

We relish news of our heroes, forgetting that we are extraordinary to somebody too. Helen Hayes

The Gilwell Gazette

Day 3 Sunday September 14, 2014

Today is the tomorrow you worried about yesterday

The Game of Life

The Game of Life is truly fascinating. In the game, people may behave in much the same way that people do in real life. Some are honest. Some cheat. Some start out the right way but change, or are changed by others. Some carry a grudge. Some plot and plan to get even. Tempers are aroused and feelings hurt when people are betrayed. All of us carry these potentials around with us, and all of us are sometimes guilty of acting on them. We're not perfect. We're all students of The Game of Life, just as we are students learning about leadership in this Wood Badge course.

The game was just a game—a mirror, if you will—to help us see ourselves and our imperfections a little more clearly. That way we can do something about them. If we choose to do so, we can improve and grow personally. Trust is so important; it is included as the first point of the Scout Law. Trust actually has to do with four separate values: honesty, integrity, promise keeping, and loyalty. They all come into play in The Game of Life, in real life and in the art of leadership.

Honesty. There are two kinds of honesty: honesty in communication and honesty in conduct. Honesty in communication requires a good-faith intent to be truthful, accurate, straightforward, and fair in all communication so that people are not misled or deceived. Honesty in conduct prohibits cheating, fraud, subterfuge, and trickery to acquire anything of value.

Integrity. Integrity is about consistency between principle and practice. It requires us to “walk our talk” and to make decisions consistent with our values, especially our ethical values.

Promise-keeping. A promise or other commitment creates a legitimate basis for another person to rely upon us. Once given, it imposes the responsibility of making all reasonable efforts to fulfill it. It is an absolutely critical aspect of trustworthiness.

Loyalty. Loyalty implies a special responsibility to promote and protect the interests of certain persons or organizations. It is a duty that extends beyond the normal obligation of concern for others. When a leader is unable to demonstrate all of these values through his actions,

people lose confidence. They stop trusting. Without the trust of those they are leading, leaders cannot lead for very long.

Trust is virtually impossible to regain once it is lost. No one wins The Game of Life unless everyone wins. The *you* in “win all *you* can!” is all of us. For a leader, “winning all *you* can” should mean that everyone needs to win. Those who win at the expense of others are not really winners, nor are they effective leaders.

Groups fall apart (and leaders are ousted) when people are betrayed. Sometimes leaders even betray those they lead. Sometimes groups betray other groups to achieve an objective. Participants in this game (and leaders in real life) need to think through who the “you” is in “win all *you* can!” Effective leaders walk the talk; they put loyalty to others, and to the team, first. They live the meaning of the Scout Oath and Law.

As leaders in Scouting, and as leaders in our families, our workplaces, and our communities, we have a tremendous responsibility and a dilemma. The responsibility is to constantly set the very best possible example and to be the role model in everything we do, say, and are. The problem is, we are not perfect. We are flawed human beings, just like everyone else on the planet. Sometimes the temptations we face in The Game of Life get to us, and we do things we realize, in hindsight, that we should not have done.

The dilemma we face is between our responsibility to those we serve as leaders—thinking about what is best for them, for the group, for the team—and of “winning all we can” for ourselves. As leaders in Scouting, there is only one way for us to face that dilemma, and that is to put others first—the group, the team, those we lead. In a sense, the leader is actually the servant of those he leads.

The Scout Oath puts it simply: To help other people at all times. The best leaders know this. They know who the YOU is in “Win All *You* Can!”

Editor's Note: Reprinted from the Wood Badge 2013 edition Staff Guide

Back To Gilwell—Part II

S7-602-14 continues Saturday, October 4, 2014

Drive safely!

Day 4 Gilwell Gazette

Patrols should submit articles or photos for the Day 4 Gilwell Gazette by e-mail to the troop scribe at Participant@wb2014.org no later than Monday, September 29.



The Wood Badge Ticket

One of the great traditions of Wood Badge is the ticket. In Baden-Powell's day, those in the military were expected to pay their own way back to England at the end of their service. In order to economize, soldiers nearing completion of their duties would seek assignments at posts increasingly closer to home — a process known as “working your ticket.”

Ticket Key Concepts

1. Your ticket will include five significant goals.
2. The goals will be written in support of your current Scouting responsibilities and should be designed to provide maximum positive impact for youth membership.
3. At least one of the five goals will incorporate some aspect of diversity.
4. If you wish, one goal of the five goals may involve developing and applying a self-assessment tool to measure your progress and effectiveness in relation to the other goals on your ticket.
5. The goals written should follow the SMART principles.
6. For each goal, you will indicate: who, what, where, when, why, and how measured.
7. Your Troop Guide will help you to prepare your ticket and will approve it when it is completed.
8. You will have a ticket counselor assigned to you.
9. The five goals of the ticket must be completed within 18 months.

