



1932

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ROVER PROGRAMME SUGGESTIONS

By Bencraft

Reprinted from "The Yeoman"

This is the first of a series of articles on Rover Scout programmes. In this instalment we define the broad principles on which programmes are built, but in future articles we shall give you some practical suggestions.

Before we begin the study of programme material let us study the purpose of a Rover programme. What is it for? What do we seek to accomplish at our Crew meetings, anyway?

The answer to those questions involves another: What is Roving? What are its ideals and its aims?

Every worthwhile organisation has its ideals, standards to govern its actions, and every organisation must have certain very definite aims. Without these, its members would just drift aimlessly along and never accomplish anything worth while.

The Rover section of our Brotherhood is no exception; it has very definite aims, too, and the highest ideals.

So let us begin at the beginning with a definition of Roving; after that we shall try to get outlined clearly before us our ideals and our main objectives. Then, with those points clearly in mind, we can design our programmes accordingly.

Definition of Roving

For a definition of Roving our first authority is the Chief Scout, who says: "Rovers are a Brotherhood of the open air and Service; hikers on the open road and campers of the woods, able to shift for themselves and equally able and ready to be of some service to others." (Roving to Success, p. 210).

In another place he says: "The first duty a Rover Scout owes – after his duty to God – is his duty to himself, so that he can so educate and train himself that he may be able to stand on his own, and in his turn, to render help to others. Even those who are older need to realize that they must establish themselves first before they can do good to others." (Aids to Scoutmastership, p. 107).

Another good authority is Dr. Griffin, who says: "Rover Scouting, as the direct continuation of Boy Scouting, has to find first and foremost its application to your own personal development and character growth; to your 'getting on in the world'; to your home life and to your real value as a citizen. . . . It leads to self-discipline and self-reliance, to an honest pride in work, to a clean patriotism, and to the relating of all these to your Service to God. This Scouting for men includes the Scout Law, Scout Craft, the Scout Motto and the Scout Spirit." (Rover Scouting, p. 8).

We might summarise those points in this way: Rover Scouting is a continuation of Boy Scouting. It has the same high ideals and the same high aims; many of the practices of the Boy Scout section are carried on in an advanced form, or adapted to the needs of an older fellow.

So much for a definition of Roving. Now let us look at a statement of our ideals, which you will find in the Scout Promise.

Our Ideals

- 1. Honour:** A Scout promises on his honour. A Scout's honour is to be trusted.
- 2. Religion:** A Scout promises to do his duty to God,
- 3. Patriotism:** and to the King,
- 4. Service:** and to help other people at all times.

Those are our ideals. An ideal may be defined as a standard of perfection. Those are our standards. They are the things we promise to do when we are invested.

Our Aims

Now we come to the aims of Rovering, and it is here you will find the best guide in your programme building: In seeking to retain the older Scouts in the Brotherhood as they approach manhood, our purpose is much the same as in the Boy Scout section, namely:

1. To develop good character, good citizenship and self-reliance;
2. To make them fit, both mentally and physically, to take up the responsibilities of manhood;
3. To continue advanced training in the principles and practices of good citizenship that were begun in the Boy Scout section:

And, because they are approaching the age when they will have to assume the responsibilities of manhood, we seek to aid them in getting established in life by:

4. Encouraging the early choice of a career;
5. Encouraging the best use of educational facilities at hand in preparation for their life work;
6. Continuing good counsel and good fellowship after they start to work.

The chief aim in all this may be expressed in two words: "Personal Development". Note what Dr. Griffin said: "Rover Scouting has to find its application to your own personal development and character growth". And you remember the quotation from the Chief: "The first duty a Rover Scout owes," etc.

So, if you can accept that statement of our aims, in other words, of what we seek to accomplish at our Crew meetings, it will be obvious that you should design your programme accordingly.

For the first three of our aims we need only turn to "Scouting for Boys" to find a wealth of programme material. Those of you who have come up from the Troop will know what that means. And it will have still greater significance to you if you are Scouters or instructors. You simply carry on the Scout programme in an advanced form: "More of the same thing," as Dr. Griffin says. In the Troop you learned knotting and lashing. In the Crew you can learn more of them, and equip yourselves to teach them.

In the Troop you enjoyed camping, hiking and nature lore; in the Crew you can keep up your woodcraft activities, and go deeper into nature study.

You learned first aid and a bit about life-saving; you can become experts at both. In the Troop you worked for several of the Proficiency Badges. Perhaps you were especially good at one or two of them. Now you can develop the special aptitudes you discovered in that way and specialise. You can do that partly as a hobby and partly to qualify as instructors to carry out your Service obligations.

You can follow up the habit of doing good turns by rising to the grown-up equivalent of a good turn – Rover Service. In other words, the full range of Scout activities is before you.

They are designed to accomplish the very things our aims suggest: “to develop good character, citizenship and self-reliance; to make you fit, mentally and physically, for manhood.”

