



In 1984, the BSA introduced Varsity Scouting, a variation of Boy Scouting aimed at boys ages 14 but not yet 18 years old. Varsity Scouting uses sports terminology and offers high-adventure activities geared for older Scouts. Varsity Scouts use the same advancement program as Boy Scouts, but they can also earn the Denali Award.



Sea Scouts, Exploring, Venturing, and Other Young-Adult Programs

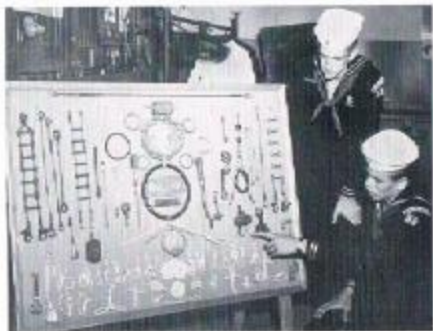
The development of Boy Scouting is pretty straightforward, but the development of the BSA's programs for older Scouts has more twists and turns than a detective novel.

Sea Scouts

The first older-boy program, Sea Scouting, came to the United States in 1912, when Arthur A. Carey of Massachusetts started a Sea Scout group using his schooner, the *Pioneer*. The program limped along until Commander Thomas J. Keane of Chicago took over in 1922.

Keane revamped the program, introducing an advancement program that included four ranks: Apprentice, Ordinary, Able, and Quartermaster. This system is still in use today.

Sea Scouting became known as Sea Exploring in 1949, but the program didn't change much. A couple of important things happened in 1971. First, girls were allowed to become Sea Explorers. Second, the program expanded to include powerboats and other aquatic activities like scuba diving, water-skiing, and oceanography.



Early Sea Scouts in action



The Sea Promise (introduced in 1920)

As a Sea Scout I promise to do my best:

To guard against water accidents;

To know the location and proper use of the lifesaving devices on every boat I board;

To be prepared to render aid to those in need;

To seek to preserve the motto of the sea, "Women and children first!"

In 1998, Sea Exploring became part of the new Venturing program, and the name was changed again, this time to Sea Scouts. Sea Scout ships (the equivalent of packs and troops) now flourish in communities across America—even far from oceans or major rivers. Every two years, Sea Scouts from around the country compete in the William I. Koch International Sea Scout Cup, a weeklong sailing event.

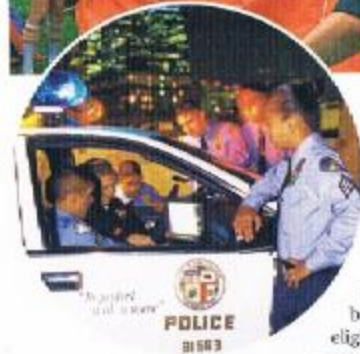
Like Boy Scouting, Sea Scouts began in England. Baden-Powell's older brother, Warrington, wrote the first *Sea Scout Manual*, basing the program on the traditions of the sea.



E**Exploring**

In 1935, the BSA created a program called Explorer Scouts as one option in Senior Scouting. It offered to older Boy Scouts a land-based alternative to Sea Scouting.

Explorer Scouts initially wore the same uniform as Boy Scouts, although it featured an "Explorer Scout, BSA" strip over the right pocket. In the 1940s, a forest-green uniform was introduced, and Explorer Scout units began to be called posts instead of troops.



Explorer Scouts got their own advancement program in 1944. The four ranks—Apprentice, Woodsman, Frontiersman, and Ranger—corresponded to the four ranks in Sea Scouting.

In 1949, Explorer Scouts became simply Explorers, and the program's focus was expanded to include social activities, service opportunities, and career exploration. In 1959, the four-rank advancement program was dropped, and Exploring began to include six experience areas: citizenship, service, social, vocational, outdoor, and personal fitness. More and more, posts began to specialize in specific careers or hobbies.

A couple of important things happened in 1971. First, Exploring became coeducational, with young women eligible for full membership. Second, the upper age was raised from 17 to 20, allowing many college students to remain active.

The biggest change to Exploring came in 1996. That year, Exploring divided into two completely separate programs: Exploring and Venturing. Exploring took in the career-oriented programs. At the same time, Venturing took in the posts that focused on the outdoors or that were associated with church youth groups or Boy Scout troops.

Air Scouts

In 1942, the BSA introduced Air Scouts, an aviation-focused alternative to Sea Scouts and Explorer Scouts. Squadrons of Air Scouts weren't allowed to actually fly, but they learned all about aircraft, weather, radio communications, and more.

At first, Air Scouts had a four-level advancement program: Apprentice, Observer, Craftsman, and Ace. In 1947, ratings were added to recognize specialized knowledge.

Air Scouts became Air Explorers in 1949. In 1966, the program became Aviation Exploring and started focusing more on career exploration than advancement.



Air Scout, circa 1940s

**Venturing**

As mentioned earlier, Venturing was officially created in 1998, although it traces its roots back to Scouting's earliest days. In Venturing crews or Sea Scout ships, young adults have opportunities to advance their skills and knowledge in the areas of high adventure, sports, arts, hobbies, religious life, and Sea Scouts.

**The Venturing Oath**

As a Venturer, I promise to do my duty to God and help strengthen America, to help others, and to seek truth, fairness, and adventure in our world.

In Sea Scouting, the Ordinary rank is the equivalent of the Bronze Award, the Able rank is the equivalent of the Gold Award, and the Quartermaster rank is the equivalent of the Silver Award.

Venturers may work on three major awards: the Bronze Award, the Gold Award, and the Silver Award, which is the program's highest award. Other Venturing awards recognize special achievement in outdoor skills (the Ranger Award), sports (the Quest Award), and religious life (the TRUST Award).



