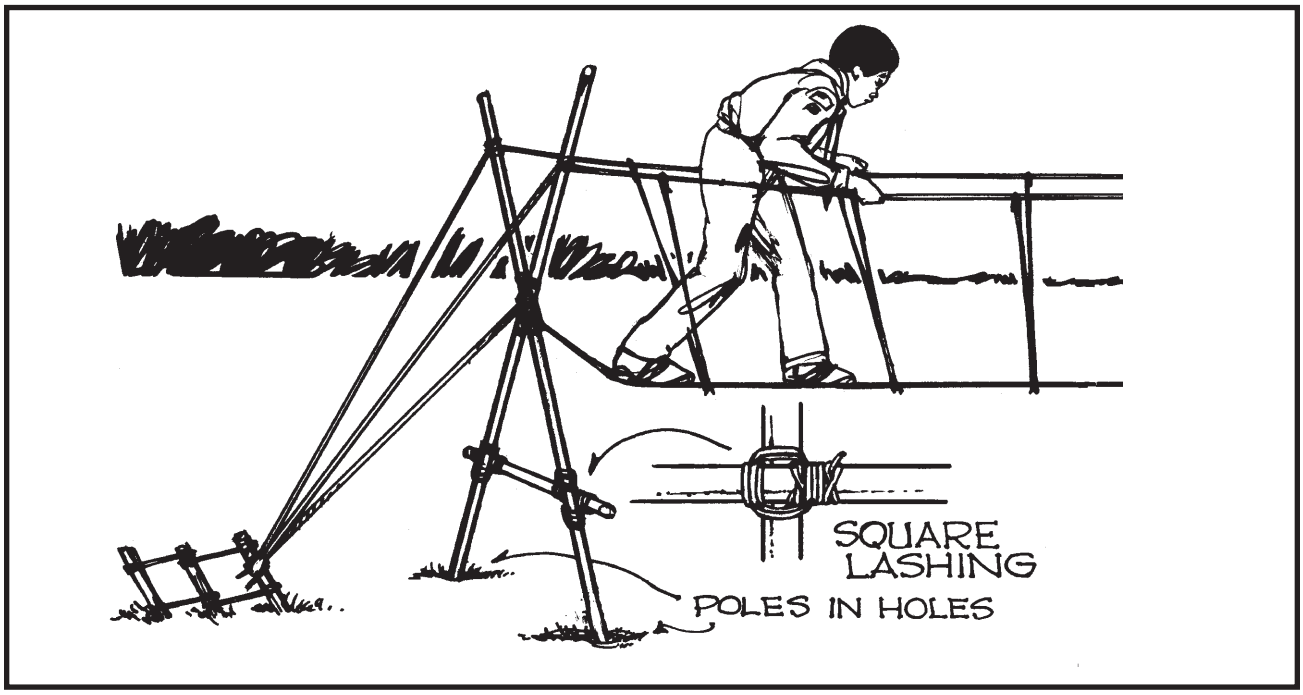
PIONEERING



Give an experienced outdoorsman a bow saw, hand ax, and some poles and ropes, and in short order he will make some camp furniture, bridge a stream, and build a big "toy" like a monkey bridge.

The skill is called pioneering. Scouts love to learn how to do it, and of course it will increase their capabilities in the outdoors.

Pioneering requires plenty of poles and lots of lashing line and heavy rope, especially for big projects like monkey bridges. Before planning this program feature, be sure that you will have access to both, especially for the big event, Woodsman's Weekend. If necessary, you can do miniature pioneering at troop meetings using garden canes and twine. But for the big event, be sure that you will have lots of poles and smaller spars as well as lashing line and rope.

The Woodsman's Weekend might be held at Scout camp, if the camp has pioneering gear. Otherwise, look for a campsite where you can get permission to gather a number of poles and spars at least 6 feet long and 2 to 3 inches thick, as well as smaller ones. Someone who has a wooded lot that needs thinning might give the troop permission to cut what is needed.