For the other three of our aims it is not so easy to set up a programme for you. To choose a vocation is a matter for your inner self. No one can do it for you. Some fellows make up their minds early in life; others grope a long time. But one thing you can do meanwhile: get as thorough an education as possible. Whatever you take up as your life work, the foundation of a good, general education will help you. So keep on at school as long as you can. Even if you have already begun work, you can attend evening classes if there are facilities in your hometown.

Personal Development

We are told that a well-rounded programme should include the development of Body, Mind and Spirit. To stress one more than the other would result in an exaggeration of that feature at the expense of the others, and we don't want to be lopsided. Imagine, for instance, a fellow who has developed his body tremendously, but who hasn't any education to speak of; or one who has an enormous intellect, but is a mere skeleton, physically; or a chap who is highly developed spiritually, but not equipped to shift for himself in business.

Your Rover programme should be broad enough in its scope to take in all three branches in a well-rounded scheme of development. Not everyone needs the same proportions, however, so the time devoted to any activity will depend very much on what each needs to maintain the right balance.

Your Rover Den can be a high school of character. What if only a few will ever graduate? If your programme is right, each member will be benefitted to some extent and your time and his will be amply justified.

Quests

There is such a good pamphlet on the subject of Quests by Dr. Griffin (Rover Quests in Practice, pamphlet No. 49) that I hardly need to devote much space to the subject here. I should like, however, to draw two distinctions:

1. Between Quest and Service;
2. Between Quest and Hobbies.

1. In the Old Country they look upon a job of Service as a Quest, and they no doubt feel that they have good and sufficient reason for that view. But although I try to keep in step with Headquarters, I am unable to bring myself into agreement with them in this particular case.

To me the dictionary is the criterion. As I understand it, a Quest means the act of seeking; search; pursuit. Examples would be:

1. The pursuit of knowledge;
2. The seeking after Truth;
3. The looking for opportunities to do Service.

But I cannot, by any stretch of the imagination, consider specific acts of Service as Quests. There is, no doubt, a close connection when you are learning something to enable you to do a special kind of Service, or when you are looking for Service jobs. But in such cases the Questing lies in the pursuit of the necessary knowledge or opportunity and is a preparatory step. The Service job itself follows after and is a separate action. I cannot

consider it part of the Quest. I may be overlooking something, but that is the way I see it.

2. My purpose in trying to draw a distinction between Quests and hobbies is so that you will not allow your fellow Rovers to delude themselves with the belief that they are questing when, in fact, they are merely riding congenial hobbies. I would define a hobby in this way: A favorite pastime, such as collecting, growing, or making things. It is the pursuit of some congenial occupation in spare time. It may or may not have useful or profitable results. If it develops handicraft and skill, it is profitable from a Rover's point of view. Some hobbies do develop into handicrafts and even commercial ventures, and they are valuable on that account, but I think they have their beginning in a personal urge to experiment with and to make things regardless of their possible utility.

I am not sure that is a good definition, but I think it will convey the distinction I have in mind. I hope someone will improve upon it.

In the lists of programme material which will follow I have used the word Quest but seldom. A few items are definitely labelled as Quests. Many others could be so. Practically every item in the whole range of programme material could be called a Quest of one kind or another, except the suggestions for Service, but I refrained from overworking the word quite so much, reserving it for the items which could not be better described.

So far I have dealt with the question of programmes in a general way. Now let us look at some practical suggestions.

Long Term Quests

1. "Rover Quests in Practice". – Study the pamphlets a bit at a time and put as much of it into practice as you can.

2. Quests of Education. – These may be directed along three main lines:

(a) Learning things that will increase your earning power or help you to get established in life, such as learning a trade, business or profession, or the prep work leading to them.

(b) Learning things that, although not bearing directly on your life work, will, nevertheless, have a broadening and strengthening influence on your character.

(c) Learning more about your own religion to help you in better observance of it.

3. Quest of Your Vocation. Finding your life work is an important duty you owe to yourself and to those who will share life with you. If you have been drifting, you would do well to begin seriously and persistently to search it out.

4. Quest of Vocational Efficiency. When you have chosen your life work, the next step is to fit yourself for it as fully as you can. Study everything that will help you to rise above the commonplace in your business, trade or profession, not forgetting, of course, to keep fit physically and mentally by alternating your studies with woodcraft or other open air pursuits.

5. Etiquette. The social observances required by good breeding are expected of a Rover. It is not necessary to be a crank on social forms, but just to do naturally and pleasantly the right thing at the right time. A good book on the subject, coupled with discussions and a little practice in your Den might save you much embarrassment some day. You may have to get more than one book to cover the subject fully, as a single book seldom does it.

