

The SCOUTSCOPE

Compiling Rudimentary Resources
of SCOUTING for all Sections

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The Scouting Scope

The aim of this UNOFFICIAL, resource-based newsletter is to give Scouters of every section a more focused look at some of Scouting's more fun and challenging tasks that Leaders and program builders face in the 21st century. All of the information contained in this resource is from the amalgamated file of Jeff Melvin (chief-editor and contributor). I encourage you to follow the PPP rule with this resource

(Print, Promote, and Pass-along).

You will find that the information in this newsletter will have locally "Field Tested" ideas on GAMES, SONGS, PROGRAM ACTIVITIES, STORIES, MEETING PRAYERS, GROUP CHALLENGE, AND SCOUTING QUOTES that are prepared for use in your programs. If improper credits are given to a contribution, then please feel free to contact me at scouting@canada.com. Best of luck with your planning on the adventure trail.

Group Camping Hints: Feature article

A Camping We Will Go... Do You Really Know?

The most grandest and warmest of all seasons of camping is now upon us and many groups will be packing their backpacks and heading for the camps in order to deliver rewarding camps which challenges that will educate our youth with skills and memories that we all hope that they will remember for a lifetime. To ensure that you are able to captivate and trial the imaginations of all ages, I have included some "tips of the trade" to assist you in delivering a true memoir.

Complete and Proper Planning This is a TEAM effort. It is important to plan your camps well in advance; at least 3 months, depending on where and how long you are going for.

Have a full schedule that will allow minimal downtime except for planned downtime. Make it action packed and energizing. Have a proper menu that meets all nutritional values for your age group. Compile your program so that every aspect (campfire, games, songs, skits, yells, menus, duty rosters, etc.) are included on paper in case a Leadership Team member will have to bail out at the last minute. Keep your RATIOS! Aim for 100% idiot proofing. Is there provincially approved water sources? Is there bathrooms for male and females? Is there a proper kitchen facility or are you cooking outdoors or over campfire? What if it rains; is there a rain program? Can your program be adaptable for snow and/or cold? Be sure that someone on your Team has authorized Camp Training. Make it fun by including youth and Leaders in all activities.

Communication As with many venues in life, this tends to excel as one of our major weaknesses. Make sure that everyone is on the same page at all times when possible. If you have 5 Leaders, then you will need 5 copies of the program. If you feel that there might be a weakness in the program, speak up before you offer it to the youth. Keep in communication with your Group Committee and parents throughout your planning process. Camp is not a huge secret. :o) Promote your camp; invite a commentator from a radio or newspaper. If you are doing a large enough camp, do up a Public Service Announcement. Have a bring a friend day to recruit.

Approved Activities Use only pre-approved program activities. Scouts Canada puts out a list of activities that are NOT approved (by insurance) or you can read about some of them in the BP&P. If you have questions that may require quick answers, ask your Group Committee, District Commissioner or Servicing body. If in doubt, ask about! Use age appropriate activities; challenge but don't over challenge. If you are using activities that require additional training, seek training before you partake in the activity (ie: Canoeing, archery, skeet-shooting, swimming, rappelling, etc.) Bring in a resource person to do your training. How do your games and activities tie in with badge and award work? Have you completed the "Outdoor Activity" form and has your Group Committee signed and approved of it? Has the District office received your form yet?(minimum of 2 weeks in advance)

Equipment Lists & Gear For most camps, it is always better to be over prepared, then to have to do without something critical. Make equipment lists far in advance so that you can add to them if necessary. Don't cut corners to save a buck. Use the proper gear or something that is made specifically for your purpose. Share your lists and allow everyone to help gather the items in order to lighten your work load. Go over your program and make a list of required items for each activity. Cooking equipment lists should be left up to the people who are

cooking...who better would know what they need? Allow your cooks to pick up your food and make your menus. Check out the camping facilities or call a caretaker of the facility and discuss what additional equipment will be needed for your camp. Are you prepared for the rain with a rain program? Discuss with your Leadership Team about trailers, trucks or cars to carry the equipment.

