

HAND BOOK
of
CAMP DEERBONE



Official BOY SCOUT Camp
of Monroe County

DISTRICT 7, EASTON AREA COUNTY

CAMP DIRECTOR



HAROLD W. KELLER
"POP"

DISTRICT SCOUT COMMISSIONER

1931 EDITION

HAND-BOOK OF Camp Deerbone

Edited By
W. HARVEY SCHARRER
and
W. BERNARD FREUNSCH

Business Managers
TRUMAN J. NEWHART
and
CHARLES W. RESH



OFFICIAL
BOY SCOUT CAMP
of
DISTRICT NO. 7, EASTON AREA COUNCIL
NO. 510, INC.
(MONROE COUNTY)
Situating on Cock's Island
R. F. D. 1 EAST STROUDSBURG
8 miles from East Stroudsburg 3 miles from Shawnee

**CAMP DEERBONE
DISTRICT NO. 7 (MONROE COUNTY)
of
THE EASTON AREA COUNCIL, INC.**

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CAMP DIRECTOR—D. S. C. HAROLD W. KELLER
COUNCILORS WILL BE SCOUTERS WHO ARE ABLE
TO COME TO CAMP



CAMP DEERBONE

WHEN AND WHERE:

In anticipation of the most successful season the Camp Committee, of District No. 7, (Monroe County) of the Easton Area Council, Boy Scouts of America, have completed plans for the opening of CAMP DEERBONE, July 6, 1931, which will be the ninth season of this well known camp. All indications point to a camp enrollment far exceeding that of any previous season.

PERIODS:

There will be two periods of camp, the first period July 6 to 19, and the second period July 19 to August 1.

CAMP REGULATIONS AND COSTS:

The camp fee will be **\$8.00 per week** or **\$15.00** per period. Only registered Scouts in good standing will be admitted. The Scout will be guided at all times by the Scout Oath and Law.

PROGRAM:

Reveille sounded at **7:00 a. m.** will start each day's program of **worthwhile activities**. Scouts will have ample time for study, **passing** tests and merit badges. Time is allotted for such important activities as swimming, life saving instructions, athletics, hikes, nature study, handicraft and camp-fire. Taps at 9:45 p. m. will bring each happy day to a close.

FOOD:

Any Scout, Scouter or visitor who was served last season may be referred to in connection with the excellent meals served him. The same careful and scientific planning of menus will again prove a factor in building strong and sturdy bodies.

SLEEP:

Comfortable cots in well ventilated tents and cabins will provide nine hours restful sleep, which is so necessary to the health of every active boy. Blankets must be thoroughly aired daily.

HEALTH AND SANITATION:

The kitchen and dining hall are well ventilated and are kept thoroughly clean at all times. Inspection of the entire camp is made daily to insure the highest degree of sanitation.

No Scout will be accepted until the Scout or Scouter can produce a certificate signed by a physician showing that he is free from contagious or infectious diseases, and is thoroughly fit for the rigors of camp life.

RELIGIOUS LIFE:

The Boy Scouts of America maintains that no boy can grow into the best kind of citizenship without recognizing his obligation to God. A spirit of reverence toward God and of helpfulness is not only present on the SABBATH but prevails also in the week-day life at camp. Grace is said before meals and a moment of silent prayer or other religious meditation is provided at the close of each camp fire. Chapel services are conducted at the camp by visiting speakers and provisions are made for Catholic boys to attend mass. A SCOUT IS REVERENT.

LEADERSHIP:

The camp staff of Deerbone is chosen with the utmost care. Only men who are trained and experienced in the ways of boys and who are veterans in Scouting are chosen for these responsible positions. No parents need hesitate in placing their boy in the hands of such leaders.

TRADING POST AND MAIL:

A trading post is maintained at camp where small articles such as stamps, letter paper, rope buttons, badges, etc., as well as a limited amount of candy may be purchased. Scouts are urged to write their parents

daily and the parents are likewise urged to write their sons. Address all mail to **CAMP DEERBONE, R. D. No. 1, East Stroudsburg, Pennsylvania.**

VISITORS:

Visiting Days—Women on Wednesday and Sunday afternoons and nights; men at most any time as long as it is not too frequent.

EATS AND SWEETS:

Parents and friends must not bring or send "Eats or Sweets" to Scouts in camp. Should any such eatables come to camp, they must be given to the camp director and he will dispose of them as he sees fit. Scouts are permitted to buy candy at camp at a limit of 10c per day, but they do not have to spend that much.

TEN IMPORTANT THINGS THAT HELP TO MAKE A GOOD CAMPER

1 Be cheerful at **ALL TIMES** and — Obey the Scout Law. This, of course, means that you treat your buddies like you would like to have them treat you. Obey orders of your camp officials promptly and cheerfully.

2 When it starts to rain loosen tent ropes so that the stakes will not pull out of the **ground**. Canvas and ropes shrink when they get **wet**.

3 You have been **issued a good cot** because it is desired that you **get plenty of restful sleep**. But cots will not stand any "**rough-housing**" and each Scout will be held responsible for any unnecessary breakage.

Learn to make your **bed properly**. Nights at Deerbone are cool but you will **keep warm** if you use your blankets properly. Ask an old timer to show you how.

4 Keep all your clothing in your suit-case or bag, and that closed tight. Do not put damp clothing in your pack; no good camper does. A clothes line is provided at the rear of your tent for this purpose; do not use tent ropes or tops of tents.

5 Report any slight as well as any acute illness to a camp officer—**IMMEDIATELY**.

6 Pay close attention to all announcements and observe notices on the bulletin board. No person will be permitted to go in swimming except at times stated on the program or by the aquatic director.

7 Scouts will not leave camp without a pass signed by the camp director, except while participating in official activities.