6. Parliamentary Procedure. It is a fine thing to know how to rise to a point of order; to move a motion or an amendment neatly; to conduct a meeting well; to put the report of a committee in proper form. If you were suddenly called upon to move a vote of thanks, could you do it? Could you respond to a vote of thanks without feeling that you had made a hash of it? It is

fine to be well poised and sure of oneself on such occasions. Get a good book on the subject (one of British make). You'll be thankful some day that you did it.

7. Community. Study your hometown, its people, government, institutions, history, historical sites, and what you can do to improve any of them. (See other suggestions on Personal Development Chart and under Home craft, which follow in later issues.)

Speakers and Talks

It is a common practice in Rover Crews to obtain outside speakers as frequently as possible, and there is no doubt about the value of it. Do, by all means, get a good speaker whenever you can, but do not be helpless if you can't get a speaker on the particular subject you have chosen. Study it yourselves. One Rover alone, or two working together, could, from the public library, newspapers and magazines, and people who know the subject, gather sufficient information to piece together a good talk. And the experience would be far more valuable to you than to have a ready-made talk delivered to you without any effort on your own part.

There is a wide range of subjects for talks, the common ones being law, insurance, some branch of business, etc. All are valuable, but they should follow some definite plan in your season's programme. Each talk should be another step forward along the trail you have mapped out, and not just a disconnected link. If you can arrange continuity in your programme you are more likely to achieve definite results than if you dissipate your time by dabbling a little in forty different topics.

You might, for instance, make the standards of admission your first year's work. Another year, cultural pursuits, and so on. You would, of course, alternate with other items in your programme to relieve any sign of monotony.

The members themselves should do most of the talking. It is very pleasant to have an outside speaker and it is very nice to get an expert now and then to help you along, but you will open up livelier discussions when one of your own members does the talking.

In large Crews you might have two main themes running through your season's programme, or one for each Patrol. In that case, each Patrol should summarize the results of its work and have them on record in the Den for the benefit of the other members or to help future Questers on the same theme.

Discussions

A part of your Den programme may very well be allotted to discussions, being careful not to let your younger Squires get bored stiff by prolonging the argument for two hours. Set a time limit for it, and for each member if necessary.

By announcing the subject in advance for the next meeting all will have an opportunity to think it out before the meeting and be ready with definite opinions. That will save time.

Forty minutes is suggested as long enough for one discussion, but it is unwise to leave a subject half-baked. Continue it at the next meeting rather than leave it unfinished. If necessary, and if it is on a subject directly connected with Rovering, write to Provincial H. Q. for information. A good Quest for the Assistant Provincial Commissioner once in a while will help to keep up his interest.

Discussion Topics

Gilwell Part I. If any member of your Crew is writing one of the Gilwell Correspondence Courses, it would be a nice bit of co-operation with H. Q. if you were to follow him up so that the

job will not be side-tracked. He may be stuck by one question, and an all-round discussion of it by the Crew would help him over it. As long as you don't write his answers for him, H. Q. will not object.

Books. A discussion of any one of the following, or any other good book, a chapter at a time would be well worthwhile. And do not pass them by just because you have read them once. You will get more out of them with each reading, and discussions will bring out an amazing number of points you might otherwise overlook: "Scouting for Boys." "Rovering to Success." "Rover Scouting." Any of the Gilcraft Books.

Newspaper Editorials. These are usually on live topics and well written. You can become well-informed and gain solid views on matters of local, provincial, national and international importance by reading them and threshing them out in your Den. But balance your views by taking in the editorials of more than one paper. You need never be stuck for material for either discussions or talks if you make use of this rich and constant source.

Scouty Phrases. The following stock phrases in our Scout literature and parlance are just taken for granted by many of us, without really stopping to think what they mean. They will have a richer significance to you if you think them out and talk them out, and end up with a short, clear definition. But do write it down when you get it, so that the result of your work will be preserved in your log:

1. **The Scout Spirit.** Should some bright youngster in the Troop check you up when you use this term and ask what it means, could you give him a satisfactory answer? Or would you leave him (and yourself) more bewildered than ever? Be prepared! Discuss it in the Den and try to work out a clear, concise and handy definition that a boy would understand, and be sure to make a record of it.

2. **A Man's vs. a Boy's Point of View.** What are these points of view? How do they differ? Be prepared to explain them. Pool your thinking in the Crew and emerge with a clear definition.

3. **Character.** The Scout Movement aims at character building, but what is character? We have to know before we can build it. You can thresh this out in the Crew and get a handy definition ready.

4. **Good Citizenship.** This is another objective of our Movement, but what is it, really?

The Patrol System. Does it work in your Crew? What are its advantages and disadvantages? Let each fellow come out with his own views.

Mental Stock-taking. Each member to stand up and tell what his objective is in Rovering; what he hopes to accomplish through his membership in the Crew. It is surprising the views that will come out of twenty minutes spent in this way, followed by a discussion tactfully directed by the Chairman of the evening.