Plan to make at least one big pioneering project during the weekend. For ideas, see the *Pioneering* merit badge pamphlet. Also schedule games and interpatrol contests that require pioneering skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Enhanced outdoor skills, especially in knot-tying and lashings
- A greater understanding of the importance of conservation
- An understanding of some of the principles of engineering as they build temporary structures and camp equipment
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

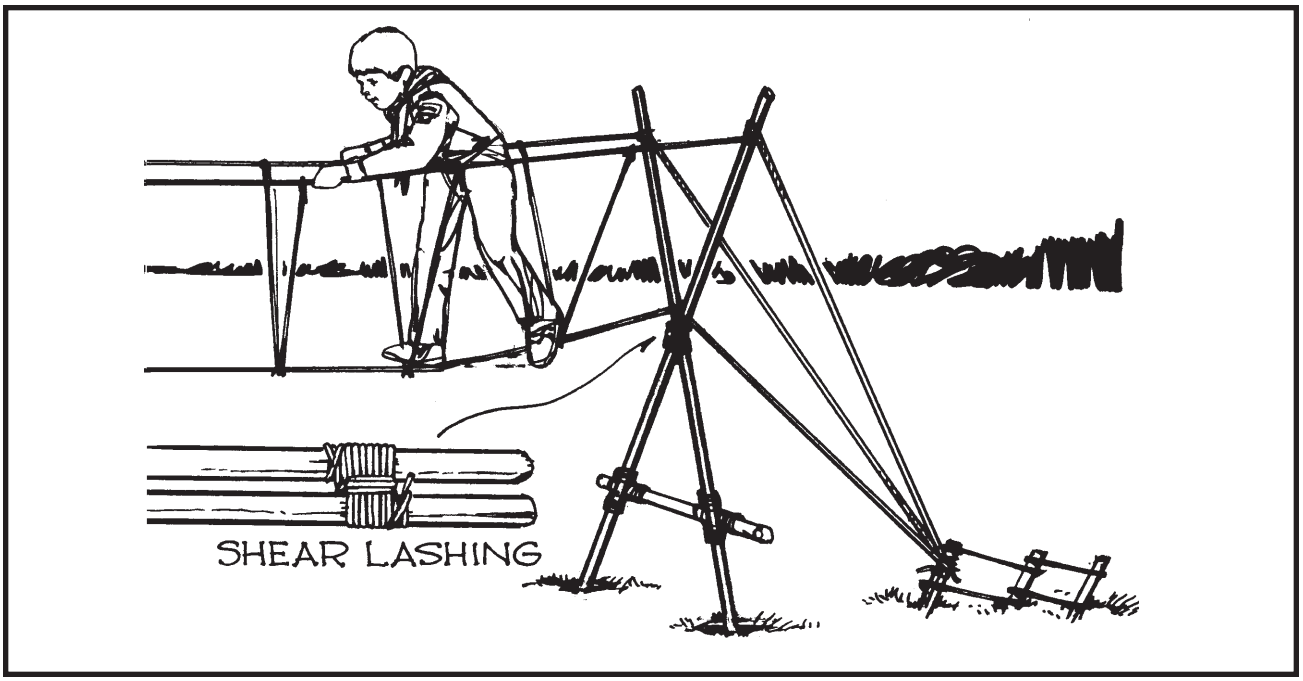
By month's end, all Scouts should meet many of their basic camping and cooking requirements through First Class rank. Depending on the highlight activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Pioneering merit badge this month. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to help with troop meeting instruction
- Inviting parents to come along on the Woodsman's Weekend
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

