



APRIL

- Apr. 1 Begin Spring Inspection.
Apr. 7 *District Treasure Hunt.
Apr. 21 *District Championship (Rain or Shine)

MAY

- May 1 Spring Inspection continued.
May 5 Troop Committee Conference (Swarthmore).
May 19 *Counties Championship Meet (Rain or Shine).

JUNE

- June 1 Spring Inspection continued.
June 2 Unami Meeting at Delmont.
June 9 Troop Committee and Scoutmasters conference at Delmont.
June 15 End of Troop Inspection.

Decathlon Contest

The Decathlon Contest closed on March 1st with three boys securing 500 points or more. The contest was won by Howard Baldwin, Jr., of East Lansdowne No. 1 with a total of 838 points and he is declared the Decathlon Scout Champion for 1923. The scores of boys making over 500 points are as follows:

	<i>Points</i>
Howard Baldwin, Jr., E. Lansdowne.....	838
Harry K. Sibole..... Morton No. 1.....	725½
J. Jones..... Bala-Cynwyd No. 2.....	580
Winning Patrol, Fox Patrol, Bala-Cynwyd No. 2.....	2311

ANNOUNCEMENTS

Get a 1923 Diary for 10 cents; only a few left.

PRIZE WORD CONTEST closes June 1st.

A prize will be awarded to the Delaware and Montgomery County Scout who makes the highest number of different words out of "CAMP DELMONT"
Send all results to Del. & Montg. Scout Headquarters

We want again to remind the Scoutmasters of the changes in Merit Badge requirements as listed in the January 31 issue of Scouting.

The Year Book for 1923 goes to press June 1st, so send in your articles and pictures as soon as possible.

Oreland Troop No. 1, Edward Breisacker Scoutmaster, has not missed a meeting night since it organized six years ago.

VALLEY FORGE OUTING

Among the troops present at the big Valley Forge Outing on Washington's Birthday who were omitted in the last report were

Norristown No. 9, 25 Penn Square 5 Cold Point 17
Central District had a total of 177 present.

*Designate official County Activities in Troop Inspection.

New Books

"The Church at Play," Norman E. Richardson.

A very good book for Scoutmasters; contains a list of good games, songs, etc. May be secured through our supply department, price \$1.50

New Troops

Clifton Heights No. 2, C. M. Prouse, Scoutmaster.

Prospect Park No. 2, Rev. A. C. Chetham.

MERIT BADGES

Ashbourne.....	1	Red Hill.....	31
Collegeville.....	1	Ridley Park.....	10
Collingdale.....	1	Swarthmore.....	6
Morton No. 1.....	1		

EAGLE SCOUTS

Maxey Morrison, Abington No. 1.

Joseph Hindman, Ashbourne No. 1.

The "Shut In" Society of Philadelphia are asking for unused Crystal Radio sets.

If you have one, will you kindly send it to the address below?

One of the biggest appeals yet made to Boy Scouts is this one: any Boy Scout who knows how to install Radio apparatus can do his fine, good turn by helping to install one of these sets in a home. The "Shut Ins" are people who cannot go out of their houses or possibly cannot get out of bed, and a Radio makes their lives much happier.

Send your sets to Miss Mary Nicholson, 1710 Chestnut St. There are several homes outside of Philadelphia who need Radio installed. A great chance to do a troop "good turn!"

Honor Court Meetings

Media.....	Morton.....	April 4
Norristown.....	Norristown Y.M.C.A.	April 12
Southern.....		April 24
Northern.....	Ambler.....	April 27
Eastern.....	Wyncote.....	May 11
Perkiomen.....	Red Hill.....	May 18
Upper Darby.....	Highland Park.....	April 20
Main Line.....	Cynwyd Presby. Ch.	April 19

DISTRICT MEET

April 21

Let's pull together now to make the District Meets the best ever. Below you will find listed the place your meet will be held. Be on hand promptly so the meet will start on time.

Pottstown...	Field Executive will notify his troops.
Central.....	Field Executive will notify his troops.
Eastern.....	Field Executive will notify his troops.
Northern...	Lansdale Memorial Park, Lansdale, Pa.
Main Line...	Field Executive will notify his troops.
Southern...	Essington Athletic Field 2.30 P. M.
Media.....	Swarthmore High School 2.45 P. M.
Upper Darby...	Llanerch Public School 2.45 P. M.
Perkiomen...	Field Executive will notify his troops.

