

MILWAUKEE COUNTY COUNCIL
BOY SCOUTS *of* AMERICA

ORGANIZATION BULLETIN

Containing Suggestions and
Requirements for Leaders.
Published for the Purpose of
Developing a More Intensive
Approach to Our Oppor-
tunities in Scouting



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SCOUT EXECUTIVE

MILWAUKEE COUNTY HEADQUARTERS
214-216 FIRST NATIONAL BANK BUILDING

Aim of the Boy Scout Movement—

To promote through organization and co-operation with existing agencies the ability of boys to do things for themselves and others; to train them in Scoutcraft, and to teach them patriotism, courage, self-reliance and kindred virtues, using the methods which are now in common use by Boy Scouts.

Organization—

The basis for our instruction is found in the "Handbook for Boys," which treats of Campercraft, Woodcraft, First Aid, Life Saving, Pioneering, Tracking, Nature Study, Signalling, Patriotism, Chivalry, etc. Scouting is supplementary to the existing educational agencies—the home, the church and the school—but it covers a field of training which is not secured through other agencies.

Maintenance—

The Boy Scout Movement is financed by popular subscription under the budget system. This fund is apportioned to different departments and all checks require the signatures of the President, Treasurer, Commissioner and Executive; this assuring economy and a business-like administration.

Public Appearance—

Parades, entertainments and sales schemes must have the approval of Headquarters before undertaken by any troop.

Requests for Scout services of any nature will be made through application to Headquarters. Investigation will be made in all cases and the Scoutmaster notified of result.

Membership—

The Scoutmaster will use his discretion regarding the admission of any boy to his troop. This applies to transfer as well.

A boy is a Scout providing his registration at National Headquarters is in force. No equipment will be issued unless his registration is paid.

Plan of Organization—

The organization and supervision of Scouting in Milwaukee County is in the hands of the Milwaukee County Council—Boy Scouts of America, an incorporated body. The Board of Directors, through the Scout Executive, delegates authority to the District Commissioners in the organization of their district. The Scout Executive is responsible for the proper organization and maintenance of all departments.

ALLIED CLUBS

The opportunity of securing advanced training in allied subjects to Scouting is afforded in the following:

Drum and Bugle Corps—

Composed at the present time of close to one hundred and fifty members, and ranking as one of the largest corps in Scouting. Instruction is free.

Airplane Class—

A group of sixty older Scouts who are taking advantage of illustrated lectures and instruction in model-making of air machines. Special emphasis is placed upon developing originality.

Indian Mound Players—

Made up of boys interested in amateur dramatics and meeting under the leadership of Mr. Tarrant.

Science Club—

Composed of First Class Scouts who wish instruction to prepare for Electricity Merit Badges. Meetings held at School of Engineering.

PERMANENT CAMPS**Camp Clovernook and Indian Mound Reservation.**

The Milwaukee County Council maintains two permanent camps. Camp Clovernook is situated on the Milwaukee River, two miles from Whitefish Bay, and was established through the courtesy of Pres. J. Gilbert Hickcox, upon whose farm the Camp is located. It is a week-end Camp, and application for its use is made at Headquarters.

Indian Mound Reservation—

One of the most remarkable camp-sites in America. Situated thirty-one miles west of Milwaukee on Silver Lake. Consisting of forty-five acres of land upon which is erected twenty-five permanent buildings capable of caring for one hundred and fifty Scouts at one time.

The large Indian Mound one hundred and seventy feet long on the high bluff overlooking the lake, lends enchantment to a Scout's vacation days, which will live throughout the years.

NOTE

Resolved, That Headquarters disapproves of a Scout wearing his Scout uniform or any part thereof—except while on Scout duty—and when on Scout duty—the entire uniform is to be worn. Never appear partially uniformed. Complete uniform or none at all.

Scoutmasters are requested to report name and troop number of **any** Scout appearing partially uniformed at any time.

Headquarters will record and post at the local office a list of Troop demerits from time to time.

Demerits will be given troops for the above—and as well for Scouts' failure to keep appointments and other misdemeanors.

Demerits may be cancelled at suggestion of Scoutmaster.

Official Uniform—

Summer—Woolen Shirt, Hat, Neckerchief, Breeches or Shorts, Belt, Stockings, and Tan Shoes.