How Can a Young Man Choose His Vocation? A discussion of this question might not settle it but it might help some of your fellows to decide. Give it an airing, and come back to it once in a while to add a bit to your opinions on it.

Personal Problems. Bring to Crew – two kinds:

1. **Very, very personal** – talk it over with your Skipper. Even if he cannot find the answer his sympathetic understanding will send you away feeling bucked up; but he might give you a valuable tip as to how to get around your difficulty; an older man's counsel.

2. **Less personal** – state it to your Patrol or to the Crew – have a discussion; try to arrive at a solution. If you feel backward about laying it before the Crew, deal with it impersonally as "A Young Man's Problem" without saying whose it is.

You could devote part of each meeting to personal problems, or if that would allow too short a time, devote one meeting a month to it. Let the fellows bring their problems, or the problems could all be handed to the Skipper or Senior Mate, who could announce them without

disclosing whose they are – each just a young man’s problem – never mind whose – and ask: “What do you make of it, fellows?” “What would you advise him to do?”

Hiking and Exploring

Do as much of this as you can now. When you get older and your responsibilities increase your opportunities for outdoor Scouting might grow less. Suit your own convenience as to whether you take foot-hikes, bike-hikes, or flivver-hikes, and whether you take evenings, Saturday afternoons, or week-ends. What matters more is that you continue to be Scouts and that you keep up your Woodcraft training.

Nature Study Hikes. Each to have the study of some particular phase of nature as its object, such as trees one time, flowers another, insects, birds, etc. Any branch of biology or entomology would furnish a wealth of material for outdoor study. A little preparation in your Den with a good book on the subject will make the hike more profitable.

A Moth Hike. Near a swampy place at night set out a few lights with fly-paper around them and see, next morning, if you can name the various insects you’ll catch. In your Den try to find out their life history. Learn to identify their larvae in water.

Pond and Stream Hike. To study the amazing life in them. A magnifying glass will increase your opportunities. Can you find some native water plants suitable for home aquaria (so-called sea-weed)? This has commercial possibilities for raising Group funds. Will require some experimenting with various plants, perhaps.

Tracking Hike. To study tracks of various kinds from the tread of auto and bike tires to the eccentric footprints of a “Weary Willie”. Can you tell the brand of auto tire by the tread pattern?

Bird Hike. To study birds not seen around town. Learn to identify; learn feeding and nesting habits; when each kind migrates south; when it returns; keep a diary of bird affairs. Study means of protection and attraction.

Fungus Hike. After preparation in your Den with a good book, learn to identify various fungi with a view to distinguishing positively between edible and poisonous kinds. Find out which month is best for study.

Stalking Hike. With a camera to get some good snapshots of wild life.

Sugar-Bush Hike. In March, if you live near a sugar-bush, give a city Crew a treat by inviting its members out to see sugar-bush operations.

City Hike. Your friends in the city Crew can reciprocate in many ways; can invite you in for a factory hike, to show you through (by prearrangement with the owners) a manufacturing plant of a kind not in your town; or a natural history museum or university. Billet each other after these reciprocal hikes and save expense.

Explore for Camp Sites. Register the results (with maps and helpful data) at District Headquarters or Local Association.

Explore for Springs or other sources of good water. Bring back samples for testing.

Half-Way Hikes. Meeting Crews of near-by towns (by pre-arrangement) about half-way between Dens, camping there over night.

Sunday Morning Hikes to a distant church. Who knows what opportunities for Knight Errantry might open in this way, and there is a broadening experience in getting out of your own little religious rut.

Take one or two Scouts on practice hikes in preparation for First Class journey.

There are many other possibilities that will occur to you.

Rambling (See P.O. & R.)

One of your Crew objectives could very well be the Rambler's Badge for every member. There is some good Rover programme material involved in qualifying for that Badge.

Handicraft and Skill

Your Crew should provide opportunities for its members to develop any abilities they have along this line. A corner in the Den with a work bench, if possible. If not, then do try to get a place elsewhere to tinker and make things – at a member's home, perhaps. Two Rovers with the same interests could pool their resources for a kit of tools.

Scouts will be attracted and more anxious to move up to the Crew when old enough if there is a place in the Den to chisel and saw and daub. Besides, there is something to be proud of in a good solid piece of carpentry or metal work that is evidence of good craftsmanship and is actually of use to somebody.

Toy Shop. Help the S.M. if he wishes it, but be careful not to rob the Boy Scouts of initiative and experience by doing everything for them.

Making Specimens and Gadgets for instructional purposes in the Group. These are not confined to the Troop and Pack but can be found useful for teaching in the Crew too, particularly the younger Squires.

Here are a few suggestions copied from "A Booklet of Service" issued by the Church of England, Diocese of Birmingham, England. It is intended as a guide to young people who wish to turn their hobbies and handicrafts into service by making useful things to help others, either by raising funds at Church sales of work, (or private sale) or by gifts to those in need:

1. ART –

Lettering, Designing Painting.