Games The game items on your itinerary will be the morale builder and will ensure that everyone stays in good nature. Always plan to have more games than you will need. Ask your pack or troop what games they would like to play before going to camp. Use a variety of games such as wide games, quiet games, circle games, sense games, scavenger hunts, and team building games. Involve Leaders and youth in the games when possible to build a Leader: youth bond. Instructions and rules of games should be delivered by a different Leader to allow instructional-variety each time prior to the game.

Plentiful Preparation I have found that when going to camp that you should play the "what if" game. Expect the unexpected. Murphy's law states that if you don't prepare in the least, then you will be hit the worst. If you have a female Scout, do you have a female Leader to deal with female issues? If you're rappelling, do you have a means of extrication and/or communication for advanced help if needed? If an animal rummages your food at night and renders it useless, what will be your next plan? Always have 2 Leaders when going into a tent or secluded area with a child. It is smart and it protects you as a Leader. What training do your Leaders have to ensure proper steps are being taken to give the youth a proper camping experience? Do you have complete up-to-date Physical Fitness forms? If there is a torrential down pour, heat wave, or snow storm that drops in unexpectedly, will you know well enough to battle it or head for home? What if you have bed wettter? What if you have a flat on your trailer? With a little common sense, possible future preparation, and BEING PREPARED; you will make certain that your camp will prevail.

Duty Roster (Be a Delegate) Delegate the camp duties so that everyone is involved. When you're completing your camp program, create a column that you can place the name of the person who is responsible for delivering that chore, activity, or game. That person(s) will be responsible for the carrying out of the complete activity. This way, everyone will know who is doing what and when they are doing it! When it comes to cooking and meals, try to have 2 or more parents or resource people. It is not advised to use Leaders as cooks because this takes away from your ratios and does not allow the individuals who are closer to the youth through program to be available.

Safety First Simply put...GET TRAINED! Are you or your members trained in first aid? You must have a First Aid Kit while at camp and be aware of how to use it. Review your program and be sure that your risk factors are low. Things like wearing PFD's when canoeing, wearing sunscreen when outside, wearing a toque when exposed to the cold, or something as simple as drinking enough water when out in warm weather. Carry a cell phone in case of emergency; after all it is Scouting of the 2000's. Communicate with the parents about giving youth's medications and dosages to a Leader when they bring their child to camp.

Rules for the Road With your Leadership team, make up a suggested rules list that you will address to the youth and parents prior to and at camp to ensure that everyone and everything goes a bit better. Ask the youth why you have these specific rules and discuss with them how they apply...this way everyone will understand. Post your rules at camp so they are

viewable and re-readable if needed. Be firm, as rules=safety and fun for everyone.

Transportation There are many ways of transportation for camp including biking, car, horseback, hiking, canoe, etc. Which ever way you choose, be sure that you have enough of it to and from camp. It is suggested when possible to have parents bring and pick up your youth from camp in order to allow you enough time to prepare before the gang arrives. Be sure that you state a pick up and drop off time and stick to it. If you are going to be varying from your times; make sure that you inform the parents via phone or some form of communication. Keep them in the loop. If you are going over a country border, all members will require at least a passport and birth certificate. (see Scouts Canada's BP&P)

We have just touched on a just a few of the issues that you as a Leader will need to think about when heading off to camp. When you follow the guidelines with a happy smile and attitude then you will be sure that everyone will have a lot more fun by doing what Scouting wants them to do. Put the "OUTING" in Scouting and Bring On The Adventure.

*Submitted by Jeff Melvin (Chief Editor & Volunteer)
The Scout Scope (Moncton, New Brunswick, Canada)*

People become what you encourage them to be, not what you nag them to be
– Life is like a Taxi Ride... -

Games for Your Meeting

Stay Out of the Puddle Establish two lines about 20' to 30' apart. Divide the group into two teams, then divide each team in half. One half of each team stands behind each line on the playing field. The object of the game is to move each half of each team to the opposite side of the "puddle" (*playing field*). This is done using 2 large juice cans or 3lb coffee cans. To begin, the first players from each team stand on a can behind one of the lines while holding another can in one hand. When the leader says "Go," each player places the second on the ground in front of the line and steps on it. While balancing on this can, the players pick up the first one and put it in front to serve as the next step. If a player loses his or her balance and touches the ground, that play must start again from the beginning. When players reach their team members on the other side, they place a can in back of the line for the next player to stand on to get his or her balance. The first player hops off in back of the line and hands the next player the free can. The next player crosses back across the "puddle." The game continues until one team has successfully switched all players from one side to the other.