8 Show a pride in **CAMP DEERBONE**. You have a share in it and it will be your home as long as you are here. The fine example you set will not only make your stay more pleasant but will make **DEERBONE** a better camp.

9 Write home frequently. Your folks will want to hear from you and it is only fair to them to know how you like camp. Write interesting letters about camp activities. Do not worry your folks about petty annoyances you experience, as this gives them an unjust impression of camp and perhaps of you.

10 Every Scout should definitely plan to earn advancement in rank. Every Tenderfoot is expected to become second class, a **first class** and so on. Special attention should be paid to the merit badge subjects in the camp history, and also the following out-door subjects not listed there—Archery, astronomy, botany, camping, conservation, forestry, stalking, and others too numerous to mention.

(Apologies to Camp Weygadt)

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GENERAL INFORMATION

Camp Deerbone invites all Boy Scouts of Monroe County. It looks as if this summer will be the last summer camp we will have at Camp Deerbone. District Commissioner Harold W. Keller is very anxious to make this camp the largest and best ever. Since we are in the Easton Area Council we will support Camp Weygadt, the Council camp, after this summer. Camp Deerbone will be retained for short camping trips—day, overnight, weekend, etc.

Camp Deerbone will admit only Boy Scouts who are registered at Headquarters in New York City, who are in good standing in their troop, and who are acceptable to the Camp Director. It is the desire of the scout officials to give the camping privilege to as many scouts as possible, who have been loyal to scouting and their troop since last summer's camp and who will be an honor to their troop and to the camp this summer. We have always had the most pleasant times at camp, but it must be understood by all scouts and parents that the Camp Director has full authority over all matters relative to the camp.

The cost for camping is \$15 for two weeks; \$8 for one week. Every scout should have at least two weeks at camp. A reservation fee of \$2 must be paid when the application blank is turned in to the Camp Director, which must be done before June 20. If the scout fails to come to camp, the reservation fee will not be refunded. The remainder of the board must be paid upon the scout's arrival at camp, at which time he must turn in his Physician's Certificate. If the scout should be sent home for any serious violation of scouting, there will be no refund for the unexpired period.

The regular routine begins each morning with reveille at 7 and closes with taps at 9:45 in the evening. Activities include passing of tests and merit badges, taking care of own bunks and tent, special detail duties, swimming, games, campfire, religious and moral instructions, co-operation with officials and brother scouts. It is expected that every scout will earn enough points for his camp letter.

Visiting days for women are strictly limited to Wednesday and Sunday afternoons and evenings. Men may come at most any time, but not too frequently. Parents and friends must not bring or sent "eats" and sweets to scouts in camp. Should any such eatables come to camp, they must be given to the Camp Director and he will dispose of them as he sees fit. Scouts may be permitted to buy candy at camp, with the permission of parents. The scout will be limited to 10c a day, but he does not have to spend that much. Transportation to and from camp must be supplied by the scout's parents, or his Scout Master, or the Troop Committee.

Each scout must bring to camp his membership certificate and a complete record of all tests passed, including merit badges, with the date when each was passed. This is very important and if the scout doesn't have these records, he must secure them from his scoutmaster before coming to camp.

Bring the following articles with you:—at least 2 blankets (if you have a raincoat or poncho or slicker, wrap it with the blankets; bring other articles in a suit case or traveling bag); 6 horse blanket pins; scout uniform including hat, shirt, ~~breeches~~, belt, stockings and coat (if you don't have all these parts of the uniform, just bring what you have, and then bring other clothing so that you will have two complete changes of suits. Including the scout clothing, every scout must have 2 shirts, 2 pairs of trousers, 2 pairs of stockings, 2 pairs of shoes, and a coat or sweater); 2 union suits; 2 pajama suits; bathing suit; 2 hand towels; 2 bath towels; hair comb and brush; tooth brush and paste or powder; ivory soap, new scout handbook, small note book, writing paper and stamps; pencils; scout knife and scout axe (if you have them), for eating purposes bring a knife, fork, spoon, tin cup, tin or agate plate; dish mop and dish towel. Have ALL clothing marked with your name either printed on with indelible ink or with a tape upon which your name appears. Mark all other articles in some way so that you will know them.

The following things are not necessary but are desirable if you have them:—camera, fishing tackle, flash light, musical instrument, first aid kit, games. If you desire to bring any other articles not mentioned, you must secure permission of the Camp Director. Scouts must not have any fire arms of any sort. Have your hair cut just before coming to camp. Be sure you go to a physician for a physical examination and bring the card, signed by him, with you to camp.

Read all these instructions twice and see that you follow them exactly in every detail, for every scout will be held to them. If scouts, parents, or guardians have any further questions, they should confer at once with the Director. Camp Director's address: Harold W. Keller, 45 Lackawanna Avenue, East Stroudsburg, Pa. Phone 1262.

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CAMP HISTORY

By Fred C. Fatzinger and W. Harvey Scharrer

At a meeting of the Boys' Work Committee of the Stroudsburg Rotary Club in January, 1923, the chairman, Mr. Fred Fatzinger, told of the great need of a Boy Scout summer camp for this district and the troubles encountered by those interested in the Scout movement in securing a proper location. Rev. Walter Waygood heartily endorsed the proposition. After some discussion by members of the committee in regards to a proper location for such a camp, R. S. Worthington offered an island in the Delaware river, above Shawnee, rent free for a Scout camp. According to the Geological Maps, this island is known as Cock's Island. Mr. Worthington also offered to furnish all lumber necessary for building a mess hall and kitchen. Luther Hoffman offered to furnish roofing for this building. Robert Eastwick offered to provide a pump. It was decided to ask the co-operation of other organizations which might be interested. A meeting of representatives from all these organizations was called at the Stroudsburg Chamber of Commerce rooms.