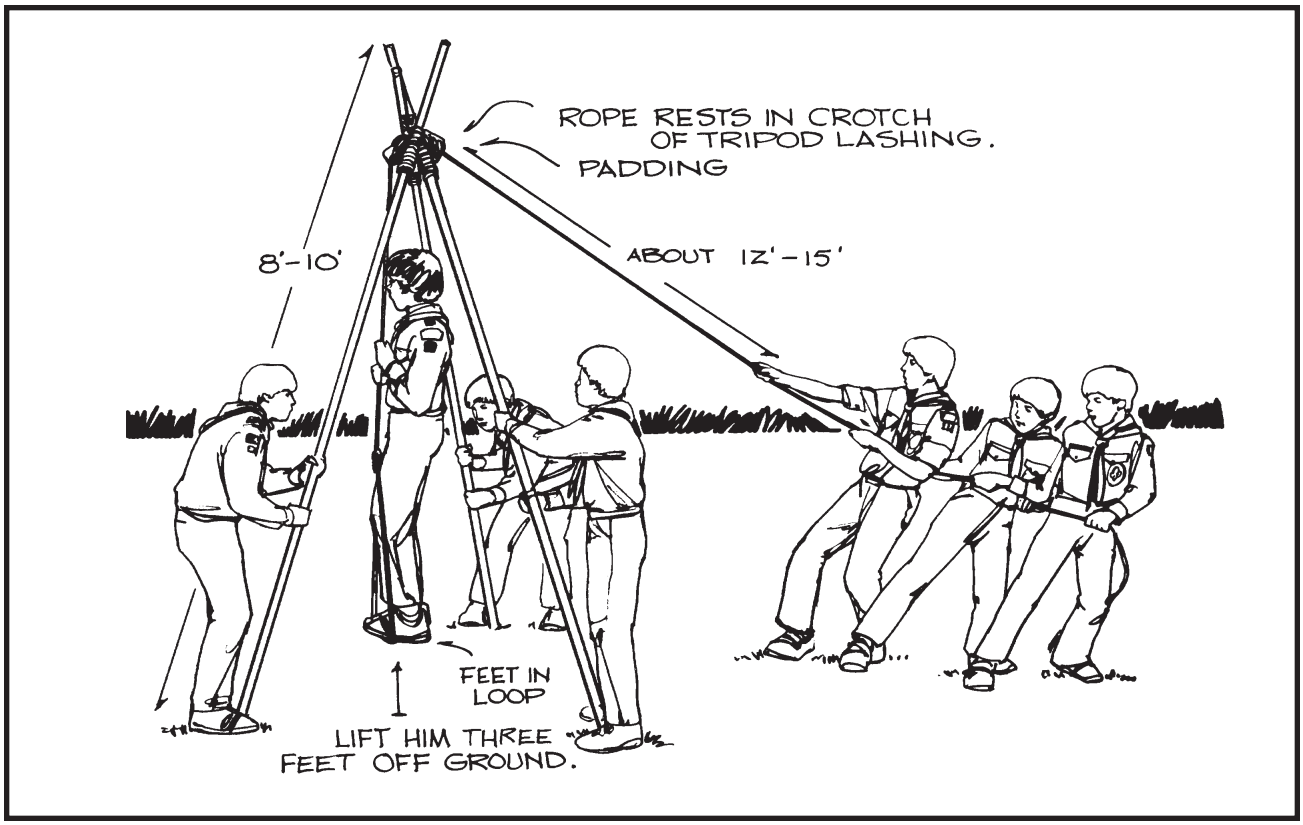
The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Choose a campsite for the Woodsman's Weekend. Remember that you will need a supply of poles and smaller limbs for pioneering projects. These materials are available at some Scout camps. If your council's camp does not have them, make sure that you can get permission to obtain suitable materials elsewhere; do not plan to cut trees at the site without the owner's permission.
- Plan other activities for the Woodsman's Weekend. Some ideas are on these pages.
- Practice knots and lashings, if equipment is available.
- Consider inviting a Pioneering merit badge counselor to troop meetings to help with instruction.
- If your troop meetings will be indoors (or if you will not have access to poles and ropes), plan to do miniature pioneering with Scout staves or closet poles, or with garden canes and twine.
- Assign a patrol to drill holes in scrap wood or fiberboard pieces about 2-by-3 feet for use as knot boards for the first troop meeting.

