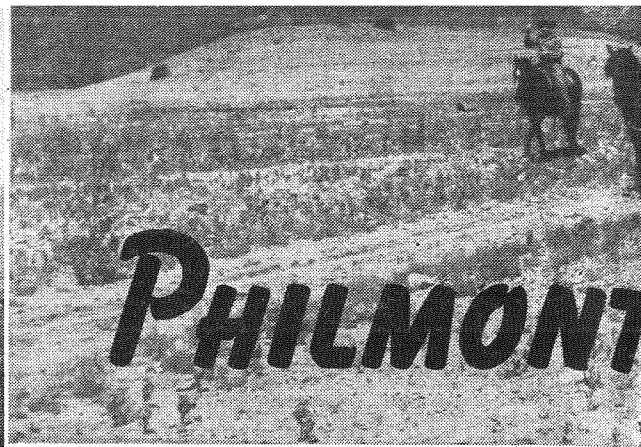
WHEN it comes to high adventure for Seniors, Philmont has it. Our 127,000 acres of the Old West call to young fellows who have a hankering to saddle up and ride through the canyons . . . or to fan a burro over a mountain pass . . . or to tote a pack up a peak beyond the reach of the sure-footed "jack."

Yes, sir, Philmont is calling to Seniors who like to whip a trout out of a mountain stream; to sleep under a western sky where the stars are closer and brighter; to stalk a herd of antelope or buffalo; to pan for gold in an old placer camp. If you like your adventure western style, out where the Rockies and Great Plains meet, Philmont is the place for you.

Because this ranch with 200 square miles of plains, canyons, mesas, and mountains was given to the Boy Scouts of America by Mr. Waite Phillips, the fees charged are exceptionally reasonable. Trips of one to four weeks cost from \$15 to \$65.

Philmont life is rugged — it's no dude ranch — so only Senior Scouts, Scouters, and Boy Scouts over fifteen, who are physically fit can be accepted. Do they like it? Well, attendance has increased year after year, as fast as facilities could be expanded. Some fellows come back three or four times. Early in April, when this was written, there were almost 2,900 reservations, and all trips for the summer except *Explorations* and *Treks* were "sold out." If you want to get in on those left, send your application, through your Scout Executive, at once.

The summer schedule, our busiest season, runs from June 13 to September 2 this year. It includes 70 *Expeditions*, 25 *Wagon Trains*, 16 *Cavalcades*,



Photos by Barnes and Caplin, and Philmont Scout Ranch

By George A. Bullock, Director

20 *Kit Carson Treks*, seven *Pioneering Treks*, four *Explorations*, and *Senior Leaders' Training Courses*.

Here is a glimpse at the different experiences:

Expeditions — 13-day trips, leaving daily, by truck, horseback, and afoot with burros, party of 24 Seniors and three advisors, \$35 a person.

Wagon Trains — 25-day trips, three a week, by wagon, horseback, and burros, party of 24 Seniors and three advisors, \$65 a person.

Cavalcades — 7-day trips, one or two a week, by horseback with pack string, party of 24 Seniors and three advisors, \$25 a person.

Kit Carson Treks — 8-13 day trips, two a week, by back packing, 8-24 Seniors and 1-3 advisors of chartered Senior Units only, \$15 a person for eight days plus \$2 for each extra day.

Pioneering Treks — a week at construction projects and five days of back packing, chartered Senior Units only, \$20 a person.

Explorations — 14 days, two a month, for Crews of chartered Units to do field work under expert leadership on surveying, geological survey, control of erosion and forest fires, management of timber,



CALLING

Camping and Training, Philmont Scout Ranch

wildlife, livestock, and farms, \$30 a person.