Winter—Woolen Shirt, Hat, Lanyard, Breeches, Belt, Stockings, Tan Shoes and Mackinaw.

Note—(The Scoutmasters' and Assistants' uniform consists of Woolen Shirt, Hat, Lanyard, Breeches, Belt, Spiral or Leather Puttees, Tan Shoes. A Coat is optional.)

Members of the Council and Troop Committees may wear the trousers instead of breeches.)

Civic Service—

When Boy Scouts serve as messengers, musicians, orderlies, or aides in giving assistance after school hours or on Saturdays, their hours of duty are kept at Headquarters. For 25 hours of duty, they are given a red service bar; for 75 hours, a blue service bar, and for each additional 75 hours, another blue bar. The bars are worn over the right shirt pocket, $\frac{1}{2}$ -inch above the seam.

Co-operation with Parents—

Acquaintanceship with a boy's parents is a great asset. If personal visits cannot be made, arrange "Father and Son" nights, or "Parent and Son" nights with a demonstration and some eats. Whenever a misunderstanding occurs between Parent and Scouting, investigate it at once and correct it.

COMMIT TO MEMORY

Hand Salute—

1. Raise hand smartly until the forefinger touches the brim of the hat, or if uncovered, the forehead above the right eye, thumb and fingers forming the Scout sign, palm to the left, forearm inclined at about forty-five degrees, hand and wrist straight—at the same time look toward the person saluted. Drop hand smartly when salute is returned.
2. Heels together, unless walking.
3. At troop meetings, Scouts will, when entering the room, salute Scoutmaster. Whenever the Scoutmaster enters, Scouts will stand at attention and salute, awaiting orders.
4. Whenever passing Scout officials, salute at six paces distant, dropping hand after passing.
5. When under orders, Scoutmaster alone salutes. Never salute in ranks unless so ordered.
6. Whenever approaching an official to question or to converse, salute at two paces distant, then advance. When finished, salute, about face, and forward march.
7. Salute official colors or reviewing officers when within thirty paces, "eyes right" to face that or those saluted, dropping hand after passing.
8. Scouts will stand at salute whenever "Star Spangled Banner" is played.
9. When not in uniform, the salute is unnecessary, the courtesy of a gentleman being all that is required.

Troop Records—

It is essential that all troop records be kept uniformly. For that reason, Headquarters has adopted a series of blanks which are sold at cost.

Drill—

All troops within our jurisdiction will use only the latest U. S. Infantry Drill Regulations. A drill manual arranged for Boy Scouts and published by National Headquarters may be procured for fifteen cents.

ESSENTIALS TO A SUCCESSFUL TROOP

1. Bulletin Board—after making it—use it.
2. Senior Patrol Leader in charge of formal business meeting.
3. Scoutmaster appoints Patrol Leaders on a competitive basis and the Patrols, after being formed, elect their Assistant Patrol Leader.
4. Strict Troop discipline as secured through:
 - (a) Carefully planned program by Scoutmaster.
 - (b) Outside speakers.
 - (c) Placing Patrol Leader responsible for the interest and conduct of his patrol. Hold him to it.
 - (d) Short meetings of Patrol Leaders with S. M. after Troop meeting, or on another night.
 - (e) Posting monthly program on bulletin board.
 - (f) Keeping formal business meeting down to thirty minutes.
 - (g) Carrying out, before or after business meetings, not over twenty minutes of drill, or two or three games. This is the safety valve.
 - (h) Make some progress in instruction at each meeting.
 - (i) Spring the unlooked for—a neighbor with a trained dog, some slight of hand, a singer, amateur dramatics, “spell down” on Scouting, a vocational talk by Troop Committee member, etc., etc. Put something new into each meeting.
 - (j) Pay dues outside of meeting. It detracts attention.
 - (k) Every Scout in uniform, with inspection at least monthly, time unknown to Troop.
 - (l) Something has to happen every minute. You make it happen.
5. Probably the greatest appeal to a boy of Scout age is through the medium of Story Telling. YOU can be an effective story teller. Sit on the floor in a circle. Dim the lights—then spring “The Golden Arm,” “The Perfect Tribute,” “The Whistling Mother,” “The Counsel Assigned,” or a thrilling personal experience of your own. Always tell a story in your own words. DON'T READ IT. It's more real. There's one exception—the one that proves the rule—“A Man Without A Country,” by Hale, acknowledged to be the gem of all short stories in the English language. A good boy's story must have punch, romance, a licked villain, and a clear moral.
6. “Ruff House” is our arch enemy. Don't let it creep in either before or after Troop meeting. A boy, at heart, likes dignity and formality.
7. Don't allow a “big” voice. A low, well-modulated tone helps to keep attention.
8. GIVE YOUR TROOP COMMITTEE A JOB. Let them examine Scouts in “Judging,”—“Rules for Knife and Hatchet,” for a starter. Make them know that they are Commissioned, and have a responsibility. Insist upon having all awards presented by them. You are the man who is working hard to “put over” the Ideal Troop. Every Troop has a weakness. With the co-operation of the District Commissioner and Headquarters, let's solve our problems.