Rover Scouts

Starting around 1926, an imported British program called Rover Scouts appeared in the United States. Designed to serve young people who were too old to be Explorer Scouts, Rover Scouts became an official BSA program in 1933. The program didn't last very long, in part because many of the young men who were eligible to be Rover Scouts were off at college or—after 1941—fighting in World War II.



Cub Scouts

The last age group the BSA addressed was boys too young to be in Boy Scouting. Introduced in 1930, Cub Scouting would eventually become the biggest segment of Scouting.

Wolf Cubs began in England in 1916, when Baden-Powell published *The Wolf Cub's Handbook*. Baden-Powell's program drew heavily on the characters and symbols in *The Jungle Book*, which his friend Rudyard Kipling had written in 1894.

Like Boy Scouting, Wolf Cubs quickly jumped the Atlantic, but unofficially. In 1925, the BSA began planning an official American version, which was launched in 1930. American Cub Scouting retained much of the flavor of Kipling's *Jungle Book*. But thanks to Ernest Thompson Seton, who helped to develop Cub Scouting in the United States, it also emphasized American Indian lore.

At first, Cub Scouts advanced from Bobcat (for all new members) to Wolf rank (age 9), Bear (age 10), and Lion (age 11), and then joined a Boy Scout troop at age 12. The joining age was dropped by a year in 1949 and again in 1986, and in 1988 the Webelos Scout program was expanded to two years. (That program, which featured a distinctive uniform and a set of 15—later 20—activity badges, had replaced the Lion program in 1967.)

The Arrow of Light Award became Cub Scouting's highest award in 1978. That year, five ranks were established: Bobcat, Wolf, Bear, Webelos, and Arrow of Light Award.

In 1982, the Tiger Cub program for 7-year-old boys was introduced. At first, Tiger Cubs functioned separately from the Cub Scout pack. But in 2001 Tiger Cub groups became Tiger Cub dens that were a part of the pack just like other Cub Scout dens.



At first, the term "Webelos" came from the first letters of the Cub Scout ranks (Wolf, Bear, and Lion) and Scout. When the Lion rank was dropped, the meaning was changed to "WE'll BE LOyal Scouts."

The Cub Promise (original three-line version introduced in 1930):

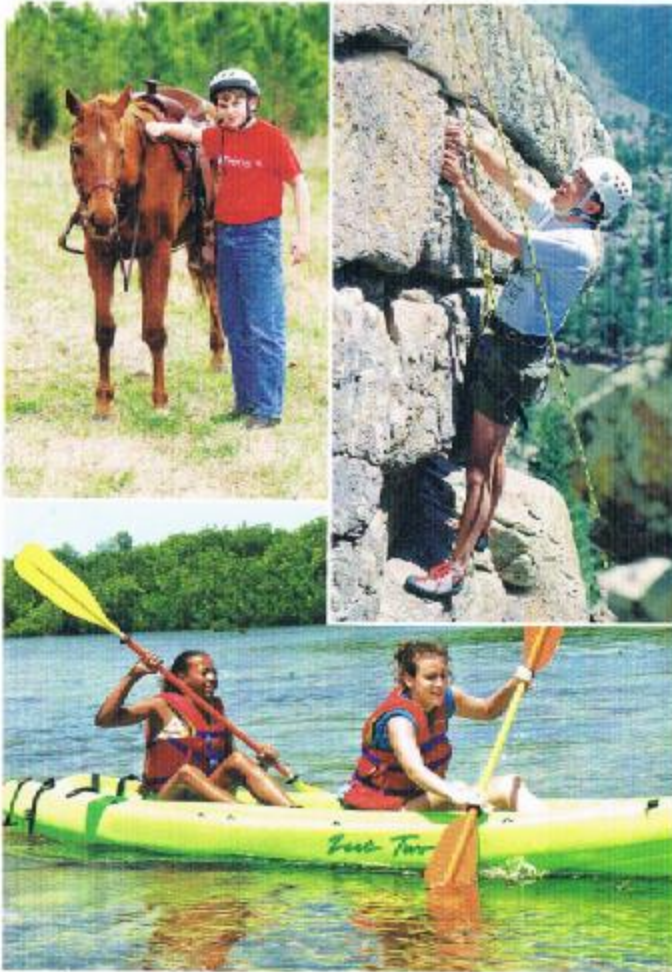
I, (name), promise to do my best

To be square and

To obey the Law of the Pack.

The line "to do my duty to God and my country" was added in 1960, and the old-fashioned phrase "to be square" was replaced with "to help other people" in 1972.





Ultimate Scouting Adventures

For many Scouts, a trip to a BSA high-adventure base represents the ultimate Scouting adventure. Others enjoy the chance to meet Scouts from around the country at a national Scout jamboree or Scouts from around the globe at a world jamboree. These high-adventure opportunities are an important part of Scouting's heritage. Many date back to Scouting's earliest years.

BSA High-Adventure Bases

Today, the Boy Scouts of America operates high-adventure programs at three locations: the Northern Tier National High Adventure Program in Minnesota, Philmont Scout Ranch in New Mexico (including the Double H High Adventure Base), and the Florida National High Adventure Sea Base in the Florida Keys.

Each year, more than 50,000 Scouts and Venturers participate in these programs—with 20,000 more on waiting lists.

Over the years, the BSA has also operated high-adventure bases in Kentucky and Maine. (The latter base is now run by the Katahdin Area Council.)

In 2009, the BSA announced plans to build a new high-adventure base in West Virginia's New River Gorge. Many BSA local councils also run high-adventure programs. Visit www.scouting.org/scoutsources/Applications/highadventuresearch.aspx for a directory.