YEAR BOOK PRIZE

The contest this year for the prize awarded for the best 500 word article for our Year Book will be on the topic "Why I like Scouting". We trust that many of the Boys will enter this contest, and only ask that you have the article in by May the first, in order to have it count in the contest. Prize will be a Gold Scout watch fob.

"SAFETY FIRST" FOR TREES AND BIRDS— MOTTO OF SCOUTS

Plan Afoot to Start Movement for Protection of Vegetable Life in Country

"Safety First" is going to be applied to trees and wild flowers. It used to be our thoughtless custom to stroll across a railroad track, oblivious to an approaching express train, until the "Stop, Look, Listen" signs began to dot the landscape. The same idea will be introduced into national parks and everywhere that folks wander for a week-end rest, excepting the seashore. The ocean waves and the sands of the beach must look out for themselves. But the trees, the wild flowers and the birds are to be shielded by "Safety First" signs from the thoughtless vandalism of the public.

The thing is to find a "Safety First" sign or emblem or a word that will instantly remind us of our duty to preserve Nature's gift from injury. We want to keep Old Mother Nature smiling. Every one likes her better that way. Why hurt her or make her angry by destroying what she has produced for our pleasure and needs?

Naturally, Boy Scouts are giving leadership to this idea. Something may be done about it at the next annual meeting of the National Council of the Boy Scouts of America, which will be held at Chicago. But in any case, scouts from all over the country will suggest "Safety First" signs to be placed about parks and forests and wherever tourists go. Scouts are going in strong for nature study and are determined to do their part in this protective movement. The general public is urged to back up the idea, particularly by exercising self-restraint when roaming through the fields and woods, and keep Nature smiling by enjoying her gifts without injuring them.

Send us any suggestions you might have.

Rabbit In a Hole

Each player is provided with a stick about three feet long. All players except one stand in a circle, with about four feet between each two players, so they may move freely. Each player digs a small hole in which he puts the end of his stick. In the center of the circle a large hole is dug for the rabbit, represented by an indoor baseball, by a volley ball, or by a tin can. The odd player tries (1) to get the rabbit into the center hole with his stick, which all of the other players try to prevent, and (2) the odd player tries to be released from his position by placing the end of his stick in one of the

small holes belonging to one of the circle players, which he can do only when the player in question has his own stick out of it. The game starts by all of the players putting their sticks in the center hole under the rabbit. They count, "one, two, three!" and, on the last word, all lift the rabbit out of the hole with their sticks and then rush for the small holes, each player placing the end of his stick in a hole. As there is one less hole than the number of players, the player who is left out becomes the odd player and must try to get the rabbit into the hole. The circle players try to prevent the rabbit from getting into the hole by blocking its passage with their sticks. They may neither kick it nor play upon it in any other way. The players in the circle may leave their places at any time to block the passage of the rabbit, but this is a dangerous thing to do because the odd player may at any moment place his stick in one of the vacant holes. The circle players may drive the rabbit away from the circle when they have an opportunity. The players may change holes at their convenience, if they can do so without the center player getting his stick into one of the holes. The odd player wins when he gets the rabbit into the center hole, and the game starts over again. The center player may also try to cause the rabbit to strike one of the circle players but he can do this only by batting or by rolling the rabbit with his stick. A player who is struck by the rabbit becomes the center player.

BLACK AND WHITE

(Sometimes called "Day and Night")

Two goal lines are marked off on the ground twenty-five feet apart. Another line is drawn midway between and parallel to them. (If the game is played as an active indoor game, the walls of the room can be the goal lines. All that is needed is to draw a line midway between them.) The players are divided into equal teams by two captains. The teams form in line on opposite sides of the middle line and about three or four feet apart. One team is called the "Whites" and the other team, the "Blacks." A block of wood with six or more sides, half of which are black and half of which are white, or a disk with one side painted white and the other black is rolled by the leader up to the point near the place where the captains are standing, facing each other. If the black side is up, the captain of the "Blacks" (or Night) calls out loudly "Black!" At this signal the members of his team try to tag the opposing members of the "Whites" (or Day) before the latter reach their goal line. If the white side is up the "Whites" at the signal from their captain chase the "Blacks." Players who are caught either join the players of the opposing team or each team may be given one point for each player tagged by that team. In the latter case the players remain on their respective sides until the end of the game. The captains decide how many points shall make a game.