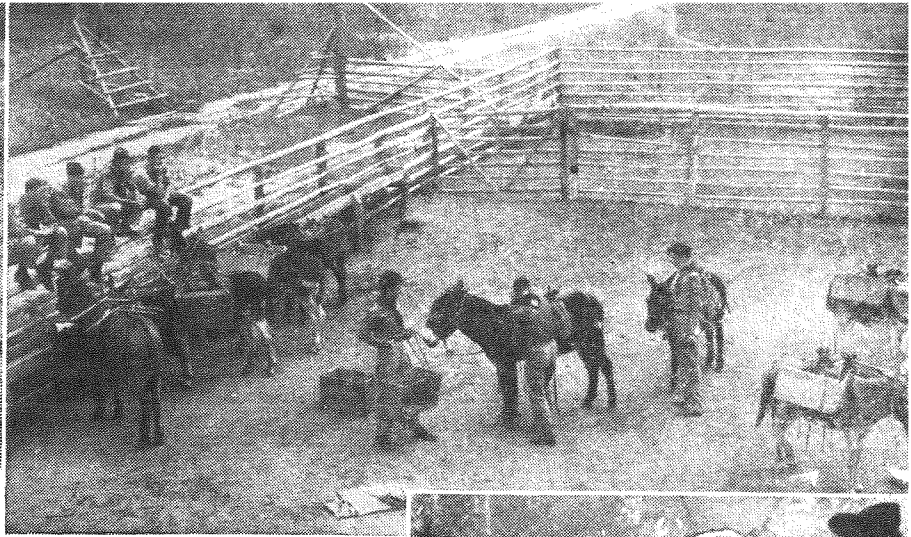
Senior Leaders' Training Courses—7 days field training in Senior skills, \$16 a person.

The Philmont staff furnishes guides and facilities for chartered or provisional Senior Units which operate under their own leaders. At Camp Headquarters three miles from Cimmaron, New Mexico, you'll have a physical recheck, orientation on Philmont topography and layout, inspection of the ranching operations, and a visit to the frontier museum and to Kit Carson's place on the Old Santa Fe Trail.

Then you'll be taken by bus or truck to one of the six base camps for final outfitting, training in saddling and riding a horse, or packing and persuading a burro, if you are to use an animal instead of shanks mare. Finally you're off on the trail.

Among the sights you'll see along the way, besides some of the most glorious scenery in these United States, are a cow camp, a ghost lumber town, Indian writings on rocks, beaver dams, and two-mile high mountains (perhaps from the top as well as bottom).

From the dozen outcamps scattered over Philmont, trail parties pick up supplies sent out from head-



Above — Packing kayak boxes on "jacks." Right — Indian writings on canyon wall. Left below — Cavalcade heads into the mountains. Right below — Expedition at an outcamp.



quarters. The ranch, dairy, orchard, and farm there produce the fresh meat, fruit, and vegetables to supplement the staples carried in saddle bags, packs, or chuck wagon. Four base camps have central kitchens and dining rooms. Others have outdoor feeding facilities for Units to do their own cooking. You also do your own when away from the camps.

Regardless of what you see or do at Philmont, it will be the friendships, new and old, that you'll remember longest. Coming in to an outcamp late in the afternoon, you meet an Air Scout Squadron from Illinois and go fishing with one of their fellows. That evening his Squadron, your Outfit, and perhaps a Utah Explorer Post gather around a fire for singing, tall tales of trail experiences, and good fellowship.

It's mighty interesting what you learn about your own buddies, for instance, when a horse begins to "spook" on a narrow trail above a canyon, or when a burro bucks his kayak boxes into the creek. One thing for sure, when you get back home your Senior Unit will be bound together by trail ties that will give you strength individually and as a group.

Philmont has more than a summer program. There is a mountain lion hunt late in November, a ski-snow shoe trip during the Christmas holidays, and an Easter pilgrimage for which you apply individually through your Local Council. Council Scouters' groups may visit the ranch, and conferences and training courses are held at Villa Philmont, which is part of the ranch headquarters.

Yes, sir, there's high adventure at Philmont, worth planning for with your Seniors!