Northern Tier National High Adventure Program

In 1923, the Hibbing Area Council in Minnesota began organizing canoe trips into the Boundary Waters along the U.S.–Canada border. Three years later, the BSA's Region X took over the program. It then became known as the Region X Canoe Trails and later the Region X Wilderness Canoe Trips.

At first, the canoe program didn't have a permanent home. Instead it started at various locations near the town of Ely. That changed when a lodge was built on the shore of Moose Lake. Dedicated on May 17, 1942, it was named for Charles L. Sommers, longtime chairman of the Region X Committee, as well as a canoe trip organizer, participant, and avid supporter.

Within a few years, the base was renamed the Charles L. Sommers Wilderness Canoe Base. In 1972, it became part of the BSA's national high-adventure program.

Today, the Sommers Canoe Base is just one of three bases that are part of the Northern Tier National High Adventure Program. Northern Tier also includes the Donald Rogert Canoe Base in Atikokan, Ontario, and the Northern Expeditions Canoe Base in Bissett, Manitoba—a site best reached by float plane.

Although names and locations have changed over the years, Northern Tier offers today's Scouts a wilderness experience much like that enjoyed by the Scouts of the 1920s. With the support of an Interpreter (sometimes called a "Charlie Guide"), crews paddle and portage through miles of unspoiled wilderness, enjoying fresh fish, succulent blueberries, and great fellowship.

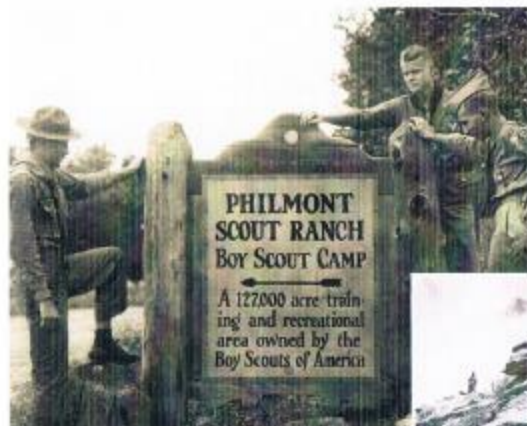


Northern Tier crews often hail each other by shouting "Holy-Ry"—the name of a rye cracker popular with crews in the 1950s and 1960s. The proper response to "Holy-Ry" is "Red-eye," which crews call their lunchtime drinks after a term used by early loggers in the area.

Philmont Scout Ranch

Early in 1938, BSA president Walter W. Head received a surprising letter. It was written by an Oklahoma oilman named Waite Phillips, who owned a 300,000-acre ranch near Cimarron, New Mexico. The successful businessman wanted to give a large piece of this ranch to the Boy Scouts of America. Scout officials—including Mr. Head and Chief Scout Executive James E. West—visited Phillips' Philmont Ranch and were quickly captivated by the land and its potential.

On Oct. 20, 1938, the National Executive Board formally accepted Phillips' gift of 35,857 acres of land, along with \$50,000 for use in building a camp. They decided to call the new camp Philturn Rockymountain Scoutcamp, a name that would memorialize Phillips' good turn to Scouting.



The original entry gate to Philmont Ranch



Philmont, circa 1938

Waite Phillips also donated the 23-story Philtower Building in Tulsa, Oklahoma, so that the rental income from the building could help pay for camp improvements.

Much of what Phillips earned he gave away—and not just to the BSA. His 72-room mansion in Tulsa is now the Philbrook Museum of Art, and he left millions of dollars to charities and colleges in both Oklahoma and California.



Philturn Rocky Mountain Scoutcamp

Mr. Phillips retained the rest of his ranch, which included his palatial summer home, the Villa Philmonte. He often rode his favorite horse, Gus, up to the new Scout camp to watch the Scouts in action, and he liked what he saw. In fact, he liked it so much that in 1941, he gave the BSA another 91,538 acres of land, including the Villa Philmonte, four lodges in the Sangre de Cristo Mountains, and the buildings and facilities at ranch headquarters. With the new gift, Philturn Rocky Mountain Scoutcamp became Philmont Scout Ranch.

Early programs at Philmont involved long-term camping at sites like Ponil, Philturn's original headquarters. Those sites served as starting points for hiking and horseback riding, along with more than 200 miles of trails. By 1956, however, Philmont was specializing in 12-day backpacking treks. For more than a decade, crews could plan their own itineraries. Then in 1969 a system of preplanned itineraries was introduced. With some changes, it is still in use today.



A view of Philmont's Tooth of Time

One Good Turn Deserves Another

Early in the 20th century, Waite Phillips selflessly donated some of the fruits of his lifelong labor to create what is now Philmont Scout Ranch. Almost 100 years later, the Boy Scouts of America received another extraordinary gift. Through his charitable foundation, Distinguished Eagle Scout Stephen D. Bechtel Jr. donated \$50 million to the BSA to create a huge Scouting paradise in the mountains of West Virginia. In 2013, The Summit Bechtel Family National Scout Reserve will open its doors, becoming home to an exciting high-adventure base, a national Scout camp, and a permanent home for the national Scout jamboree, as well as facilities for cutting-edge youth and adult leadership training. It will be the most environmentally friendly BSA camp on Earth.

Besides the depth of their generosity to Scouting, Bechtel and Phillips are alike in many ways. They understood how physical labor could help a young man grow a strong character. Both found their life's work after learning the ropes in the family business and were passionate about the outdoors. In fact, Bechtel participated in an expedition to Mount Everest at age 65. And both men became icons in the American fabric: Phillips in the oil industry and Bechtel in construction.