Posters and notices. Illustrations for books and magazines. Christmas cards. Costumes for plays, tableaux and pageants. Scenery designing and painting. Illuminated addresses for presentations, etc. Painting on wood and glass.

House Decoration.

Decorating club rooms, etc.

2. CRAFTS –

Woodwork.

Fretwork; articles for sale; alphabet letters for mission schools. Poker work and painting on wood. Carpentry, making and repairing. Wood carving.

Rug Making, Weaving, Leather Work.

Binding for paper covered books, portfolios, music cases, etc.

Basket Work.

(A very easy and useful hobby, but not to be too freely suggested as it is the mainstay of the crippled and the blind).

Braille Writer.

Transcribe books and letters into braille for the blind. (For further information apply to Canadian National Institute for Blind, Toronto).

Photography.

Developing, Printing and Mounting.

Gardening.

Raising plants, bulbs, cuttings, etc., for gardens in town areas. Collecting and delivering soil for window boxes.

Homecraft

To choose a home wisely, to furnish it tastefully, preserve it thriftily, share it harmoniously, clothe it in shrubbery and frame it in a garden.

1. Construction. Make a study of homes, their construction, comparative costs, advantages and disadvantages of various building materials; styles of architecture and floor plans; various systems of heating, plumbing, wiring and fixtures. Try to get a local builder to give you a talk; and various sub-contractors, plumbers, electricians, experts on heating, interior decorators, etc., and pursue the Quest on your own account. Some day you will want to buy or rent a home for yourself so your citizenship training should include this subject. It will pay you to know something about houses and their values in different parts of town.

2. Buying. Learn the procedure of buying a house; purchase agreement; searching of title; registry office; deeds; first and second mortgages and what your covenant on a mortgage means; study what to do when a mortgage matures –

If the mortgagee is willing to renew;

If he is not.

3. Renting. Learn the relationship between landlord and tenant, and the obligations of each to the other. Study lease agreements so you can't be "gypped".

4. Furnishings. It is worth something to be well posted on the merits of the many kinds of furnishings to be had.

5. Interior Decorations. Study color schemes and utility in the interior of your home.

6. Shrubby for the home grounds, be they large or small is a Quest in itself; what ones to plant, where and how to plant; how to prune and care for them.

7. Gardens with their wealth of plant lore, lawns and garden pools, bird baths, bird houses, feeding stations, are subjects the good citizen should know.

8. Insurance on your home. There are various kinds besides fire insurance. Know about them and what the regulations and conditions are, so that you will not unwittingly void your policy by some omission or mistake.

9. Home Garages. Construction, requirements of local by-laws.

10. Waterworks and Sewage Disposal. Debate – Resolved that, for the average family, a private, detached house makes a better home than an apartment (or some such subject).

A Talk on "Home and Its Influence in Good Citizenship," or

A Discussion on how much a young man should possess in property and savings before he should marry.

Observation

The purpose behind Kim's Games holds good for Rover Scouts as well as for Boy Scouts. A keen observer with the ability to report accurately may be very useful in various ways. Suppose, for instance, as you walk along the street, three men should rush out of a building, jump into a car and speed away – and you learn afterward that a hold-up had occurred there. How accurate and how full a description of the men and the car could you give the police?

Study “Training in Tracking” by Gil-craft.

Practice Kim’s Games and the various suggestions in Scout literature.

Get the habit of Noticing Details as you walk along.

Acquire a Vocabulary for Descriptions. You may notice details, and you may remember them well, but when it comes to putting them down into words how well equipped are you? A good test would be to attempt; the description of a person, his features, shape of head, type of body, mannerisms, dress, and any special marks of identification that are easily seen.

The same applies to cars, houses, or any objects. You may need more words than are now in your vocabulary. Crew discussions, your dictionary and other books would help you.

Health and Strength

Each Rover is responsible for the care of his own health, but the Crew could give definite attention to the subject, seeking ways and means and activities to promote good health and preserve it among the members.

Each Rover should be encouraged to take physical exercises, take part in sports and games, and do as much hiking, rambling and woodcraft as possible. This should be considered when framing your programmes. Study hygiene.

Training for Service

Your Den programme should include definite training to enable you to do specific acts of service. That training should go beyond the minimum standards set by the Crew or the Local Association, and should make each member an expert in some particular line. Each member has special aptitudes for certain things. Help him to develop them.

Badge Work. Let each member specialize in one or two of the Proficiency Badges so as to be available in his own or some other Group as an instructor or examiner. By working in pairs on this, each pair taking a different badge, the work will be found more congenial, and there will be a greater number of badges represented in the Crew. Thus your opportunities to be of service to your Group and the Movement will be multiplied. In some of the badges it is very difficult to get instructors.