Birds Fly All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings". If a boy makes an error - says that an animal flies, but it doesn't - he is eliminated. The leader may try to confuse the players by flapping his own wings every time. Examples of calls: "Robins fly, pigs fly, ducks fly, hawks fly, horses fly," etc.

Indian Chief Sit all the youth in a circle. Pick a "detective", who leaves the room for a moment or sits in the middle of the circle with eyes closed. Then pick an "Indian Chief". The Chief then leads all the youth in an action (ex: clapping hands, touching noses, tapping knees, etc.). Whatever action the Chief picks, all the youth must copy. The Detective then opens his eyes and tries to figure out who the Chief is. Whenever possible, the Chief changes the action (preferably when the Detective is facing the other way!). As with Wink Murderer, the Detective only gets three chances to guess who the Chief is. The best way to make this game a challenge is to instruct the youth in the circle

to not stare at the Chief but instead to stare only at the person directly across the circle from them.

Quiet One person is "it". All of the other people line up opposite it (line up like Red Rover). "It" calls each person over one by one. The person coming over must not smile or laugh, but remain completely somber & serious. If the person coming over laughs or smiles, they must return to the line. This continues until there is at least one (usually more than one) that cannot make it across without laughing. Then the laughers proceed to do any number of things to make the other youth laugh, but they must do it Quietly! No talking, just pantomime, silly dancing, etc. The somber youth try to hold out as long as possible. If there is one that makes it, she starts the game anew.

Program Ideas and Hints

BIKE RODEO IDEAS

Bike Rodeos are wonderful Group Activities. Some suggestions from the internet:

Bike decoration contest lots of categories (most colorful, most patriotic,

→ A "slow" race -- slowest time to finish a course without putting their foot down wins

→ Newspaper toss -- provide a box or bag that can be put on the handlebars, with rolled up newspapers; set baskets and boxes of various sizes on both sides of the course, rider has to ride without stopping and toss newspapers, more points for targets that are smaller and/or farther away from the course

Jim Newman jwnewman@inil.com

- Check with your local police and see if they have a Bike Unit. If so, ask them to come and help out with safety inspections, etc. Next contact the local bike shop and ask their help. Maybe they would donate a helmet for a door prize. Don't forget to contact your local cable TV station and ask them to video it! Oops, don't forget to have a first aider and first aid kit on hand!!!
- Use cones, plastic bottles, rope, ribbons or tires to mark the course.
- Bike decoration contest lots of categories (most colorful, most patriotic,
- A "slow" race -- slowest time to finish a course without putting their foot down wins

Newspaper toss -- provide a box or bag that can be put on the handlebars, with rolled up newspapers; set baskets and boxes of various sizes on both sides of the course, rider has to ride without stopping and toss newspapers, more points for targets that are smaller and/or farther away from the course.

Camp Hints

1. **Air sleeping bags once a day**
Even the best sleeping bags trap your sweat at night and after a few days they start to stink and go mouldy
2. **Unless its raining open up your tent every day.**
If its dry roll up the sides but if wet hang them up to dry/air. During the night you will breath out carbon dioxide and water vapour and air borne germs. Opening up the tent makes sure that this is blown out and will make you tent a far more pleasant place to be.
3. **Check that you have all the poles, pegs and fittings BEFORE you take a tent out**
There may be some missing and you could be miles from home and no way of holding your tent up.
4. **Don't eat food in tents**
The crumbs encourage ants and rodents, especially squirrels, who will happily chew through your ruck sack for food.
5. **Don't camp under trees**
Water carries on dripping of trees hours after the rain has stopped and the roots will make it difficult to bang in pegs