Bechtel credits Scouting for shaping him into the man he is today. "As a member of a good troop with capable leadership, I took seriously the lessons and teachings of Scouting," he said. "The Scout Oath and Scout Law, as well as the tests, merit badges, and outdoor camping, helped clarify and confirm my personal values and beliefs."



Villa Philmonte



Florida National High Adventure Sea Base

In 1975, a group of volunteers from Miami and Atlanta developed a sailing program in the waters around the Florida Keys. For the first few years, Sam Wampler, who was the South Florida Council's camping director, ran the program in his spare time—using his station wagon and a warehouse as the headquarters. In 1979, Wampler became the first full-time director of what was then called the Florida Gateway to High Adventure.

A grant of \$1.3 million from the Fleischmann Foundation funded the 1979 purchase of the old Tollgate Inn motel and marina on Lower Matecumbe Key, about halfway between Miami and Key West. In 1980, the facility opened with a new name: the Florida National High Adventure Sea Base.

Since then, the property has grown thanks to other grants and purchases by the BSA. In 1982, the BSA was given an untouched, uninhabited island off Big Pine Key called Big Munson Island. The addition of the Brinton Environmental Center on Summerland Key in 2001 offered improved access to the island and gave the base a second jumping-off point for activities.



The Florida National High Adventure Sea Base today

Today, the Florida National High Adventure Sea Base offers 11 different programs in the Florida Keys and the Bahamas. Throughout the year, thousands of Scouts and Venturers visit the base to enjoy sailing, scuba diving, fishing, swimming, snorkeling, and camping.

National and World Jamborees

Some Scouts seek high-adventure opportunities in the solitude of the Boundary Waters, the Sangre de Cristo Mountains, or the Gulf of Mexico. For others, the ultimate Scouting adventure is spending 10 days with thousands of other Scouts at a national or world jamboree.



To find out how you can attend a future jamboree, contact your local council. You can learn more about the next national Scout jamboree at www.bsajamboree.org and upcoming world jamborees at www.scouting.org/worldjamboree.aspx.

World Scout Jamborees

Once Scouting began to spread throughout the British Empire and beyond, Baden-Powell saw how it could foster understanding between people of different countries. In 1917—three years into World War I—he wrote, “It is not too much to hope that in the years to come, with increasing numbers joining this fraternity in the coming generation, they will unite in personal friendship and mutual understanding such as never before and thus find a solution to these horrendous international conflicts.”

Baden-Powell started planning for an international gathering of Scouts as early as 1913. He wanted it to coincide with the 10th anniversary of the Brownsea Island encampment, but the event had to wait until 1920—two years after the end of World War I. That summer, 8,000 Scouts from 21 countries and 12 British dependencies arrived in London for the first jamboree (an American slang term Baden-Powell chose that means “noisy celebration or merrymaking”). The Scouts, including 301 Americans, enjoyed eight days of Scouting games, exhibitions, and parades.

The jamboree’s highlight came during an August 6 gathering of the participants. When Baden-Powell rose to speak, a Scout in the audience shouted, “Long live the Chief Scout of the World!” Thousands of other Scouts took up the call, and Baden-Powell was officially crowned the first—and only—Chief Scout of the World.

Since the 1920 event, world jamborees have been held roughly every four years in locations around the globe (including the United States in 1967). Jamborees were suspended during

World War II, however, and the 1979 jamboree in Iran was canceled due to the revolution in that country. In 2007, the 21st World Scout Jamboree was held in England to commemorate the 100th anniversary of world Scouting. It was the biggest world jamboree yet, with 38,074 Scouts and leaders from 158 countries attending.



The 21st World Scout Jamboree, England, 2007

National Scout Jamborees

Based on the success of early world jamborees, the BSA began planning its own jamboree. This first national jamboree was to be held in Washington, D.C., in 1935 to mark the 25th anniversary of American Scouting. Unfortunately, just two weeks before the event, an outbreak of polio—for which there was not yet a vaccine—forced the event’s cancellation.

Two years later in 1937, the jamboree was finally held, bringing together 27,232 Scouts and leaders from every state and 24 foreign countries. The jamboree was headquartered near the Washington Monument with campsites spread around the Tidal Basin and on nearby Columbia Island.

World War II delayed the next national jamboree until 1950, when 47,163 Scouts and leaders descended on Valley Forge, Pennsylvania. Since then, national jamborees have been held roughly every four years at locations around the country. From 1981 through 2010, Fort A.P. Hill, Virginia, served as the jamboree’s permanent home. With the 2013 National Jamboree, however, the event will move to a new site.

In 1973, for the first and only time, the national jamboree was held in two locations: Farragut State Park in Idaho and Moraine State Park in Pennsylvania. The combined attendance was 73,610.



The 1937 National Scout Jamboree, Washington, D.C.



Mountainboarding at the 2005 National Scout Jamboree



Preserving Scouting Heritage

In the past century, the Boy Scouts of America has produced countless handbooks, uniforms, patches, pins, coins, calendars, statuettes, pocketknives, backpacks, canteens, and other items. Scouts have appeared on T-shirts and coffee mugs, in comic strips and feature films, and as action figures and bobblehead dolls.

Collecting items related to Scouting history can be an enjoyable hobby. So can hearing the stories of people who were involved in Scouting before you were born—whether they are members of your own family or part of your Scout unit or community.

If you enjoy the monthly Pee Wee Harris comics in *Boys' Life* magazine, you might like to collect the originals. Pee Wee began life in the 1920s as the hero of a series of novels by Percy Keese Fitzhugh, one of many writers who churned out Scout novels in the early 20th century.

Fitzhugh's novels were approved by the Boy Scouts of America, unlike the many novels that put Scout characters in dangerous situations and had "no moral purpose," according to Chief Scout Librarian Franklin K. Mathews. For more information on Fitzhugh, visit www.bridgboro.com.