An organization was effected at this meeting consisting of committees representing the Rotary Club, Kiwanis Club, B. P. O. Elks Lodge, American Legion, Boy Scouts, etc. A committee was appointed to investigate a camp site and report at the next meeting. The committee consisted of Capt. Arthur Slee, Rev. Herbert Westwood, Rev. Walter Waygood, R. S. Worthington and Fred Fatzinger. They inspected the island when the Delaware was high (a real "crossing the Delaware" in a row boat), found conditions ideal for a scout camp and made their report

to the general committee. It was decided to raise funds and establish a Monroe County Boy Scout camp. Service clubs, civic and fraternal organizations, churches, banks, business houses, manufacturers and individuals responded.

The committee was fortunate in securing Mr. C. S. Herr, an Eagle Scout and all around athlete, as camp director of the first camp in July, 1923. In addition to the many articles donated, the committee spent almost \$2,000 for Camp Director, cook, tents, boats and other equipment. The Scouts named the island CAMP DEERBONE because of some deer bones found there.

CAMP DEERBONE was a success from the beginning; the Scouts showed the value of their training in the way they cleared the brush, arranged their tents, boat landing, etc. CAMP DEERBONE has received a A1 health and sanitary rating from the District National Scout Camp Inspector, and also the Pennsylvania Department of Health.

Director Herr had charge of the camp during the camping seasons of 1923, 1924 and 1925. Mr. George Watson was the director during the season of 1926. Under his leadership the Scouts added many improvements to the camp site and tests and merit badges to the records of the Scouts. Mr. Philip Weisbecker was the director during the season of 1927. Under his leadership the camp and Scouts made still more strides.

For the past three summers, 1928, 1929 and 1930, the camp has been under supervision of Camp Director Harold W. Keller ("Pop"). During this time a number of improvements have been added to the camp site—the Kiwanis Bunk House, the A. C. Sweazy Memorial Building, the A. J. Zabriskie Bunk House and the L'Homme-dieu Headquarters building with the camp office and officers quarters, a toilet with a septic tank, an outboard motor, kitchen drainage system, a large refrigerator, a large boat, and many minor improvements. Last season the Camp Honor Society was organized being in the form of the National Scout Honor Society, the Wimachtendienk W. W., of which more is told in another article. Marvelous advancement was made in Scout tests and

merit badges, as well as earning camp letters and learning to swim and handle boats.

Much could be said for the men and women, in addition to the camp directors, who gave much of their time, energy, and money to this worthy cause. Too much emphasis cannot be placed on the benefits of the camp to the Scouts who attended,—in health, education, good fellowship, and general scout activities.. CAMP DEERBONE has been a success every season and merits the support of every citizen of Monroe County. The Boy Scout movement is one of the best to make a 100% useful and patriotic citizen. Let us all do our "Good Turn" for the boys.



CAMP ROSTER 1927

Camp Director—Philip H. Weisbecker, Scoutmaster, Troop 3, East Stroudsburg.

Asst. Directors—Winfield C. McCain and Leon Sevison, Asst. Scoutmasters Troop V-1 East Stroudsburg.

Chef—Ross Frisbie.

Secretary—Gerald H. Feltham, Troop V-1 East Stroudsburg.

Bugler—John Worthington, Troop V-1 Stroudsburg.

Troop V-1, East Stroudsburg

Abram Bress
Seymour Ellwig
Ellwood Feltham
Gerald Feltham
Ted Hoffman
Jack Marsh
Le Roy Nauman
Morris Nauman
Homer Osborne
Harold Repsher
Harold Strunk

Troop 3, E. Stroudsburg

John Albert
Herbert Hardenstine
James Knapp
Samuel Litts

William Quick
Robert Saxe
Robert Sax
W. Harvey Scharrer

Troop V-1, Stroudsburg

Solomon Brown
James Hagerty
Benjamin Hayden
Alexander Lee
Clifford Okuno
Neldon Overfield
Earl Parnell
Olaf Pederson
Frederick Smith
Clarence Wolf
John Worthington
Edward Worthington

CAMP ROSTER 1928

Camp Director—Harold W. Keller, Chairman Troop 3, East Stroudsburg Committee.

Asst. Camp Director—Winfield S. McCain, Asst. Scoutmaster, Troop V-1 East Stroudsburg.

Chef—Fred A. Hunt, Scoutmaster Troop 3 East Stroudsburg.

Councilors—Raymond P. Barber, Asst. Scoutmaster, Troop 2 East Stroudsburg, and Robert Eikenberry, Asst. Scoutmaster, Troop V-1, East Stroudsburg.

Secretary W. Harvey Scharrer, Patrol Leader, Troop 3 East Stroudsburg.

Bugler—John Worthington, Troop V-1 Stroudsburg.

Troop V-1, East Stroudsburg

Seymour Ellswig

John Kunkle

Kenneth Miller

Morris Nauman

Harold Repsher

Benjamin Small

Troop 2, East Stroudsburg

Edward Blewitt

Arthur Christian

Frank Crocolice

Lester Naegle

William Rusk

Teddy Viechnicki

Troop 3, East Stroudsburg

James Bauman

Donald Beehler

Elwood Feltham

Gerald Feltham

Bernard Freunsch

Niles Heller

Harold Huffsmith

Edgar Kiess

James Knapp

William Quick

W. Harvey Scharrer

Alfred Shaplin

Frank Yeisley

Troop V-1, Stroudsburg

William Fable

Alexander Lee

Clifford Okuno

Neldon Overfield

Joseph Parsons

Jack Taylor

Edward Worthington

Troop 8, West Palm Beach, Fla.