When you and your counselor have agreed that you have fulfilled all the items on your ticket, you will receive your Wood Badge certificate, beads, neckerchief, and woggle.

A Wood Badge Ticket Is:

A Commitment.
A vision of personal improvement.
A vision of how the Scouter will lead.
A series of goals.

Specific
Measurable
Attainable
Relevant
Time-based

Your Ticket should be Guided by:

Your Personal Values
Your Personal Mission
Your Personal Vision

On Forgiveness

by Al Best, Course Director S7-602-11-1

The Game of Life is truly fascinating. In the game, people may behave in much the same way that people do in real life. Some are honest. Some cheat. Some start out the right way but change, or are changed by others. Some carry a grudge. Some plot and plan to get even. Tempers are aroused and feelings hurt when people are betrayed. All of us carry these potentials around with us, and all of us are sometimes guilty of acting on them. We're not perfect.

When I was a Scout, my Scout Handbook said: "A Scout's honor is to be trusted, If he were to violate his honor by telling a lie, or by cheating, or by not doing exactly a given task, when trusted on his honor to do so, he may be directed to hand over his scout badge." One failure and I could lose my Scout badge! Baden-Powell said "nothing on earth is an excuse for unfaithfulness." Trust remains an important cornerstone of relationships, and not only in Scouting.

However, we are none of us perfect. As a Scout leader I certainly make my share of mistakes. As a Scout my list of failings was even longer. How do we reconcile our high standards with our human failings?

Our spiritual traditions call us to show mercy, to act with grace, and to forgive. For me, I strive to take at face value the pledge by my fellow Scouters and Scouts to "On my honor, I'll do my best ..." In my personal life I try to act on the belief that everyone is doing their best.

My advice is, start there: everyone is doing their best. In my experience, here is what you'll find. You won't carry the poison of anger in your heart as you hold a grudge within you. You'll realize that this calls you to not even ask whether someone "deserves" forgiveness; we all do. You'll purge the sickly virus of seeking power thru scheming, self-promotion, and fear; instead you'll find the inexhaustible mutual impetus to serve.

All grievances are fundamentally an argument with divine creation. If you believe that there is a power that made things the way they are, then when you are mad at anything, you are mad at God. Carry this millstone as long as you must. Pile on all your petty, middling, and major complaints. As you rail on against the way things are, I suggest that you consider that there is an alternative to thinking that God is wrong. That choice is to believe that you have been called to be open to the opportunities in front of you, to continue to learn, to contribute. Again, this guides you to growth and to service.

The youth we serve need to see examples of forgiveness, mercy, and grace. Many of them need to be taught this path (I did!). We can accelerate this by also practicing gratefulness. When you become grateful for all things, then you'll no longer need to take pride in your wounds as a defense. When defeats, downturns and misfor-

tunes are forgiven then they only add to your alertness, strength, and responsibility.

And we will see setbacks. We will encounter the seriously misguided, or tragically deluded, and even painfully evil. Here is where your alertness, strength, and responsibility will be put to good use. Paul Petzolt (the founder of NOLS) said: "A leader is someone who walks toward trouble." Forgiveness is this curious paradox of accepting everything just as it is, while working tirelessly for a complete upheaval of cynicism. I've found that forgiveness gives permission to change (even oneself).

A quote I like—especially the last line):

"The young need old men. They need men who are not ashamed of age, not pathetic imitation of themselves. ... Parents are the bones on which children sharpen their teeth."

Peter Ustinov

“UBUNTO” In the Xhosa culture means: “I am because we are.”



An anthropologist proposed a game to the kids in an African tribe. He put a basket full of fruit near a tree and told the kids that who ever got there first won the sweet fruits. When he told them to run, they all took each others' hands and ran together, then sat together enjoying their treats. When he asked them why they had run like that—as one could have had all the fruits for himself they said: “UBUNTU, how can one be happy if all the other ones are sad?”

Attention All Wood Badgers

An offering will be taken at the
Interfaith Worship Service
September 14 and October 5
for the benefit of the
World Friendship Fund.
Your generous contribution
is greatly appreciated.