Cooking. At least two fellows should specialize in Camp Cookery, and. this does not stop with making dampers and cocoa, or heating a tin of beans. It is a man-sized job to plan the menus, buy the right quantities, cook the right quantities and serve properly the food for a full-sized Troop. (See also under Service-Cooking School.)

Boy Psychology. “He who would mould aright his own character, or take up the service and privilege of influencing another, must learn, therefore, where the initial springs arise.” (Dr. Griffin in “The Quest of the Boy”). A study of this subject would help you in managing boys, in right methods of teaching, in moulding character. Learn how a boy’s mind works and how he reacts to various influences. It will help you. A good book on which to begin is the one quoted above. The librarian in your Public! Library will doubtless help you to select others.

Survey the possibilities in your Group and your community for Rover Service. Then make a list of them and’ keep it on record. Begin to learn and try to develop a specialist in your Crew for each. (See also under “Handicraft and Skill”).

SERVICE

“A poor man served by thee shall make thee rich;
A sick man helped by thee shall make thee strong;
Thou shall be served thyself by every sense
Of service which thou renderest.”

E. B. Browning.

The following lists of service jobs are intended to give you a start on the highroad of knight errantry.

With your Scout training on observation, handicraft and skill; with your hearts in sympathy with all living things, and the Scout Law to guide you, limitless opportunities for service will open as you go along.

SERVICE TO SCOUTING

1. In the Pack

- (a) As Instructor, Observer, and on tests if the C.M. is short of staff.
- (b) Visiting parents if the C.M. is ill or if working hours do not permit.
- (c) If Lady C.M., help with most strenuous games and activities; set up camp and clear up after. Help with handicrafts.
- (d) Making things for Pack – things the Cubs are too young to make.

A Rover who has not got on well as instructor may find work with Cubs just suits him. Would thus settle down to a very useful service which would otherwise be lost.

2. To the Troop

1. Cooking School – In cooperation with H.Q. or your Local Association you might, if you have prepared well before hand, establish a little Cooking School for Scouters and older Scouts. Many a Scoutmaster hesitates to take his troop to camp on account of the uncertainty about grub. If there were someone to teach him about –

- (a) **Quantities to buy** of each item of food.
- (b) **Quantities to cook** of each item of food.
- (c) **Recipes** that will lift the menu out of the fried-meat-and-tinned-bean class, and make for some wholesome variations, etc., it would be a good service to Scouting.

2. New Scouters are coming into the movement all the time. Your Den could be a high school of Scout learning as well as a place to renew waning enthusiasm, and settle difficulties. The new or uncertain Scouter will appreciate a little brotherly counsel and guidance. (See also under “Training for Service – Cooking”).

3. Specimens and Gadgets for instruction purposes. There are some very useful suggestions in the January, 1932, Scouter, p.10 – and one of them is a report that an Old Country Crew is building up a complete scheme of instruction for the Scout Naturalist Badge with the necessary gadgets and exhibits. It will take time to do that, but such a worthy task goes hand in hand with field and bush hikes where specimens may be collected, and with your handicraft and skill programme where useful things are made. Try it for this or some other badge.

4. Compiling a Camp-site List. This is especially helpful to city Troops.

5. Troop Librarian. Unless there is an older boy in the Troop whom the Scouter wishes to give the responsibility.

6. Local Association H.Q. Even where your District or Local Association has a paid secretary or two, extra help is some times needed.

7. Making Hike Maps for the Troop. In the smaller towns this may not be necessary as the boys are likely to know the surrounding country. But in the city Troops some of the Scouters will appreciate this help.

8. Troop Equipment, Patrol Boxes, Staves, etc., are best made by the Scouts themselves, but sometimes a little encouragement is needed to get them started. Cooperate with the Scouter on this. Tents, trek-carts and other equipment that is harder to make and for which materials are harder to get may be helped along by the Crew. But in any activity where the making of things is involved, let the Scouts do the making, and what is most important, the planning. Help the Scouter to cultivate initiative in the Troop even if the boys don't make a first class job. There is something else involved that is more important.

9. Pinch-hitting for the Scouter when he is ill or away, or running an orphaned Troop or Pack until a new Scouter is appointed.

10. Disabled or Crippled Boys. Getting Scouting or Cubbing established in Children's Hospitals.

11. Permanent Camp Sites. Establishing a fund, and getting local people to support it, for a permanent camp and buildings.

12. Financial Campaigns. This is an obvious service to the movement, and a necessary one to enable your Local Association to carry on.

13. Concerts and Plays to raise funds for your group or for some worthy local object.

14. Senior Scout Patrol. It is probable that the regrettable leakage from the Troop occurs chiefly when the boys are just a year or two under Rover age. Perhaps the Scouter wants to form his older fellows (of fifteen or sixteen years of age) into a separate Patrol for the purpose of (a) making room for promotions in the Troop and (b) of giving them a separate programme to keep up their interest until they reach Rover age. By consulting with the Scouter perhaps the Crew can help him to work out such a programme and, when his hands are full with the rest of the Troop, take charge of the Senior Patrol under his direction.