Robert Kirkton

Scranton, Pa.

Jack Gilboy

Fred C. Fatzinger

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CAMP ROSTER 1929

Camp Director—Harold W. Keller, Chairman Troop 3, East Stroudsburg Committee.

Asst. Director—Winfield S. McCain Asst. Scoutmaster, Troop V-1 East Stroudsburg.

Chef—Fred A. Hunt, Scoutmaster, Troop 3 East Stroudsburg.

Councilor—Raymond P. Barber, Scoutmaster, Troop 2, East Swimming Instructors — Peter Cincavage, William Jones, of the East Stroudsburg State Teachers College.

Secretary—W. Harvey Scharrer, Senior Patrol Leader, Troop 3, East Stroudsburg.

Bugler—James A. Knapp, Bugler, Troop 3 East Stroudsburg.

Troop V-1, East Stroudsburg

Wallace Custard

Robert Scott

Earl Strunk

Harold Strunk

Robert Tough

Troop 2, East Stroudsburg

Harry Bush

Joseph Ingeno

Louis Caretta

Troop 3, East Stroudsburg

John Albert

James Bauman

Donald Beehler

Richard Bondra

Edwin Butts

Robert Feltham

Bernard Freeman

Niles Heller

Edgar Kiess

James Knapp

James Possinger

William Quick

W. Harvey Scharrer

Reynold Symons

Anton Vogler

George Walton

Frank Yeisley

Troop V-1, Stroudsburg

Harold Blair

Nicholas Dolas

Michael Dolas

William Fable

Donald Frisbie

Lloyd Jones

Alexander Lee

Thomas Newhart

Thomas Neyhart

Charles Okuno

Joseph Parsons

Herman Scheer

Raymond Smoke

James VanEtten

Walter Weber

Troop 1, Mt. Pocono

Kenneth Coan

Troop 8, West Palm Beach, Fla.

Robert Kirkton

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East Stroudsburg, Pa.

CAMP ROSTER 1930

Camp Director—Harold W. Keller, Scoutmaster Troop V-3 East Stroudsburg.
 Asst. Director—Winifield S. McCain, Skipper Sea Scout Ship Monroe Troop 6 East Stroudsburg.
 Chef—Fred A. Hunt, Scoutmaster Troop 1 Tobyhanna.
 Councilor—Raymond F. Barber, Scoutmaster Troop 2 Leighton.
 Secretary and Asst. Chef, W. Harvey Scharrer, Junior Asst. Scoutmaster, V-3 East Stroudsburg.
 Chief Bugler—James Knapp, Junior Asst. Scoutmaster, V-3, East Stroudsburg.
 Quartermaster,—W. Bernard Freunsch, Senior Patrol Leader, V-3 East Stroudsburg.
 Asst. Aquatics—Robert Kirkton, Troop 8 West Palm Beach Florida.
 Special Swimming and Life Saving Instructors—Peter Cincabbage, A. J. Chinurna of the State Teachers College.

Troop V-1, East Stroudsburg

James Burrows
 Wallace Custard
 Roger Dunning
 Jack Lantz
 Robert Long
 James Morgan
 Earl Strunk
 Harold Strunk
 Richard Witcraft
 Charles Zimmerman

Troop V-3, East Stroudsburg

Frank Albert
 Donald Beehler
 Walter Bender
 Donald Brown
 Robert Feltham
 Bernard Freunsch
 Niles Heller
 James Knapp
 Isaac Martin
 Robert Sampson
 W. Harvey Scharrer
 Reynold Symons
 Douglas Townsend
 Eugene Walton

Troop 1, Tobyhanna

Thomas Smith
 Ray D. Surplus
 Philip Wismer

Troop 8, West Palm Beach, Fla.

Robert Kirkton

Troop 2, East Stroudsburg

Edward Blewitt
 Thomas Blewitt
 Harry Bush
 Frank Bush
 Frank Crocolice
 Lloyd Heller
 Joseph Lyons
 Joseph Javitt
 Joseph Ryan
 James Strouse
 James V. Vassalo

Troop V-1, Stroudsburg

Samuel Catlin
 Nicholas Dolas
 Attwell Edinger
 William Fabel
 Steward Felker
 Donald Frisbie
 Lloyd Jones
 Charles Knudson
 Truman Newhart
 Joseph Parsons
 Charles Resh
 Herman Scheer
 Raymond Smoke
 Elmer Stone
 Robert Stone
 Ralph Tomei
 James VanEtten

In 1930 there were 56 Scouts in Camp, Troop V-1 East Stroudsburg had 10, Troop 2 had 11, Troop V-3 had 14, Troop V-1 Stroudsburg had 17, Troop 1 Tobyhanna had 3.

There were 96 Second Class Tests passed and 14 Scouts were invested as Second Class: 102 First Class Tests were passed and 17 Scouts were advanced to that rank. There were also 6 Star and 1 Life awards made, and 170 Merit Badges awarded.