6. **Don't camp near mossy grass**
This indicates damp ground and there will be thousands of flying insects
7. **Don't pee on the ground near your camp site.**
Its unhygienic, attracts insects and will turn your campsite into a stinking fetid swamp
8. **No lit lanterns in tents**
Includes gas, tilleys, hurricane lamps etc
9. **Don't touch the side of your tent**
This will allow water to pass through and it will drip on you. If someone does touch the side and it drips then run your finger down the tent from the drip to the edge and the water will flow away.
10. **Wear shoes at all times**
Camp sites are not carpeted and have broken tent pegs, bits of glass, snakes, old bits of barbed wire, and sharp stones on them. If you injure your feet you may have to go home.

Songs & Yells

Big Thumb: Hold out a hand at arms length, make a fist with the thumb up. Variation: Add, "GREAT JOB!!"

Black Powder Cheer: Pretend to have black powder in your hand. Pour powder down the barrel. Stamp it down, raise the gun and fire saying, "Click, BANG!"

Blast-off: Start counting backwards from 6 to 1. Bend the knees a little more on each count until you are in a squatting position. Then, while saying, "BLAST OFF!", just straight up in the air.

Bobcat: Stand and give a loud "Meow" three times.

WHEN YOUR HELPING AND YOU KNOW IT (Tune: When you're happy and you know it)

When you're helping and you know it,
Lend a hand
When you're giving and you show it
Things are grand
If you're helping and you're giving
Then you help make life worth living
Keep on helping, keep on giving
Take a stand

The Camp Counselor Song (Sung to the tune of Mr. Sandman)

*Camp director, bring us a dream
Please bring us children who never scream,
Please make them listen and make them polite
And put them right to sleep when we turn out the light*

*Camp director, I'm never alone,
ain't got no bedroom to call my own
so please turn on your flashlight beam
camp director, bring us a dream.*

*Camp director, I've had enough
I'm going crazy, I need a day off
We've had two tick bites and lots of mosquitos
And I can't get these kids to change their clothes*

*Camp director, one wet the bed
Another one's sick with a pain in her head.
One's got poison ivy, one wants to go home
And this one's hair really needs a comb*

*Camp director (yesssss),
The tents are a mess
These kids are horrors and they want my address
I'd send them all home if I could
Tut they love it here in the woods*

Tarzan (The leader leads it, and every line is repeated.)

*Tarzan!
Swinging from a rubber band
Crashed into a frying pan
Now Tarzan has a tan*

*Jane!
Was flying in an aeroplane
Crashed into a freeway lane
Now Jane's got a pain
Now Tarzan's got a tan*

*Cheetah!
Was walking down the street-a
Moving to the beat-a
Now Cheetah is Velveeta
Now Jane's got a pain
Now Tarzan's got a tan*

*Shamu!
Was swimming in the ocean blue
Crashed into a big canoe
Now Shamu's gonna sue
Now Cheetah is Velveeta
Now Jane's got a pain
Now Tarzan's got a tan*

*Charlie!
Was riding on his Harley
Crashed into Bob Marley
Now Charlie's not so gnarly
Now Shamu's gonna sue
Now Cheetah is Velveeta
Now Jane's got a pain
Now Tarzan's got a tan
Now my friends that is the end.*

Scouters' 5 (meeting stories)

The Butterfly author unknown

A man found a cocoon of a butterfly. One day a small opening appeared, he sat and watched the butterfly for several hours as it struggled to force its body through that little hole. Then it seemed to stop making any progress. It appeared as if it had gotten as far as it could and it could go no further. So the man decided to help the butterfly, he took a pair of scissors and snipped off the remaining bit of the cocoon. The butterfly then emerged easily. But it had a swollen body and small, shriveled wings. The man continued to watch the butterfly because he expected that, at any moment, the wings would enlarge and expand to be able to support the body, which would contract in time.