FEATURE EVENT

Woodsman's Weekend

When the Boy Scouts of America was founded more than 90 years ago, many troops could go just a few miles outside of town and get permission from a farmer to chop down trees and build log cabins. Those days are long past.



Today's BSA conservation ethic forbids cutting live trees unless someone wants a wooded lot thinned out. So it will probably be necessary to find a site where pioneering materials are already available, such as a local council Scout camp. Or, if you are lucky enough to have a supply of poles, you may have to truck them to your campsite.

In any event, try to have enough poles so that the troop can assemble at least one big pioneering project, like the bridges and towers in the *Pioneering* merit badge pamphlet.

For smaller projects, such as the camp accessories pictured in the *Boy Scout Handbook,* you may be able to find sturdy limbs among the downed wood at the campsite.

Campout Activities

Unless the troop has many experienced woodsmen, it may take several hours for the Scouts to build a big project. If there is time, try some of the following contests, all of which require pioneering skills.

CROSSING THE ALLIGATOR PIT

Equipment: For each patrol, three spars 6 to 8 feet long, three 6-foot lashing ropes, four guy ropes.

Method: Mark the "alligator pit" on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols. Patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top and diagonal lashings for the crossbar. Near the top, they attach four guy lines, using two half hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts man each guy line and "walk" the walker across the pit by tipping it from side to side and moving it forward.

Scoring: The first patrol to finish wins.

Note: This can be a timed contest if there aren't enough spars for all patrols.

HEAVE THE LIGHTWEIGHT

Equipment: For each patrol, three poles, 10 feet long; one lashing rope, 20 feet long; ½-inch heaving rope, 30 feet long.

Method: Each patrol assembles a tripod 9 to 10 feet high using a tripod lashing. The patrol then heaves a ½-inch rope over the top and makes a bowline on a bight in the end hanging from the tripod. The patrol's lightest member stands in the bowline and the other members raise him 3 feet off the ground. The first patrol achieving this wins.

FIREMAN, SAVE THAT CHILD!

Equipment: Two ½-inch ropes, 20 feet long; four or five 4-foot poles with ½-to 2-inch butts; two 2-foot stakes.

Method: Each patrol makes a rope ladder using 4-foot poles as rungs. Secure the rungs with marlinspike hitches. Rungs should be 1 foot apart. The patrol then secures the ladder to a tree limb not more than 10 feet above ground. If desired, they can stake the bottom to the ground. When the ladder is secure, all members climb, one by one, and touch the tree limb. The patrol with all members up and down the ladder in the fastest time wins.

MOVE THE WEIGHT

If the campsite has a very heavy weight on the ground that an entire patrol can't lift (a huge log, perhaps), have a timed contest in which patrols try to move it using either the Lumberjack Pulley or Spanish Windlass shown in the *Pioneering* merit badge pamphlet. The first patrol to move the weight 6 feet in the fastest time is the winner.

DOVETAIL CHAIR RACE

Equipment: For each patrol, four branches, about a foot long with 2-inch butts; four ½-inch ropes, 3 feet long; axes or bow saws.

Method: Each patrol assembles a frame about 1 foot square by joining four branches with dovetail notches. When the "chair" is complete, Scouts tie ropes to the sides. The patrol's smallest member sits in the chair while the others carry him to a turning line and back. The first patrol to finish wins.

For other good games and contests, see the following in the Games section of *Troop Program Resources for Scout Troops and Varsity Teams:*

- Knot Hoop Relay
- Knot-Tying Relay
- Bow-Saw Relay
- Roman Chariot Race
- Remote Clove-Hitch Tying
- Flagpole Raising

Special Awards

Although these are not advancement awards, two special emblems are available to Scouts who show skill in handling woods tools. The requirements are outlined below.