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RECORD OF CAMP AWARDS

MERIT BADGES

	'27	'28	'29	'30	T						
1 Animal Industry	—	—	3	3	6	22 Painting	—	1	—	—	1
2 Athletics	—	4	2	—	6	23 Pathfinding	—	1	5	1	7
3 Automobiling	1	5	—	1	7	24 Personal Health	6	5	10	16	37
4 Bird Study	—	1	—	1	2	25 Photography	—	—	—	1	1
5 Bugling	—	—	1	—	1	26 Physical Development	—	—	1	1	2
6 Business	—	1	—	—	1	27 Pioneering	1	—	4	6	11
7 Carpentry	1	2	—	—	3	28 Public Health	—	5	7	14	26
8 Chemistry	—	3	—	—	3	29 Reptile Study	—	—	5	5	10
9 Civics	—	1	2	4	7	30 Scholarship	3	1	—	—	4
10 Cooking	—	2	2	9	13	31 Swimming	8	5	5	13	31
11 Electricity	—	3	—	7	10	32 Weather	—	—	3	1	4
12 Farm Home and Its Planning	—	—	3	2	5	33 Wood Carving	—	—	11	18	29
13 Farm Record and Bookkeeping	—	—	—	2	2	34 Wood Work	1	—	—	—	1
14 Firemanship	9	13	13	25	60	Totals	38	63	89	170	360
15 First Aid	—	1	4	5	10	No. of Scouts earning Merit Badges	12	22	25	44	
16 First Aid to Animals	1	6	8	15	29	Tenderfoot	—	—	1	—	1
17 Handicraft	—	2	—	—	2	Second Class	3	11	19	14	47
18 Horsemanship	—	—	—	1	1	First Class	—	3	10	17	30
19 Leathercraft	—	—	—	13	13	Star Scouts	4	4	1	5	15
20 Life Saving	7	—	—	4	11	Life Scouts	—	1	4	1	6
21 Music	—	1	—	—	1	Eagle Scouts	—	1	—	—	1
						Merit Badges	38	63	89	170	360
						Total Awards	45	83	124	208	460

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DAILY CAMP PROGRAM
CAMP DEERBONE

1931

- 7:00—First Call.
 7:02—Reveille.
 7:03—Warming up exercises. K.P's. Duty.
 7:15—Morning wash and dress; air blankets.
 7:40—Flag raising exercises.
 7:45—Breakfast. Announce details for day.
 8:15—Clean tents; make beds; detail duty.
 9:15—Daily inspection of tents and grounds.
 9:30—Instruction in Scoutcraft; test passing.
 11:30—First call for swimming.
 11:40—Swimming.
 12:10—Recall from swimming.
 12:30—Dinner.
 1:15—Canteen opens. 10c a day.
 1:30—Quiet hour; on bunks.
 2:30—Scout games; hikes; tests; etc.
 4:00—First call for swimming. (Learners).
 4:35—First call for swimming. (Swimmers).
 4:45—Recall from swimming. (Learners).
 5:15—Recall for K. P's.
 5:30—Recall from swimming. (Swimmers).
 6:00—Assembly for flag lowering exercises.
 6:15—Supper.
 6:45—Canteen.
 7:00—Free time.
 8:00—Assembly; march to Campfire; stunts; etc.
 9:15—Call to quarters.
 9:40—Tattoo.
 9:45—Taps; all lights out; absolute silence; sleep.
 SATURDAY NIGHT
 8:30—Camp fire.
 10:00—Call to quarters.
 10:25—Tattoo.
 10:30—Taps

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SUNDAY

- 8:00—First call.
8:02—Reveille, air blankets.
8:25—Flag raising exercises.
8:30—Breakfast. Announce details for day.
9:00—Catholic Scouts leave for church.
9:15—Clean tents; make beds; detail duty.
10:30—Inspection of tents; grounds; and Scouts.
11:30—Religious service. (K. P's. duty at end of service.)
1:00—Dinner.
1:45—Rest. Visitors.
4:20—Swimming.
5:15—Recall from swimming. (K. P's duty at 5:30.)
5:45—Assembly in full dress. Flag lowering.
6:00—Supper.
6:45—Free time.
8:00—Vespers; songs and stories.
9:00—Call to quarters.
9:25—Tattoo.
9:30—Taps.
-
-



Roseberry Printing

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PHONE 737-R



SPECIAL CAMP HONOR - W. W. W.

CAMP LETTER PRIZE

1. A prize will be given to the scout who earns the highest number of points in access of the required 200 points for his camp letter. The highest last year was 500. The time limit for earning points is two weeks. The award for the highest number of points was won by Scout Robert Kirkton, of Troop 8, West Palm Beach Florida.

CAMP DIRECTOR'S AWARD

2. The Camp Director's award is given to the scout who is deemed by camp officials as the best all-around scout. The choice is made on the basis of such achievements as camp letter, scout tests and advancement, exemplifying the Scout Oath and Scout Law etc. The Camp Director's award was won by Scout Donald Beehler, of Troop V-3, East Stroudsburg, Pa.

W. W. W.

3. W. W. W. are 3 mysterious letters around camp. Last year 12 scouts and 4 scouters were elected and initiated into the Boy Scout fraternity known as the Wimachtendienk, or The Order of the Arrow. This is a great distinction and honor to be coveted by any scout. Some of the qualifications are that the candidate must be at least 13 years of age, at least a Second Class Scout, must have been in camp at least one week, must show exceptional degree of practice of the Scout Oath and Scout Law all the year round, must render cheerful service to fellow campers and the camp, must show proper regard for authority and an unselfish spirit during his stay in camp. New members are elected every week by a vote by ballot, with every scout and scouter in camp voting. A committee composing of the Camp Director, the President of the Lodge and 2 other members appointed by the President, count the votes and decide the election. The number of new members at one election must be limited to the ratio Scouts—Troop 1 of East Stroudsburg, Wallace Custard, Earl the W. W. W. are, as follows:—Scouters—District Commissioner Harold W. Keller, Skipper Winfield McCain, Assistant Scoutmaster Gerald Feltham, and Scoutmaster Fred A. Hunt of Pittsburgh, Pa. Scouts—Troop 1 of East Stroudsburg, Wallace Custard, Earl Strunk and Harold Strunk. Troop 3 of East Stroudsburg, Bernard Freunsch and Robert Sampson; Troop 1 of Stroudsburg, Lloyd Jones, Truman Newhart, Charles Resh and Herman Scheer; and Troop 2 of Stroudsburg, Harvey Scharrer and James VanEtten.