15. Leakage from the Troop. A tremendous number of boys drop out of Scouting every year – boys who have taken the Scout Promise. It is one of the problems confronting the movement. Rovers would be performing a fine service to Scouting by studying this and trying to find a solution for their own Troop. A careful study in cooperation with the Scouter might reveal the cause and a remedy.

16. Story Telling. There should be at least two Rovers in each Crew who have a good stock of stories and who can tell them well. Stories suitable for boys of Scout age could be the specialty of one Rover, others suitable for Cubs could be his pal's specialty. Wherever boys congregate those two Rovers would be in demand. What an opportunity for good influence!

3. Old Scouts Association

Apparently provided for by Rule 100 in Old Country – no mention in our P.O. and R.

1. Explore possibilities of establishing an Old Scouts Association, or Old Scout Troop in connection with your Group.

Possible benefits are:

(a) Group of older fellows to support the Troop and Pack financially or other wise, and this might be done even from a distance if the Old Scout lives in an other town.

(b) Retain former members of Troop in contact with Scouting.

(c) Probable source of leaders and of recruits (children of old Scouts) for Troop and Pack, and membership for Crew.

- (d) Fellowship and refresher influence of old boys' reunions.
- (e) Example to the younger fellows.
- (f) Would it not be worth something to your town if all the boys who pass through your Troops and who have promised on their honor to do certain things, could be held together when they become men and continue to keep the promise?

I do not think there would be any rivalry between an Old Scouts Association and the Crew. The Old Scouts would, for the most part, be less active than the Crew, and the few exceptions would probably join with the Crew. But they would retain their contact with Scouting and its ideals.

Service to the Community

1. Churches. Helping in various ways such as:

- (a) Growing flowers for Church decoration.
- (b) Assisting in care of church property.
- (c) Helping at special meetings.
- (d) Cooperating with various church organizations such as at rummage sales, bazaars.
- (e) Sunday School teachers.
- (f) Taking parts in concerts, or putting on one to raise church funds, enlisting local talent to supplement your own.
- (g) Establishing a Sunday School library.

Note: If the Troop meets in the church don't rob it of its opportunities for good turns, but co-operate with it through the Scouter by suggesting opportunities and helping the Scouts to carry them out.

2. Hospitals. By consulting with doctor or hospital authorities, various opportunities for service may be found, such as:

- (a) Blood transfusion under committee of doctors.
- (b) Collecting funds (when authorized) .
- (c) Helping at dispensary.
- (d) Helping with out-patients.
- (e) Visiting friendless in hospital or those a long way from home, taking them flowers (preferably grown by yourselves) and reading matter.
- (f) Writing letters for them.
- (g) Arranging Christmas treats.
- (h) In winter collecting flowers after weddings, parties and concerts and distributing at hospitals.
- (i) Entertainments at children's hospitals, slides and movies, songs, games.

3. The Blind. Help as opportunities offer:

- (a) Take them for walks – one or two at a time.
- (b) Get local people with cars to take for rides.
- (c) Read to them.
- (d) Do errands for them.
- (e) Arrange telephone service.
- (f) Books – Transcribe into Braille under supervision of the Institute.

4. Home for the Aged

- (a) Read to them from daily papers.
- (b) Supply reading material for those who can read.
- (c) Find out if any lack proper glasses for reading and, if so, get the support of local people to supply them – this is important, as reading is one of the best pastimes for old people.
- (d) See if the old men lack smokes and collect some locally if they do. A little publicity in the local paper will bring a generous response.
- (e) Help them to get an outing once in a while with assistance of friends who have cars.
- (f) Take them flowers from your garden or gifts from neighbours in summer; or collect discarded flowers from public functions.
- (g) Arrange Christmas treats.
- (h) Be a good listener; old folk like to tell about their days and they do enjoy a good listener.

5. Orphanages

Arrange treats; organize Troop or Pack; arrange outings or cooperate with others to do so; put on little concerts; show lantern slides; run games; organize local capital for a swimming tank or conduct parties of them to nearest one; remember them especially at Christmas.

6. Prisons

Collect warm clothing for those discharged in winter who have only summer weight clothing to wear. Consultation with prison authorities will enable you to know when and whom to help.

7. Aged or Infirm Householders

Help with home tasks in various ways, the Scouts will join you in this: (a) with fuel and furnaces, (b) snow shovelling, (c) storm windows, (d) repairs to building and furniture, (e) errands, (f) garden, (g) arrange Christmas baskets.

(See under “Home for Aged”).

8. Social Service Organizations

- (a) Help filling relief baskets or Christmas baskets.
- (b) Co-operate in various ways as needed.