OFFICERS**THEIR TITLES AND DUTIES****SCOUT COMMISSIONER, SCOUT EXECUTIVE—**

The ranking officers of the Milwaukee County Council.

FIELD EXECUTIVE—

In charge of duties delegated by the Scout Executive.

DISTRICT COMMISSIONER—

A volunteer appointed to organize a certain territory and who is responsible for the supervision of its troops.

DEPUTY DISTRICT COMMISSIONER—

A volunteer working under the direction of the District Commissioner, and in whom is placed the responsibility of a certain department or project.

SCOUTMASTER—

A volunteer commissioned officer, at least twenty-one years of age, in entire charge of a troop.

SCOUTMASTER—(Unassigned)

A volunteer who is assigned to temporary troop leadership by the District Commissioner.

ASSISTANT SCOUTMASTER—

A commissioned officer at least eighteen years of age who works under the direction of the Scoutmaster.

SENIOR PATROL LEADER—

A Scout with marked ability to lead, who in the absence of a troop leader is the ranking non-commissioned officer.

PATROL LEADER—

A Scout responsible for the interest and conduct of seven others. Selected by the Scoutmaster.

ASSISTANT PATROL LEADER—

An aid to the Patrol Leader elected by the patrol.

SCRIBE—

A Scout who is responsible for carefully kept troop, individual and advancement records. The Scout ranks as Assistant Patrol Leader and is appointed by the Scoutmaster.

TREASURER—

A Scout to be held accountable each week for all monies received and expended. Records are kept in troop record book in charge of Secretary. When bank account is opened, all checks should require signatures of BOTH the Treasurer and Scoutmaster. Treasurer ranks as Assistant Patrol Leader.

BUGLER—

A Scout who is always dependable and is proficient in sounding the required bugle calls. He may hold another office and ranks as Assistant Patrol Leader.

TROOP COMMITTEE—

Troop Committee Members and Council Members are registered at National Headquarters, and entitled to wear insignia and the Leader's uniform.

The success of a Troop depends to a large extent upon the co-operation of the Troop Committee and the Scoutmaster. The Troop Committee officially represent the institution with which the Troop meets. Their duties include:

1. The choosing of a Scoutmaster and one or more Assistants to direct the Troop.
2. Secure accommodations for Troop meetings and activities.
3. Act as an auditor to Troop finances and assume responsibility for Troop property.
4. Encourage each (Troop Committee) member to attend at least one Troop meeting during the month.
5. Use influence to secure a large representation at Camp during the summer.
6. Assume entire responsibility of the Troop should it be necessary for the Scoutmaster to retire, until his successor is appointed and commissioned.
7. See that at all times the rules and regulations of the National Council and the Milwaukee County Council are observed by all members and officials of the Troop.

Note—

The Troop Scribe, because of the heavy demands made upon his time, should not be given other duties. His job is one of great importance, and his records must be clear and up-to-date. He will be instructed in the School for Scribes conducted by Headquarters.

Suggested Troop Meeting Programs—

Read bulletin board announcements.

- 7:30 to 7:50—(A)—Activity through Infantry Drill, Calisthenics, Group Games which teach Scouting, Pyramid Building, etc.
(Opportunity to pay dues to Treasurer.)
- 7:50 to 8:20—(B)—Formal business meeting. (See business meeting program.)
- 8:20 to 8:30—(C)—Instruction by means of demonstrations, class work or short talks.
- 8:30 to 8:40—(D)—Story (either by S. M., Scout or visitor.)
- 8:40 to 8:55—(E)—Yells and Songs.
- 8:55 to 9:00—(F)—Repeat Scout Oath in unison.
Tattoo.
- 9:00 to 9:05—(G)—Patrol Leaders conference with Scoutmaster.