CAMP ETTIQUETTE

1. Upon arriving at camp a Scout must immediately report to the Camp Director to present his health certificate, to register, and to get his latrine pass. This must be properly signed within an hour after arrival.

2. Scouts will bring visitors to headquarters upon arrival on the Island.

3. Scouts of former camp experience are usually given first choice of quarters.

4. Bugle calls must be instantly obeyed.

5. At meals all scouts must stand until after grace.

6. First year scouts must use utmost courtsey at the table.

(Note this does not mean only first year but those especially).

7. When Assembly is blown for Flag exercises Scouts form line in front of flag pole. Officer of the day will command; color guard post. After which to the colors is played in the morning and in the evening retreat, followed by the colors.

8. Absolute silence must be maintained during Flag exercises.

9. When assembly for camp fire is blown, scouts line-up in the usual place on the parade grounds. Silence is maintained until after the camp song is sung. Upon entering the council ring scouts circle to the left and march completely around till the first scout reaches the steps. Scouts must not sit till after the Camp Song is sung.

10. All scouts are required to go on the weekly hikes unless a reasonable excuse is given.

11. The following are common terms used at camp:

Slumgullian—any stew or food in general	Sand—Sugar
Red lead—Catsup	Sea sand—Sugar
Sea weed—India relish	Demitasse—Coffee (for officers only)
Sour grass—India relish	Mud—Cocoa
Sinkers—Any biscuit	Mess—A meal
Lumber—Bread	Hen fruit—Eggs.
White pine slabs—Bread	Hunt's special—Any dessert
Joe's special—Prunes	Muligen stew—Another stew
Baled hay—Shredded wheat	Bunk—Sleeping quarters
Cow—Milk	Sky juice—Water

REPTILES

The Copperhead and the Rattlesnake are members of the family of "pit vipers," and are both found in Monroe County. Both snakes are quite easily distinguished from the harmless varieties which also abound in the county. Both have this characteristic: a facial pit above the nostril, which **makes** the snake appear to have two pairs of nostrils.

The Copperhead is **cinnamon or coppery** in color, with fifteen to twenty **darker dumb-bell** shaped markings across the back. The head has no noticeable markings. It is a stocky snake with a short tapering tail.

The Rattlesnake has its characteristic, the rattle, which contrary to common belief, is no indication of the snake's age. A new rattle is formed each time the snake sheds its skin, which is done several times a year and it may be easily seen that a rattle may be broken off. Hence the number of rattles has nothing to do with the age of a snake. The body is thick and the head is distinct. There are a large variety of markings according to the species of which there are fifteen in the United States.

Nearly all poisonous snakes bite only in self defence or in securing food. However, if snakes are driven into a corner, they will give battle. No snake can strike accurately for more than one-half their length and normally less than that. However if especially angry, it may strike up to two-thirds of its own length but with no great accuracy.

Material taken partly from the reptile study merit badge pamphlet, and contains an outline of the requirements for No. 13 in the camp letter system. Refer also to pages 235 and 485-492 in the Scout Handbook.

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A CAMP FIRE AT NIGHT

How many Scouts have ever been around the Camp Fire at Deerbone?. If not you have missed one of the most fascinating scenes of your camping experiences.

A Camp Fire under the stars; flames that seem to reach skyward; **songs, yells, stories**, all give joyous thrills. Robust youth, youths that know no sorrow are a picture of Life and Health around the Camp Fire. Have you ever enjoyed such a **scene**? This is what you would see and hear at Camp Deerbone.

The plan followed is **such** that the Camp Fire holds a "Sacred Place" in the life of a Scout. At 8 o'clock, assembly is blown, a line is then formed on the parade ground and the **Scouts are given** final instructions for the evening. All becomes quiet and the Camp Director leads the procession to the **Camp Fire** pit, where absolute silence is maintained till the **Camp Fire** is lit. As soon as the Camp Fire is lit, the Camp Songleader starts the Camp Song, with its appealing tune and words, which stirs the heart of every Scout around the fire. Following this songs are sung and yells yelled. After this, the Camp Director says a few words and an investiture service may be held. As soon as he is finished one of the Camp Patrols start their program for that night. At the end of their program a word of prayer is offered and then **and** **is** **sounded**, the Scouts retiring to their tents for another night's sleep. In due time Tattoo is heard and soon taps are sounded and all is quiet for another night.

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BUGLE CALLS

First Call—Given two minutes before Reveille. Also as a warning about two minutes before an other call meaning "get ready."

Reveille—A rising call each morning. Scouts stand in front of their tents.

Mess—Mealtime ("First Call" is given two to five minutes in advance).

Officers' Call—All ~~officers~~ assemble.

Assembly—All members of camp assemble.

Swimming Call—Assemble for swimming.

Retreat—Played just before The Flag is lowered; followed by "To The Colors".

Church Call—Chapel or evening service.

Fire Call—Fire Alarm.

Recall—The close of whatever activity is going on at the time—class, swimming, etc.

Call to Quarters—Scouts go to tents. May be used as direction to get ready for bed.

Tattoo—Lights Out.

Taps—The last call.

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BOATS

CARE AND USE.—

1. Do not step nor stand on the seats.
2. Do not jump into nor drop heavy things on the bottom of the boat.
3. While boat is on river, do not rock it nor stand up in it.
4. Do not touch the bottom of the river with blade of oar when rowing.
5. Always walk in the middle of the boat.
6. Do not play around nor in boats while they are in dock.
7. When landing, do not land with a bang on the shore; land straight.
8. Put paddles of boat inside of boat as soon as you stop.
9. Before leaving boat, take oars out of oar locks and lay across seats.
10. Before leaving dock, be sure that the boat is securely fastened.