The World Friendship Fund

Through the World Friendship Fund, voluntary contributions of Scouts and leaders are transformed into cooperative projects that help Scouting associations in other countries to strengthen and extend their Scouting programs. The World Friendship Fund gives the youth members of the Boy Scouts of America an opportunity to help fellow Scouts who are in need of their support. It teaches Scouts that Scouting is global. Since the inception of the World Friendship Fund, American Scouts and leaders have voluntarily donated more than \$11 million to these self-help activities.

The Kudu Horn and Scouting

As a Colonel in Africa in 1896, the Kudu Horn was first identified by Lord Baden-Powell as he and his men were on a raid down the Shangani River, and were puzzled at how quickly alarm was spread among the Matabele warriors. They later found that the Matabele were using a war horn of tremendous sound-carrying power. A code existed, and as soon as the enemy was sighted the alarm would be sounded. This war horn turned out to be the Kudu Horn.

The Kudu Horn has long been a symbol of Scouting and of Wood Badge. In fact, the Kudu Horn was used to summon the very first scouts at Brownsea Island in 1907.

The Kudu Horn resurfaced thirteen years later in 1920, when it was used in training courses. The horn that heralded the birth of Scouting now summons Scouters from all parts of the world to do better than they have ever done before. The Kudu Horn is used in all U.S. Wood Badge Courses.



HEARTH









By Mark Larson, Course Director S7-602-12-1 and current Course Mentor

As an architect, words that describe buildings have special meaning to me. One of my favorites is “hearth.” Hearth is a metaphor for home but most commonly described as the masonry which supports and contains a fire. It could also be the bottom part of a metal foundry or the cleared area around a campfire. Hearths were first created for their utility – a place to cook and get warm. Their use evolved into a place of fellowship. The word serves as a metaphor for our responsibilities in Scouting:

- As leaders, we are that solid base that supports and guides the Scouting spirit. We allow the Scouting “fire” to grow but provide limits to keep things safe.
- The masonry used in a hearth is specially tempered to resist great heat. The training you will get at Wood Badge will temper you to for the trials of being a leader.
- A foundry’s hearth is a place where the molten metal is collected and shaped. Through Scouting, we help shape young people so they can make ethical and moral choices over their lifetimes.
- In the home, a hearth is only one small part of any house. Your Scouting involvement should support the families in the program. However, never let your involvement become so large that it consumes your own family life.

During the two weekends of Wood Badge, you have seen many types of fires. Be warmed by the heat, be fascinated by the glowing embers, and enjoy the fellowship around the hearth.

CRITTER-SCOPES

-  **Beaver:** You will come to verbal decisions today when dealing with your colony. Voice your opinion but remember to listen to what others have to say as well.
-  **Bobwhite:** It will be futile to hide your true feelings. Get things out into the open so that your flock can move forward. Don’t let an emotional matter derail your success.
-  **Fox:** A clean den represents a mind cleared of misconceptions, biases and old habits. You are asked to share that cleanliness with all the critters as a symbol of new beginnings.
-  **Eagle:** You may want to control a situation, but if you force your ideas on others you will end up in a stalemate. Patience and tolerance will bring far better results. Soar with, not against, the wind.
-  **Owl:** Get involved when planning a project which will allow you to work with other owls with different backgrounds. Spending time on evaluating your outlook from their perspectives will help your flock advance towards their goals.
-  **Bear:** Take care of situations that will make a difference to you and your fellow bears. Emotions will fluctuate. Listening to the concerns of others will make for a stronger den.
-  **Antelope:** Embrace the responsibilities of the office thrust upon you with the enthusiasm you are known for – your time for glory is not far off. Stamp your hooves in unison to show your pride.
-  **Buffalo:** The field of honor is your today - proudly execute your solemn duties. Your tendency to herd will help you to be in sync with one another. Avoid depositing any chips.



Solution to yesterday’s puzzle

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B	A	D	E	N		S	H	A	K	A		S	E	T		

FAMOUS EVENTS ON SEPTEMBER 14:

- 1741 - George Frideric Handel finishes "Messiah" oratorio, after working on it non-stop for 23 days
- 1814 - Francis Scott Key inspired to write "Star-Spangled Banner"
- 1838 - Newly escaped slave Frederick Douglass marries free woman Anne Murray in New York
- 1867 - Charles Dana Gibson, illustrator, drew "Gibson Girl"
- 1901 - Theodore Roosevelt is sworn in as President, the youngest man to serve as President of the US
- 1958 - Two rockets designed by the German engineer Ernst Mohr reach the upper atmosphere
- 1964 - Walt Disney awarded Medal of Freedom at White House
- 1987 - Cal Ripken's streak of 8,243 consecutive innings (908 games) is broken
- 2014 – Third day of Wood Badge course S7-602-14