Totin' Chip. The award is a card stating that the Scout knows how to safely use a pocketknife, ax, and saw.

Requirements are:

1. Read and understand the use and safety rules of woods tools from the *Boy Scout Handbook*.

2. Demonstrate proper care, handling, and use of the pocketknife, ax, and saw.

3. Use knife, ax, and saw as tools, not playthings.

4. Respect all safety rules to protect others.

5. Respect property. Cut living and dead trees only with permission and good reason.

6. Subscribe to the Outdoor Code.

Explain to Scouts that their "Totin' Rights" can be taken from them if they fail in their responsibility.

Paul Bunyan Woodsman. This emblem can be sewn on a trail pack or blanket. It is earned by a Scout who knows how to use larger woods tools and who does conservation work.

Requirements are:

1. Show that you have earned the Totin' Chip.

2. Help a Scout or patrol earn the Totin' Chip, and demonstrate to him (them) the value of proper woods tools use on a troop camping trip.

3. With official approval and supervision, do one of the following: (a) Clear trails or fire lanes for two hours. (b) Trim a downed tree, cut into four-foot lengths, and stack; make a brush with branches. (c) Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

PIONEERING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Have a Scout demonstrate rope whipping or fusing synthetic rope *(Boy Scout Handbook)*. Also do a rope-making exercise.		
Opening Ceremony _____ minutes	• Form the troop into a horseshoe. • Hold a uniform inspection. • Repeat the Scout Oath.		
Skills Instruction _____ minutes	• New Scouts work on tying the clove hitch, square knot, and bowline. Do Rescue Carry Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts practice square and shear lashings. Plan three major pioneering projects you can build during the troop outing. • Older Scouts work on the Venture program or study ropes and knots necessary to do rappelling *(Fieldbook)*.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be an overnighter, begin meal planning and the patrol duty roster and make plans for equipment distribution and tent needs. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Play Reactor Transporter. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Sing "Scout Vespers." *(Boy Scout Songbook)* • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. Begin work on next month's program feature.		

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PIONEERING

TROOP MEETING PLAN

Date _____ **Week 2**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice the knots taught last week and use of those knots in camping activities. Do the Knot-Tying Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts continue work on pioneering projects and lashings. • Older Scouts work on the Venture program, or plan a fishing trip as part of the troop outing and plan to prepare the fish caught for a meal.		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities on advancement for the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Roman Chariot Race. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout or outing. Continue work on next month's program feature.		

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PIONEERING

TROOP MEETING PLAN

Date _____ **Week 3**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on basic fire lays and care of woods tools *(Boy Scout Handbook)*. • Experienced Scouts plan the materials that will be needed for the outing. Make assignments for getting the necessary staves and ropes required for the pioneering projects. • Older Scouts work on the Venture program or help younger Scouts with woods tools instruction.		
Patrol Meetings _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Bow-Saw Relay. (See the Games section of *Troop Program Resources.* *)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the woodsman's weekend. Continue work on next month's program feature.		

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PIONEERING

TROOP MEETING PLAN

Date _____ **Week 4**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn the basics of tent pitching and assist in meal preparation *(Boy Scout Handbook)*. • Experienced Scouts review low-course elements from the *Project COPE* program manual and select three items that can be done on the campout. • Older Scouts work on the Venture program or assist with COPE activities.		
Patrol Meetings _____ minutes	Review plans and assignments for the hike/campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Do Silver Dollar Hunt. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for Woodsman's Weekend. Finalize work on next month's program feature.		

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PIONEERING

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	Arrive at campsite. Off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Pioneering projects	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Pioneering projects	SPL
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
	Free time	
8:00 P.M.	Troop campfire	SPL
9:00 P.M.	Cracker barrel	
10 P.M.	Lights out	
Sunday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	

TIME	ACTIVITY	RUN BY
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.* *	
11:00 A.M.	Break camp.	
Special equipment needed	Scout staves, spars, rope, troop camping equipment	

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