PRINCIPAL PARTS.—

Bow—front end.

Stern—rear seat.

Stem—vertical piece in front where chain is fastened.

Transom—the piece which makes the entire back of the boat.

Gunwale—strip on edge along two of the sides (pronounced gunall)

Seats—boards upon which passengers sit.

Oar locks—device which keep oar in place.

Have Two	133 H. P. Eight
Hupmobile	100 H. P. Eight
Three Leaders	70 H. P. Six

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CAMP DETAILS

SANITARY DETAIL—

1. Clean out boats. 2. Clean up around officers' quarters and mess hall. 3. Clean toilet floor and fill tank with water when needed. 4. Bury garbage. 5. Burn rubbish. 6. Sweep or scrub mess hall (scrub Saturday.) 7. Pick up all scraps on parade ground. 8. Do anything the officers command.

KITCHEN POLICE (K. P.)—

1. Wait on tables. 2. Clean tables in mess hall after each meal. 3. Obey any orders given by cook or other officers.

SUPPLY DETAIL—

1. Furnish transportation for supplies. 2. Transfer supplies from stores and farms. 3. Transport supplies across river to place needed. 4. Cut wood for Cook's fire. 5. Do anything that concerns the transportation, as directed.

OFFICER OF THE DAY (O. D.)—Jr. A. S. M., S. P. L., P L., S. S., L.S., E.S.

1. At every assembly, form line and present it to officer in charge. 2. Have charge of the color guard. 3. Supervise period of preparing tents for inspection. 4. Assist those in charge of swimming periods. 5. Assist Camp Secretary during canteen period. 6. Assist those in charge of afternoon activities. 7. Supervise scouts having charge of camp fire. 8. Take charge of any special duty as assigned by the Camp Director.

TENT DUTY FOR ALL—

1. Air blankets during breakfast. 2. Sweep floor and pick up papers, etc., around tents. 3. Make bed and arrange belongings in proper manner. 4. Clean and oil globe of lantern and see that it has enough oil. 5. Stand at attention in front of your tent. 6. Keep tents and grounds tidy at all times. 7. Have no eatables in tents, so as to keep away flies and ants. 8. Absolute quiet between taps and reveille. 9. Be quiet and remain on cot during the rest hour. 10. Obey orders of officers.

RULES REGARDING USE OF BOATS—

1. No one may use a boat without permission of official in charge of boats. 2. Only those who have passed First Class swimming may use boats alone. 3. In case of non-swimmers in a boat, there must be at least two swimmers to each non-swimmer. 4. No one may take a boat further down the river than the mainland landing, nor, further up the river than the upper tip of the island, without special permission of the official in charge of boats. 5. Not more than five persons in a boat at one time.

SWIMMING RULES—

1. Swimming is permitted ONLY at the regular periods indicated on the daily schedule. 2. Scouts must not enter water till the officer in charge gives the signal, and must come out of the water immediately when the signal is given. 3. The "Number System" will be strictly enforced. 4. Any violation of swimming rules will mean the loss of swimming privileges.

1. Don't take things from the boat. Always secure permission of Camp Director for all things not in the ordinary schedule. 2. A Scout's obedience to orders is always prompt and cheery. 3. Be guided at all times by the SCOUT LAW AND OATH, for Camp Deerbone is run strictly upon scout principles of the SCOUT LAW AND LAW.

Camp Director, Harold W. Keller.

SCOUT DATA

Tenderfoot Scout 10/16/28 Assistant Patrol Leader 10/14/30
 Second Class Scout 4/14/30 Patrol Leader _____
 Star Scout _____ Senior Patrol Leader _____
 First Class Scout _____ Jr. Asst. Scoutmaster _____
 Life Scout _____ Assistant Scoutmaster _____
 Eagle Scout _____ Scoutmaster _____
 Bronze Palm _____ Troop Scribe 12/30
 Gold Palm _____ Troop Treasurer _____
 Silver Palm _____ Quartermaster _____
 Veteran _____ Bugler _____

MERIT BADGES

MERIT BADGES HELD AND ADVANCEMENT

Name	Date Passed	Name	Date Passed
Personal	7/30		
Health			
Fireman			

NOTE: It is very important that every scout and scouter fill out this information before coming to camp.

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CAMP SONGS

1
CAMP SONG

(Tune—Cornell Alma Mater)

- 1 Far above the Delaware,
With its waves of blue,
Stands our Noble Camp
Deerbone,
Glorious to view!

Chorus

Lift the chorus, speed it on-
ward,
Tell our praise in song,
Hail to thee, our camp so
glorious,
Hail to CAMP DEERBONE!

Chorus

- 2 Our strong bands can ne'er
be broken,
Formed at Camp Deerbone;
Far surpassing welcome spok-
en,
Sealed by friendship strong.

Chorus

- 3 Far away from all distur-
tion
Of the busy town,
Reared against the arched
heaven,
Looks she proudly down.

Chorus

- 4 Camping days at last are
passing,
Gliding swiftly on;
Let us pledge in word and
deed,
Our love for CAMP DEER-
BONE.

Chorus

2
TAPS

- 1 Day is done, Gone the sun,
From the lakes, from the
hills, from the sky,
All is well, Safely rest, God
is nigh.

3.

EASTON AREA COUNCIL
SONG

Tune: Maryland, My Maryland.

1. The Boy Scouts have a sa-
cred trust
Easton Area Council!
We'll carry on—we know we
must

Easton Area Council!
We're Scouts today, as Scouts
of Yore,
That we may know yet more
and more,
And come to knowledge thru
thy door
Easton Area Council.