A Schedule For One Month—

First Week—Tenderfoot Examinations.
Second Week—Second Class Instruction.
Third Week—First Class Instruction.
Fourth Week—Pass Indoor Tests (First and Second Class.)
Merit Badge Group.
Outside Speaker at Troop Meeting.
HIKE (Outdoor Tests).

Business Meeting Program—(Allotted time 30 minutes.)

1. Assembly (Each patrol in its assigned place and standing at salute until S. M. returns salute and is seated.)
2. Call to Colors (Troop rises and repeats Pledge of Allegiance to our Flag.)
3. Roll Call (Patrol Leader rises and reports absentees in their patrol. Patrol Leaders should know why Scouts in their patrol are absent.)
4. Reading of Minutes from previous meeting.
5. Unfinished business.
6. New business.
7. Report of Committees.
8. Appointment of Committees.
9. Receive Applications for Membership.
10. War-Work Report.
11. "Good and Welfare" (Constructive criticism which may be indulged in by both the Scoutmaster and Scouts.)
12. Good Turn report. (Slight courtesies not included.)
13. Awards (By Troop Committee Member.)
14. Announcements by Scoutmaster.
15. Adjournment.

COMMIT TO MEMORY.

(Headquarters acknowledges with pride the following 14 cardinal points as worked out by East District Patrol Leaders.)

Position of a Scout at Attention—

1. Heels on the same line and together.
2. Feet turned out and forming angle of about forty-five degrees.
3. Knees straight—without stiffness.
4. Hips level and drawn back slightly.
5. Body erect and resting equally on hips.
6. Chest lifted and arched.
7. Shoulders square and falling equally.
8. Hands and arms hanging naturally.
9. Thumb along the seam of the trousers.
10. Head erect and squarely to the front.
11. Chin drawn in so that the axis of the head and neck is vertical.
12. Eyes straight to the front.
13. Weight of the body resting equally upon the heels and balls of the feet.
14. Absolute silence.

Hikes—

It is considered for the best interests of all that a Scout from another troop be refused permission to go on a hike unless he has written consent from his Scout Master.

A commissioned officer must be in charge of all hikes. A Scoutmaster may give permission for not more than two Scouts to take a hike if they are to wear their uniform and represent the organization.

Don't undertake a hike unless YOU know:

- (a) Where you are going,
- (b) What tests you are to give,
- (c) Advise your troop as to provisions and clothing,
- (d) Leave at a central place, ON TIME,
- (e) Secure owner's permission for use of camp site, water, fuel, etc.
- (f) Inform your troop previously as to time they will reach home,
- (g) Feel the responsibility placed in your leadership by the parents of your boys.

Transfers—

A Scout Master will admit a former member of another troop to membership ONLY upon presentation of transfer properly executed.

PERSONNEL

National Officers

Hon. Woodrow Wilson, Honorary President.
Hon. Wm. H. Taft, Honorary Vice President.
Hon. Theodore Roosevelt, Honorary Vice President.
Daniel Carter Beard, Honorary Vice President.
Colin H. Livingstone, President.
Mortimer L. Schiff, Vice President.
Milton A. McRae, Vice President.
Benjamin L. Delaney, Vice President.
Arthur Letts, Vice President.
A. Stamford White, Vice President.
Daniel Carter Beard, Scout Commissioner.
George D. Pratt, Treasurer.
James E. West, Chief Scout Executive.

Milwaukee Board of Directors

J. Gilbert Hickcox, President
Wm. C. Brumder, First Vice President
Ludington Patton, Second Vice President
Gardner P. Stickney, Third Vice President
Henry L. Ward, Secretary
E. J. Hughes, Treasurer
Arthur Davidson, Commissioner

District Organization

Kenneth C. Lindsay,
East District Commissioner
W. L. Hess,
North District Commissioner
B. K. Burns,
West District Commissioner
W. H. Eggebrecht,
South District Commissioner

Headquarters Staff

Wm. L. Davidson, Scout Executive
Stanley S. Tarrant, Field Executive
Mildred G. Stonhouse, Secretary