Neither happened! In fact, the butterfly spent the rest of its life crawling around with a swollen body and shriveled wings. It never was able to fly. What the man in his kindness and haste did not understand was that the restricting cocoon and the struggle required for the butterfly to get through the tiny opening were God's way of forcing fluid from the body of the butterfly into its wings so that it would be ready for flight once it achieved its freedom from the cocoon.

Sometimes struggles are exactly what we need in our life . If God allowed us to go through our life without any obstacles, it would cripple us. We would not be as strong as what we could have been. We could never fly.

Scout Facts

Do you know that every person who has walked on the moon was a Boy Scout?
Do you know that film producer and director Steven Spielberg was a Boy Scout?
Do you know that President Gerald Ford was a Boy Scout?
Do you know that President John F. Kennedy was a Boy Scout?
Do you know that President Jimmy Carter was a Cub Scout Leader?
Do you know that President Bill Clinton was a Cub Scout?
Do you know that President Lyndon Johnson was an Explorer Scout leader?
Do you know that Vice President Hubert H. Humphrey was a Boy Scout leader?
Do you know that the scientist who developed the concept of "wind chill factor" was a Boy Scout?

COMMITMENT

I like the sound of that word. It means that you have pledged, obligated and bound yourself to carry out a given course of action in the future. Good grades in school requires commitment. Athletic prowess requires commitment. Achievement of any rank, from Tenderfoot to the coveted and treasured Eagle award, requires commitment. For adults, marriage requires commitment. Quality life requires commitment. Simply put, success requires commitment.

Unfortunately, I too often see adults and youth who want to be part of a movement ... but don't want to commit the most important thing they have to offer ... themselves. If something is worth doing, it is worth doing with enthusiasm ... and commitment. If you want to serve as a Senior Patrol Leader, Patrol Leader, Assistant Patrol Leader, Quartermaster, Troop Committee Member or in any other position, including Scoutmaster, you should be committed to making your unit "First Class" in every aspect.

What does it take to have commitment? In the words of Western Kentucky University Head Swimming Coach Bill Powell, there is an old Indian word that seems applicable. It is the special word "YUGOTTAWANTA."

Do you have commitment to the Troop? Are you committed to achieving your next rank? Are you committed to achieving life's successes? If you are, you're pointed toward a wonderful future. If you're not committed, your future is going to be based on the old Indian word "YUGOTTAWANTA," and you're not going far.

What's the difference between success and failure? It's how much desire you have. You can do almost anything you want, given enough hard work and desire. But, ... it takes a lot of "YUGOTTAWANTA."

(Abstracted from the April, 1989 Trail Talk)

The Gossiper

A woman repeated a bit of gossip about a neighbor. Within a few days the whole community knew the story. The person it concerned was deeply hurt and offended. Later the woman responsible for spreading the rumor learned that it was completely untrue. She was very sorry and went to a wise old sage to find out what she could do to repair the damage.

"Go to the marketplace," he said, "and purchase a chicken, and have it killed. Then on your way home, pluck its feathers and drop them one by one along the road." Although surprised by this advice, the woman did what she was told.

The next day the wise man said, "Now go and collect all those feathers you dropped yesterday and bring them back to me."

The woman followed the same road, but to her dismay, the wind had blown the feathers all away. After searching for hours, she returned with only three in her hand. "You see," said the old sage, "it's easy to drop them, but it's impossible to get them back. So it is with gossip. It doesn't take much to spread a rumor, but once you do, you can never completely undo the wrong."

Author Unknown
Submitted by Helen Hazinski
from Chicken Soup for the Teenage Soul
Copyright 1997 by Jack Canfield, Mark Victor Hansen and Kimberly Kirberger

The Obstacle in Our Path **By Brian Cavanaugh**

In ancient times, a king had a boulder placed on a roadway. Then he hid himself and watched to see if anyone would remove the huge rock. Some of the kingdom's wealthiest merchants and courtiers came by and simply walked around it. Many loudly blamed the king for not keeping the roads clear, but none did anything about getting the big stone out of the way. Then a peasant came along, carrying a load of vegetables. On approaching the boulder, the peasant laid down his burden and tried to move the stone to the side of the road. After much pushing and straining, he finally succeeded.

