

The Gilwell Gazette

Blackhawk Area Council

Volume 2002 Issue 3

August 25, 2002



Troop 1 Goes for the Moon

CAPE GILWELL - President John F. Kennedy challenged Americans to reach the moon within the decade as his vision. Accepting the challenge, the patrols of Troop 1 successfully launched their rockets to soaring heights! Senior Patrol Leader "Buck Rogers" Ray and Assistant Senior Patrol Leader Gary manned the launch pads as each rocket rose into Wood Badge history.

The Fox Patrol noted that the Apollo Project probably started as a Wood Badge project because 11 of the 12 original astronauts are Eagle Scouts.

The Owl Patrol had to "think outside of the bottle" in designing their rocket.

The Beaver Patrol believed that using teamwork they were going to design a rocket that would fly higher and further.



The Scoutmaster carefully inspects a rocket prior to launch.

Assistant Scoutmaster Phil McCreary, Chairman of the judging committee stated, "This is a hard event to judge. Every patrol did a great job on the rockets. The committee will be up all night discussing the event. But we will have the results ready for morning assembly"

Working That Ticket by The Bead Brothers

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. The British Army would pay for travel tickets for command transfers. In order to economize, soldiers nearing completion of their duties would seek assignments at posts increasingly close to home – a process known as "working your ticket."

So, we use the same principle in Wood Badge, our ticket that we write, is the road map we follow. Going from point to point in achieving our goals, we are "Working our Ticket" to get us closer to home in our challenge to be come better scout leaders.

The "Whatzit Box"

The item in the "Whatzit Box" Saturday was a bird's nest.



The Patrol Area

"Boredom is a lack of enthusiasm" – Bear Patrol.

When the trail is long, and you are losing hope. Follow the lead, of the Antelope.



The Beaver Patrol wonders if anyone noticed who's Foster Grants were seen on Bub the Beaver Saturday at Lunch. Answer – Assistant Scoutmaster Phil.

From the tracks of the Bobwhites:

- If you've ever received a speeding ticket because you were running late and you were afraid you might miss THE SONG...
- If you hang your tent totem on a doorknob of the Holiday Inn on a family vacation...
- If instead of a night out with the boys or girls, you prefer a night out with the "Bears" or "Owls" or "Beavers"...

...You might be a Wood Badger!

Troop Guide Targeted in Zulu Toss Game

FOX PATROL SCRIBE – The Fox Patrol greatly enjoyed the "Zulu Toss Game" which was abruptly ended by Troop Guide Ed Allen when he was hit by 6 simultaneously thrown tennis balls.

Editorial Update – Ed was later seen approaching Gilwell Field in a very rhythmic way waving a decorated pop bottle over his head. It appears that Ed has recovered from any injury sustained in this incident

"The boy is not governed by DON'T, but led by DO.

"The Scoutmaster teaches boys to play the game by doing so himself.

"Where the patrol method is properly applied, it is bound to succeed.

Boys can see adventure in a dirty old duck puddle.

And if the Scoutmaster is a boy's man, he can see it too."

August 25 th. – The Message

Any changes in the message will be sent by the SPL.

| 7:50a | Breakfast & Patrol Assessment Pre - Assembly Assembly | Dining Hall Staging Area Gilwell Field |
|----------------|---|--|
| 8:30a | Scouts Own Service | Chapel |
| 9:20a | Break | - |
| 9:30a | Troop Meeting | Specht Pavln. |
| 10:50a | Break | |
| 11:00a | "Team Leadership Model" | Amerock Bldg. |
| 11:50a | Break | |
| Noon | Lunch | Dining Hall |
| 1 | Patrol Chaplain's Aid Mtg. Patrol Leader's Council Mtg. | Specht Pavln. Staff Area Tent |
| 1:30p Areas | "Conservation Proj. Planning | " Patrol |

Scoutmaster's Minute

A traveler nearing a great city asked an old man seated by the wayside, "What are the people like in the city?"

The old man replied, "How are the people where you came from?"

"A terrible lot," the traveler responded. "Mean,

untrustworthy, detestable in all respects." "Ah," said the sage, "you will find them the same in the city ahead."

Scarcely was the first traveler gone when another stopped and also inquired about the people in the city before him. Again, the old man asked about the people in the place the traveler had left.

"The were fine people, honest, industrious, and generous to a fault," declared the second traveler. "I was sorry to leave."

Responded the wise one: "So you will find them in the city ahead."

As you leave today and over the next month, please find whom you believe you will. Drive safely on your way home. We want to see all of you back with us for the second weekend of C-21-02.