Cubbook, circa 1930

The International Scouting Collectors Association offers a series of free articles on getting started in collecting at www.scouttrader.org/collecting/.

What Makes Scouting Memorabilia Valuable

People who collect things sometimes focus on how much their collections are worth. But things can be valuable for many reasons—most of which have nothing to do with money.

Some Scouting memorabilia is valuable because it is rare. For example, a patch from the canceled 1935 National Scout Jamboree or a letter signed by Lord Baden-Powell would be a treasure to own. Other memorabilia is valuable because it shows what Scouting was like during an earlier time. An old Scout handbook, for example, can tell you what the Scout uniform once looked like, how rank requirements have changed (or stayed the same), and what sorts of activities Scouts used to enjoy.



Still other memorabilia is valuable because you have a personal connection to it, such as your own merit badge sash. If you are lucky enough to have your grandfather's merit badge sash, for example, then you have quite a treasure indeed—one that you will want to take very good care of and keep.

You may have already started your own Scouting memorabilia collection without realizing it. Do you have a drawer full of Scout T-shirts or a shoebox full of camp or Order of the Arrow patches? Those items are important because each has a story to tell. As time goes on, these items may represent special memories that money cannot buy—priceless moments that you will treasure for years to come.



To keep these memories intact, consider jotting down a sentence or two to go with each item just to refresh your memory about the experiences that went along with them.

Taking Care of Scouting Memorabilia

When you own a piece of Scouting memorabilia, you have a responsibility to take care of it. That means protecting it from things that can damage and destroy it—including your own hands.

Human hands produce oils that are acidic and can damage paper and cloth collectibles, so it's a good idea to always wash your hands before handling the items in your collection. You may even want to wear white cotton gloves, especially when handling very fragile items. And be sure to keep your collection away from food and drinks.

The environment where you store or display your collection can also cause damage. Try to avoid prolonged exposure to sunlight, which can quickly cause colors to fade. Also, don't store your collection in a place where the temperature and humidity level frequently change, such as your basement, attic, or garage, or near chemicals.

One good way to store your collection is to keep it in one or more stackable plastic bins in an interior closet. These bins, which don't need to be airtight, can be found at most discount stores. Lay items flat inside, and put heavier items on the bottom.

Be sure the protective sleeves you use are made of polyester film and are advertised as "acid free," because acid and other chemicals can be harmful to your collectibles over time.



Of course, you won't want to always keep your collection tucked away in your closet. When you get ready to display it, do so in a way that doesn't cause damage. Rather than glue patches in the pages of an album, for example, purchase vinyl album pages with separate pockets for the patches (similar to what baseball-card collectors use). You can also keep items in separate zip-top bags. Then slip a card inside each bag with details about the item.

If possible, only use collecting supplies that are labeled acid- and PVC-free or "archival quality." And never apply tape, glue, labels, or staples directly to your collectibles.

For more information on cataloging, evaluating, and displaying your collection, see the *Collections* merit badge pamphlet.

The National Scouting Museum

The experts on collecting, storing, and displaying Scouting memorabilia work here at the National Scouting Museum in Irving, Texas (right across the street from the BSA's national office). The museum, then called the Johnson Historical Museum, opened in North Brunswick, New Jersey, in 1959. It moved to Murray, Kentucky, in 1986, and opened in its current location in 2002.

The National Scouting Museum houses nearly 500,000 Scouting artifacts—from tiny lapel pins to a red convertible Geo Storm MTV pace car that was built by a Michigan Explorer post. Among its most significant holdings are papers from Scouting founders Robert Baden-Powell, James E. West, and

Ernest Thompson Seton and the first Eagle Scout badge ever awarded. Perhaps its most popular items are dozens of oil paintings by Norman Rockwell and Joseph Csatori.

There's more to the museum than static exhibits, however. Visitors can meet an animatronic version of Lord Baden-Powell; race pinewood derby cars; see typical campsites from the early 1900s, the 1950s, and today; and participate in a simulated mountain rescue adventure.



At the National Scouting Museum in Irving, Texas, visitors can see exhibits like this model of Norman Rockwell with paintbrush in hand.

Other Scouting Museums

There's only one National Scouting Museum, but many local councils and other groups have created Scouting museums across the country and around the globe. Some fit into small rooms in council service centers, while others house hundreds of thousands of items.

Your Scout leaders can probably tell you whether there is a museum near you. Or check this Web site: www.usscouts.org/scoutmuseums.asp.

Collecting Scouting Memories

Requirements 5 and 8 for the Scouting Heritage merit badge ask you to interview several people who were involved in Scouting in the past. Talking with these people can open a window into Scouting heritage in ways an old Scout handbook or a patch collection never could.

The National Scouting Museum houses the world's largest collection of Rockwell's Scouting paintings.

To learn more about the National Scouting Museum, call toll-free 800-303-3047 or go to www.bsamuseum.org.

Preparing for Interviews

For your interviews to be effective, you need to be prepared. Before you meet with a subject, develop a list of questions that you want to ask. Newspaper reporters learn to ask questions in six categories—who, what, when, where, why, and how—and it's a good idea to cover all of those areas.

Start your list with basic factual questions: What troop were you in? When did you join? Where did it meet? What rank did you achieve? Then, move on to questions like these:

- Why did you join Scouting?
- What is your favorite memory of your time in Scouting?
- What was your best camping trip? Your worst?
- Did you ever go to a jamboree or on a high-adventure trip? Please describe it.
- Did you participate in any major service projects in Scouting? Tell me about them.
- What was the hardest thing you ever did in Scouting?
- Tell me about your Scoutmaster (or other Scout leader).
- What fun traditions did your troop have or places you liked to go every year?
- What lessons did you learn in Scouting that are still important to you?
- How has Scouting changed since you were a Scout?
- What else about Scouting would you like to tell me about?