9. Service Clubs

Co-operate with them.

10. Toy Shop

Co-operate with the Troop.

11. Tree Protection

- (a) Tree Surgery – if proficient.
- (b) Spraying where necessary and when not done by municipality.
- (c) Attach protecting bands around trunks to prevent especially destructive insects from climbing up to the foliage.
- (d) Tree planting under authority.

12. Picnics for Deaf and Dumb

They will appreciate help in running games, etc.

13. Playground Supervisors

Where not in charge of salaried attendants.

14. War Memorial

It would be a worthy service to care for one.

15. Public Parks

Rovers might undertake the care of one flower bed.

16. Books

Gather old ones and get donations of others for various institutions in town and for the Sunday Schools of country churches.

17. Disasters

At the risk of being accused of having a dismal outlook you might consider what disasters might occur in your community and how your Crew and Troop could help. Consider where and how you could serve to best advantage; how you could communicate with each other for a quick turnout. For the various kinds of disaster just notice reports in the daily paper. Lay your plans well, for neighbourhood emergencies do occur and you should be prepared.

18. Foreigners

Teach English and laws and customs of Canada; help with citizenship papers; establish evening classes; help get a Scout Group going amongst their boys.

19. Life Saving

In **summer** do life-guard duty at bathing pools and be prepared with first aid skill and kit. Besides near-drowning, be ready for various other accidents, such as abrasions and fractures.

In **winter** do preventive work at skating rinks especially those on ponds; instruct in life-saving methods and first aid for accidents.

20. Traffic Control

Near schools and near churches before and after Sunday School time.

21. Picnics

Tent for lost children; policing; first aid tent.

22. Teaching

Study a serious subject to help someone else to whom such avenues of learning are closed.

23. Bird Attraction

Be an authority on the subject, and adviser to others, practice it.

24. Street Corner Gang

Use your influence to clean it up (not beligerently) by finding something better for its members to do.

25. Good Counsel and Good Example to young men outside the Association.

WHEN WINTER COMES

When winter comes don't cuddle down in your Den like a bruin waiting for a thaw, and live off the vitality you built up in the other three seasons. A back woodsman should be able to "backwoods" in winter, too.

Tracking in the Snow – Reading a story of what passed – wheels, animals, birds and people.

Life Saving – Study methods of saving life in ice accidents and be prepared to teach.

Birds – Study the birds that stay all winter; their feeding habits; put up feeding stations and the kind of food they eat – suet, seeds or bread. Avoid metal food racks in frosty weather – if their eyes touch, it means a crippled bird.

Winter Rambling – Nature’s tragedies and triumphs are being enacted in winter as well as in summer, and the actors write the story in the snow. Along the frozen brook, across the drifted meadow, and in the still white woods, you will find them. Take a Scout or two along instead of the dog.

Winter Photography – This is convincing evidence to the unbeliever as well as a fascinating hobby.

Tree Identification – Can you name them when the leaves are gone? Bark and twig tell the story if you have learned their language.

Trophies – Old bird nets, fungi, twig alphabets; thumb sticks; pictures, memories.

Socials have a legitimate place in your programme, as long as you don’t overdo it.

ONE YEAR PLAN OF LEWISHAM DISTRICT ROVERS

(From “Quest” – Spring Number, 1932)

Rovering

1. Each Crew to have visited or been visited by each other Crew in the District.
2. 75% of the District membership to be invested Rovers.
3. As many non-scouts as possible to be brought into the Rover Movement.
4. Every Rover and every Squire of more than three months membership to be registered on the Quest List as doing satisfactory service.
5. 75% of the Invested Rovers to be able to swim thirty yards.
6. Have five Rovers holding the Rambler Badge.

Service to the Scout Movement

1. Have a list of 20 Rovers holding the Instructor Badge who shall be available to any Troop or Pack in the District.
2. Have a list of Rovers able to tell good yarns on subjects useful to Scouts; these Rovers to be available for any Troop or Pack in the District.
3. To assist the Commissioner to the utmost of our capacity in his efforts to discover suitable leaders for Troops or Packs without same, this to be done by circularizing particulars of vacant posts to all Rovers in the District.
4. The Rovers to offer to organize or staff the District Swimming Gala, Scout and Cub Sports, and any other District events.
5. Be available for assistance in any capacity with any Troop or Pack in the District holding an entertainment.

The above improvements to shown by September, 1932.

If You Get Too Serious you will need an antidote, and the best one is a good evening of fun. It is a good thing to buckle into your Rover programme in all sincerity and earnestness, but it is possible to become too heavy in your seriousness; too much so for the younger members. When you find that happening, knock off work and serious affairs for have an evening of sheer nonsense: make some good fun. One way would be to it a strict rule that no a sensible word is to be spoken during the evening. That may seem like going to extreme, and it probably is, but try it if you need to, unless you can think of a better scheme.