As the peasant picked up his load of vegetables, he noticed a purse lying in the road where the boulder had been. The purse contained many gold coins and a note from the king indicating that the gold was for the person who removed the boulder from the roadway.

The peasant learned what many others never understand: Every obstacle presents an opportunity to improve one's condition.

from *A Cup of Chicken Soup for the Soul* © 1996
by Jack Canfield, Mark Victor Hansen & Barry Spilchuk

SKITS *(entertainment)*

The Trained Elephant

Participants: 3 plus volunteers.
Props: A poncho and a canteen.

An announcer and two additional Scouts perform in this skit. Two Scouts walk together with a poncho draped over them. The front Scout swings his arm back and forth like an elephant swings his trunk. The Scout in the back carries a canteen filled with water (The canteen is hidden under the poncho). The announcer states that he is an elephant trainer and he has trained his elephant, Dimbo, to carefully walk over people. The announcer asks for a brave volunteer to come forward so Dimbo can demonstrate his skill. A volunteer is selected, and the volunteer lays on the ground. Dimbo slowly steps over the volunteer. Two additional volunteers are chosen, and these volunteers lie alongside the first, spaced about two feet apart. Once again Dimbo gracefully steps over each of them. Finally, the trainer announces that he would like Dimbo to have a chance to break the world record by successfully walking over 5 Scouts. Are there two more volunteers? Dimbo begins to walk over the volunteers and the Scout who is playing the back end of Dimbo pours water on each of the volunteers that are laying underfoot. The announcer ends the skit by saying it looks like Dimbo had a little accident or you can just let the volunteers jump up and return to their seats.

Bee Sting

1st scout: "OOOOOUCH , OOOOHH , OOOUCH."

2nd scout: "What's the matter with you?"

1st scout: "A bee's stung my thumb."

2nd scout: "Try putting some cream on it then."

1st scout: "But the bee will be miles away by this time."

I'm Gonna Get You!

Cast: Murderer, BUTTER knife, Jar of peanut butter, Sleeping Family Members

Setting: In House at Night When All Are Asleep

Thief is looking around the house, with a flashlight perhaps and holding the BUTTER knife (anything else would be overkill, and dangerous) and is always saying, "I'm gonna get you!" in a way that COULD suggest he's trying to find the members to kill them in their sleep. Be CAREFUL to only make references that are VERY vague. He goes around in the different rooms of the house, sometimes saying, "Not here," perhaps in reference to sleeping people. Finally,

Murderer: Ahh! They sure do keep the peanut butter in a crazy place in this house! (Starts to enjoy the PB using the butter knife.)

**Nine-tenths of wisdom is
appreciation. Go find somebody's
hand and squeeze it, while there's
time.**

TID-BITS...

Something old (a couple of the old favorite games)

Something new (a brand-new game; a new song; a new Scoutcraft trick)

Something surprising (a special visitor; a treat; a Scout movie)

Something true (a story based on the Scout Law; a story of a hero)

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Youth have a thousand muscles to wiggle with and only one dozen to sit still with. That dozen gets mighty tired mighty quickly.

Keep every moment busy. Crowd things along, and you will have no discipline problems, no uncontrolled rough-housing.

Plan for more than can be accomplished rather than too little. Better leave some good things undone than to have the meeting "peter out" a half hour early.

Keep visitors on the side lines. Most of the time visitors come to see what is happening. Don't let them interrupt the meeting.
ACTION-VARIETY-PURPOSE-The Three Musketeers of all Troop activities.
Begin on time-close on time.

Seven National Crimes

William J.H. Boetcker has devised a list of "The Seven National Crimes" . . .

1. I don't think.
2. I don't know.
3. I don't care.
4. I am too busy.
5. I leave well enough alone.
6. I have no time to read and find out.
7. I am not interested

RECIPIES for Those Who Eat

Fresh Donuts and easy pizza at Campouts

Here's a great way to have fresh donuts on a campout. Buy the tubes of biscuits - like Pillsbury or TV or some cheap ones, heat oil and punch a hole in the middle of the biscuits and toss them in. Brown (or more like a good tan) them on both sides, roll them in granulated sugar, powdered sugar or cinnamon sugar and serve them. We often use them for Sunday breakfast when we want to tear down camp fairly fast. Do not try to show off and use expensive biscuits. We had a leader try that. Layered biscuits make weird donuts.