Based on your knowledge of Scouting history, you will be able to come up with more specific questions. For example, if you are going to interview someone who was a Scout during World War II, ask him if he participated in projects to support the war effort, as described earlier in this pamphlet.

Be sure to write questions that are open-ended and that will encourage your subject to tell stories. Avoid questions (like "Did you enjoy Scouting?") that don't yield any interesting information and leave you with only a yes, no, or one-word answers.

Holding a Successful Interview

When you are ready for an interview, make an appointment with the subject and tell him what you want to talk about. If he has mementos to show you, like his Scout handbook, encourage him to bring them along.

If possible, record the interview. That way, you can focus more on the conversation and less on taking notes. Be sure your recording device has fresh batteries, and test it at the beginning of the interview to make sure it's working properly.

Once you begin the interview, allow your subject plenty of time to think about his responses. Sometimes simply being quiet and attentive is the best thing you can do.



After the Interview

Write down at least one point that you think is important and that you want to remember. Your notes will come in handy when you and your buddy meet with your counselor about requirement 8.

Say Thank You With a Handwritten Note

Send a handwritten thank-you note in the mail to the Scout you interviewed, thanking him for taking the time to meet with you and for sharing his memories. This takes more effort than an e-mail, but it shows more respect. Mail your note no more than one week after the interview. Adults and elders will be impressed with your good manners.



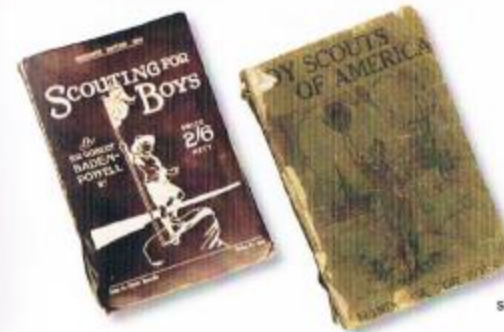


Reliving Scouting History

Perhaps you have visited a museum where interpreters pretended to be famous historical figures like George Washington or Thomas Jefferson. Perhaps you have watched Civil War reenactors relive the battle of Gettysburg or Chickamauga.

Maybe you have completed a backcountry trek at Philmont and encountered staff members portraying homesteaders, mountain men, or Waite Phillips and his family. If so, you have caught a glimpse of the power of living history. When you move from reading about history to reliving it, you begin to truly understand how people lived long ago.

A fun way to relive Scouting history is to plan a Brownsea Island weekend, where you and your fellow Scouts camp, cook, and play games like the first Scouts did 100 years ago. In addition to this merit badge pamphlet, good sources of information are reprints of *Scouting for Boys* and the 1911 *Handbook for Boys*, both of which you can find online at www.scoutstuff.org.





Here is a suggested daily schedule for your Brownsea Island weekend —straight out of *Scouting for Boys*:

7 A.M. Turn out, air bed, wash, etc.	2:30–5 P.M. Wide games.
8 A.M. Flag raising, prayers.	5 P.M. Tea and biscuits.
8:15 A.M. Breakfast.	5:30–8 P.M. Recreation and camp games.
10 A.M. Inspection.	8 P.M. Cocoa.
10:15 A.M.–noon. Scouting activities.	8:30–9:30 P.M. Campfire.
1 P.M. Dinner.	10 P.M. Lights out.
1:30–2:30 P.M. Quiet hour.	

Why no “supper” in this schedule? The British working class traditionally had “tea” (meaning their evening meal) at about 5 P.M., after workers’ shifts ended in the factories, mines, and rail yards. People ate early and went to bed early because they had to be up before dawn. They ate “dinner,” the main meal of the day, around 1 P.M., as in the Brownsea Island example.

Old Scouting books suggest some techniques that are no longer acceptable, such as digging trenches around tents to prevent flooding. First aid and lifesaving techniques have also changed significantly in the past hundred years. When in doubt, talk with your Scout leader before trying questionable techniques.



Camping Equipment

Early Scouts didn’t have the high-tech gear we enjoy today. They made do with surplus military equipment and items found around their homes. Here are some suggestions for your Brownsea Island weekend:

- Borrow canvas wall tents from your local Scout camp or make lean-tos using tarps and cord.
- Instead of using a sleeping bag, make a bedroll out of an old blanket.
- Instead of using an air mattress, make a soft camp bed out of leaves.
- Use large tin cans as cooking pots.
- Leave your mess kit at home and make do with a metal plate, cup, and utensils.

Cooking

Early Scouts cooked over open fires. While that's not always possible today due to fire restrictions and Leave No Trace principles, you can still cook like early Scouts did. To do so, limit yourself to fresh foods and things you can make from scratch—no ready-to-eat or just-add-water meals. As Baden-Powell said in *Scouting for Boys*, "Every Scout must, of course, know how to cook his own meat and vegetables and to make bread for himself without regular cooking utensils."



Here are some things early Scouts ate on campouts: kabobs, beef stew, potatoes roasted in hot coals, canned salmon on toast, oatmeal, twist bread (strips of bread dough wrapped around a stick and cooked over the fire), bacon and eggs.

Games and Activities

Like today's Scouts, Scouts of the past enjoyed a wide variety of games and activities. Some of these tested Scout skills, while others were purely for fun. The highlight of your Brownsea Island weekend could be a series of games like those Baden-Powell taught the first Scouts back in 1907.

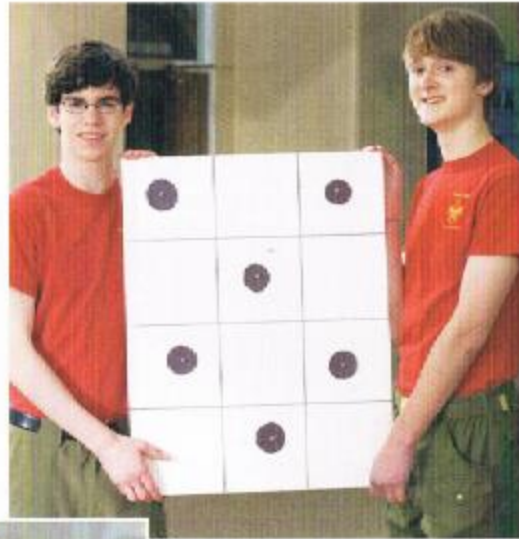
Kim's Game

Equipment: 20 or 30 small objects (pencils, patches, photos, coins, etc.), a large sheet, and a pencil and paper for each player

Place the objects on the ground and cover them with the sheet. Have the players gather in a circle. Remove the sheet for 60 seconds to let the players study the assortment of objects. Replace the sheet, and ask the players to write down all the objects they saw. The player who remembers the most objects wins.

Variation: Use items that have a distinctive scent, like cinnamon or cedar. Put the items in paper bags and have players smell them and guess what they are.





Old Spotty-Face

Equipment: A large piece of poster board divided into 12 squares, smaller versions of the large board (one per player), six or eight black paper circles about 1/2 inch in diameter, pins or masking tape, and a pencil for each player.

Give the players the small poster boards and pencils and send them a few hundred yards away. Affix the paper circles to the large poster board, one per square, to form a pattern. Hold the board up so the players can see it. Have them walk toward you until they can make out the pattern and reproduce it on their boards. The player who gets the pattern correct at the greatest distance wins.

Fugitives

Equipment: A large, numbered disk of cardboard for each player, safety pins, peanuts, or sunflower seeds

Pin a numbered cardboard disk on each player's back. One player is the fugitive, while the others act as hunters. Give the fugitive 10 minutes to leave the area and hide. He must leave a trail by dropping peanuts or sunflower seeds along the way. The hunters must then track him down. The first hunter to get close enough to see the fugitive's number wins. However, if the fugitive is able to see a hunter's number first, that hunter is out of the game.



Make a Rag Ball

Equipment: Rags, twine or string, and peach baskets or bushel baskets

Cut rags into strips, roll the strips into a ball, and secure tightly with twine or string. Play games such as dodgeball, basketball (using a peach basket tied to a tree as a makeshift hoop), bucketball (like basketball except the ball must stay in the bushel-basket "bucket" to count as a score), or some other familiar game that requires a ball.



A giant ball

Compass Points

Equipment: Eight hiking staffs, arranged on the ground so they radiate from the center and point in the eight major compass directions: north, northeast, east, southeast, south, southwest, west, and northwest

One Scout stands at the end of each staff. Call out two compass headings—southeast and north, for example. The Scouts standing at those headings immediately exchange places, going around the outside of the circle.

If a Scout moves without being called—or is called but moves to the wrong place—he loses a point. After losing three points, a player is out of the game.

Variation: To make the game harder, use 16 staffs, adding directions like north-northeast or west-southwest, or call out the degrees instead of the names—90 degrees instead of east, for example.

Tracking

Equipment: Props for scenarios, as described below

Mark off a tracking area about 15 yards square in snow, sand, or damp ground. Have one patrol create a scenario by making footprints and other marks. Then, have a second patrol try to figure out what happened. Possible scenarios:

- A Scout walked along with a bucket of water and put it down when he stopped to rest.
- A Scout walked backward.
- A man walked through with a cane and then was joined by another man.
- A Scout carrying a box stopped to rest and sat on it.



Scouting Heritage Resources

Scouting Literature

American Heritage, Collections, Communication, Genealogy, and Journalism merit badge pamphlets; *Baden-Powell: The Two Lives of a Hero*; *The Book of Camp-Lore and Woodcraft*; *Boy Scouts of America: A Centennial History Book*; *Cub Scouting: The First 75 Years of Doing Our Best*; *Handbook for Boys* (1911); *Norman Rockwell's Boy Scouts of America*

For more information about or to order Scouting-related resources, see www.scoutstuff.org (with your parent's permission)

Books

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Wills, Chuck. *Boy Scouts of America: A Centennial History*. DK Publishing, 2009.

Zimmer, Stephen, and Larry Walker. *A Brief History of the Philmont Scout Ranch*. Sunstone, 2000.