Pizza sauce
bread
graded mozzarella cheese
sliced pepperoni

Using the pie iron, take two slices of bread, butter both slices. put 1 1/2 tablespoons pizza sauce on one slice (unbuttered side - buttered sides will go against pie iron), mozzarella cheese and pepperoni. Place other slice on top and put in pie iron. Put sandwich in pie irons in coals of fire and cook until bread is toasted.

PIZZA QUESADILLAS

When I first became a Scout leader, the Scoutmaster I was under always told the boys he could fix anything on a campout you could fix at home. The new boys always thought pizza would stump him. It cooks in a Dutch oven just like at home - no problem. Recently I was shown a simpler idea that my boys really like - you probably keep cooking as long or longer since they are smaller, but they are ready sooner and boys get started eating sooner.

PIZZA QUESADILLAS

Simply, it is pizza ingredients on a flour tortilla.
Ingredients:

- 1 pkg (24) flour tortillas
- 1 jar Ragu Pizza Quick Sauce
- 1 lb pkg of sliced Pepperoni
- 1 1/2 lbs pk of grated mozzarella cheese

Put the ingredients you want on one half of the tortilla, but not all the way to the edge, fold it over, put it in a Coleman oven or Dutch oven and cook 10-12 minutes (until cheese is melted). You can add whatever you usually put on your pizza to the ingredients list - oregano, crushed red pepper, other cheeses, onions, other meat (need to precook it), etc. When I cook in a Dutch oven, I put in a pie tin upside down and lay a layer of tin foil over it to keep the pizza off the bottom of the Dutch oven so they don't burn. It should hold 2 pizzas.(see illustration on Cooking Hints page - it shows disposable pie tins, I usually use real ones I have picked up at garage sales.)

"Ideas are like wheelbarrows; they don't go anywhere's on there own"

Meeting Prayers

(Universal & Non-generic)

Dear Heavenly Father,
Look down on us this evening as we gather together in the Spirit of Scouting, Bless these families assembled here and guide them as they go forward in Akela's path. Amen.

Let us think for a moment of all the countries that go to make up the God's world. There are many places where people cannot live a happy and normal life as we do. There are still countries torn by war and all the horrors it brings. We know that in others, food and medicine are in short supply, and that people like ourselves are suffering and dying because of it. Lord, give strength to all those who are in need and guide the hearts of all who are trying to help them. Amen.

Scouter's Prayer

Dear Lord, from your judgment seat on high,
Look down on a Scouter such as I.
Search me through and find me whole,
Then help me Lord to reach my goal.
Help me Lord to work for Thee.
Guard my homeland - Keep it free.
Help me to work with others and be kind.
Helpful with my hands and mind.
Keep me Lord, both well and strong
To help our growing boys along.
Control my thoughts, keep them right,
sound, clean weapons for life's fight.
Protect my morals, keep them high,
Grant this to a Scouter such as I.

Prayer for an Outing

We thank you, O God, for all the loveliness of nature, which is your special handiwork. Everything is wonderfully made with your special care.

Help us to understand our world more and more and know how we can help take care of the things, which you have made, and keep them beautiful as you meant for them to be. Amen

The Final Thought to Take Home

"The best years of your life are the ones in which you decide your problems are your own. You do not blame them on your mother, the ecology or the president. You realize that you control your own destiny."-- Albert Ellis

"Friendship is the hardest thing in the world to explain. It's not something you learn in school. But if you haven't learned the meaning of friendship, you really haven't learned anything." -Muhammad Ali

"Never explain yourself. Your friends don't need it and your enemies won't believe it." -Belgicia Howell

**Please send your
ideas and hints to
"The Scout Scope"
SCOUTING@canada.com**