Organizations and Web Sites

International Scouting Collectors Association

Web site: <http://www.scouttrader.org>

National Scouting Museum

1329 West Walnut Hill Lane
Irving, TX 75038
Toll-free telephone: 800-303-3047
Web site: <http://www.bsamuseum.org>

The Pine Tree Web

Web site: <http://www.pinetreeweb.com>

Periodicals

Scouting Magazine

Web site:
<http://www.scoutingmagazine.org>

Boys' Life Magazine

Web site: <http://www.boyslife.org>

Acknowledgments

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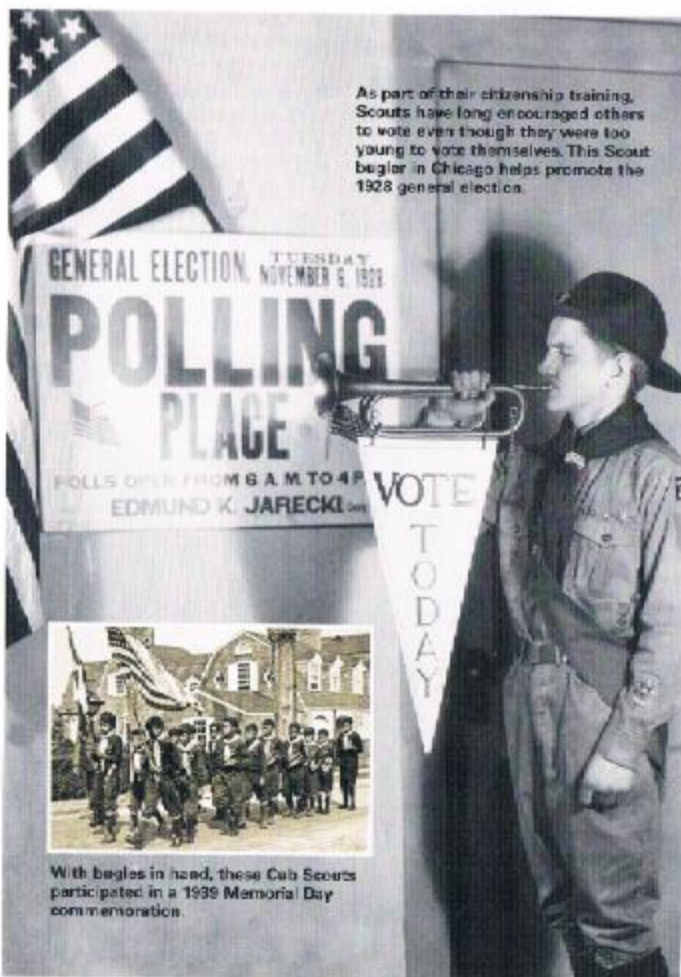
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This statue, called *Trail to Manhood* by sculptor Peter M. Fillerup, stands outside the National Scouting Museum in Irving, Texas.



As part of their citizenship training, Scouts have long encouraged others to vote even though they were too young to vote themselves. This Scout bugler in Chicago helps promote the 1928 general election.



With bugles in hand, these Cub Scouts participated in a 1939 Memorial Day commemoration.

MERIT BADGE LIBRARY

Though intended as an aid to Boy Scouts, Varsity Scouts, and qualified Venturers in meeting merit badge requirements, these pamphlets are of general interest and are made available by many schools and public libraries. The latest revision date of each pamphlet might not correspond with the copyright date shown below, because this list is corrected only once a year, in January. Any number of merit badge pamphlets may be revised throughout the year; others are simply reprinted until a revision becomes necessary.

If a Scout has already started working on a merit badge when a new edition for that pamphlet is introduced, he may continue to use the same merit badge pamphlet to earn his badge and fulfill the requirements therein. In other words, the Scout need not start all over again with the new pamphlet and possibly revised requirements.

Merit Badge Pamphlet	Year	Merit Badge Pamphlet	Year	Merit Badge Pamphlet	Year
American Business	2002	Engineering	2008	Photography	2005
American Cultures	2005	Entrepreneurship	2005	Pioneering	2006
American Heritage	2005	Environmental Science	2006	Plant Science	2005
American Labor	2005	Family Life	2005	Plumbing	2004
Animal Science	2006	Farm Mechanics	2006	Pottery	2008
Archaeology	2006	Fingerprinting	2005	Public Health	2005
Archery	2004	Fire Safety	2004	Public Speaking	2002
Architecture	2008	First Aid	2007	Pulp and Paper	2006
Art	2006	Fish and Wildlife		Radio	2008
Astronomy	2004	Management	2004	Railroading	2003
Athletics	2006	Fishing	2009	Reading	2003
Automotive Maintenance	2006	Fly-Fishing	2009	Reptile and Amphibian Study	2005
Aviation	2006	Forestry	2006	Rifle Shooting	2001
Backpacking	2007	Gardening	2002	Rifle Shooting	2006
Bakery	2003	Genealogy	2006	Rowing	2006
Band Study	2005	Geology	2005	Safety	2006
Bugling (see Music)		Golf	2009	Salesmanship	2003
Camping	2005	Graphic Arts	2006	Scholarship	2004
Canoing	2004	Hiking	2007	Scuba Diving	2009
Chemistry	2004	Home Repairs	2009	Sculpture	2007
Cinematography	2008	Horsemanship	2003	Shotgun Shooting	2005
Citizenship in the Community	2005	Indian Lore	2008	Sliding	2005
Citizenship in the Nation	2005	Insect Study	2008	Small-Boat Sailing	2004
Citizenship in the World	2005	Journalism	2006	Snow Sports	2007
Climbing	2006	Landscape Architecture	2008	Soil and Water	
Coin Collecting	2008	Law	2003	Conservation	2004
Collections	2008	Leatherwork	2007	Space Exploration	2004
Communication	2008	Lifesaving	2008	Sports	2006
Composite Materials	2006	Mammal Study	2003	Stamp Collecting	2007
Computers	2009	Medicine	2009	Surveying	2004
Cooking	2007	Metalwork	2007	Swimming	2008
Crime Prevention	2005	Model Design and Building	2003	Textile	2003
Cycling	2003	Motorboating	2008	Theater	2005
Denistry	2005	Music and Bugling	2003	Traffic Safety	2006
Disabilities Awareness	2005	Nature	2003	Truck Transportation	2005
Dog Care	2003	Nuclear Science	2004	Veterinary Medicine	2005
Drafting	2008	Oceanography	2009	Water Sports	2007
Electricity	2004	Orienteering	2003	Weather	2006
Electronics	2004	Painting	2008	Whitewater	2005
Emergency Preparedness	2008	Personal Fitness	2006	Wilderness Survival	2007
Energy	2005	Personal Management	2003	Wood Carving	2006
		Pets	2003	Woodwork	2000

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