2. We have a camp back in thy
hills,

Easton Area Council!
We love its paths, its rocks
and rills,

Easton Area Council!
At Camp Deerbone to thee we
kneel,

Thru thee we God's protec-
tion feel,

May we our greatest faith re-
veal,

Easton Area Council.

3. And then we come to close of
day,

Easton Area Council!

We kneel with thee, and as
we pray,

Easton Area Council!

We feel thy mantle o'er us
flung,

We know we're safe, the day
is done,

Easton Area Council!

4

ONWARD BOY SCOUT,
ONWARD(Tune—Onward Christian
Soldiers)

- 1 Onward, Boy Scouts, On-
ward,
Brothers for the right;
Live the Scout Laws gladly,
Onward in their light!
Let the oath of loyalty
Mark our trail each day;
So this legend guide our
journey,
"Be Prepared Always."

Chorus

Onward, Boy Scouts, Onward,
Brothers for the Right;
Live our Scout Law gladly,
Onward in their light.

- 2 Live the life of honour,
Word that truth designed;
~~Loyal be and Helpful~~
~~Friendly, Clean and Obedient~~
Practice now obedience
With a cheerful heart
Thrifty, Brave and Clean com-
pletely,
Reverent in heart.

Chorus

5

LONG, LONG TRAIL

There's a long, long trail a-
winding
Into the camp of my dreams;
Where the evening camp fires
glowing
And the bright moon beams,
They've been long, long months
of waiting
And now my dreams have come
true;
And every day I'm slipping down
That old camp trail with you.

6

THAT DREAM CAME TRUE

(Tune—Working on the Railroad)
I was dreaming of a camp fire,
Burning clear and bright;

Dreaming stars were out above
me,
Upon a summer night;
I was dreaming that my com-
rades
All were dreaming with me, too;
When I woke and looked a-
round me,
Say—That dream came true.

7

TRAMP, TRAMP, TRAMP

1. In the heart of every Scout,
There is honor for the flag,
And a thought for all its
glories of the past,
And each Scout has made a
vow,
That his faith will never lag,
He will serve that starry ban-
ner to the last.

Chorus

Tramp, Tramp, Tramp
The Scouts are marching
Under smiling skies above;
By the red and white and blue
We will hold forever true
To the glory of the country

2. In our work or in our play,
that we love.
In the city or the glen,
We are building up the body
and the brain;
And we build the spirit, too,
Which shall make us into men
Who can keep the flag for-
ever without stain.

Chorus

3. As we serve the Scouting
Law,
So we serve our mighty land,
And we march along to-geth-
er to the goal,
With our bodies clean and
strong,
And our minds that under-
stand,
And a faith that holds us loy-
al heart and soul.

8

DO A GOOD TURN DAILY
(Tune—Keep the Home Fires
Burning)

1. We can lift the load of sadness
That the weary world must
bear,
We can bring the light of
gladness
Into hearts now bowed with
care;
We can change the bleak December
To the bright and blooming
May,
If we only will remember
As we journey on our way:

Chorus

- Do a Good Turn Daily,
Scatter gladness gaily,
Every morning plan and do
Just a kindly deed;
Brighten each tomorrow
Lift the load of sorrow
From the old and weak and
poor,
That's the Boy Scouts' creed.
2. Though our deeds are not as
thrilling
As the knights of old have
done,
We are young and strong and
willing
To be helpful,—every one.
So with purpose firm and
steady
As we journey on the way,
Every Scout is ever ready
For a Good Turn every day.
- Chorus

9

BOY SCOUT HYMN
(Tune—America)

- 1 God bless our Boy Scout
band,
Trustworthy may we stand
Loyal and true;
Helpful in every way
In all we do and say
Friendly each passing day,
Our "Good Turn" do.

- 2 Teach us thy way—to find,
Be Courteous and Kind,
To those we meet;
Help us to look to Thee,
Obedient may we be,
With happy spirit free
Cheerful and sweet.
- 3 Lord, make us good and
right,
Thrifty in power and might,
On Thee we call;
Brave in life's lessons taught,
Clean in our word and thought,
Reverent in all we ought,
God, make us all.

10

BOHUNKUS

- 1 There was a farmer had two
sons,
And these two sons were
brothers;
Bohunkus was the name of
one,
Josephus was the other's.
- 2 Now these two boys to col-
lege went,
For reasons quite specific
Bohunkus academic went,
Josephus scientific.
- 3 Now these two boys to the
theatre went,
Whenever they saw fit;
Bohunkus in the gallery sat,
Josephus in the pit.
- 4 Now these two boys had suits
of clothes,
And they were made for Sun-
day;
Bohunkus wore his every day,
Josephus his on Monday.
- 5 Now these two boys are dead
and gone,
Long may their ashes rest;
Bohunkus died of whooping
cough,
Josephus by request.
- 6 Now these two boys their
story told,
And they did tell it well;
Bohunkus he to Heaven went,
Josephus he to—Sing-ing!

11
COMIN' DOWN FROM
BANGOR

Comin' down from Bangor,
In a Pullman train,
After six weeks hunting
In the wilds of Maine.
Whiskers all a-plenty,
Moustache and beard as well,
Sat a Harvard student,
So slim, so slick, so swell.

Seat behind him empty,
Also seat beside,
As into the village station,
The Pullman train did glide.
Enter aged couple,
Take the hindmost seat,
Enter village maiden,
So pretty and petite.
Blushingly she faltered,
Is this seat engaged,
And the aged couple,
Were righteously enraged.

Was the Harvard student
On her ticket engaged,
And thinks of that dark tunnel,
And knows just what he'll do.
Gaily they chatted,
While the cinders fly,
Till the Harvard student gets one
in his eye.

Maiden sympathetic,
Turns herself about,
Oh, please won't you,
Let me help you take it out?
Into inky darkness,
Dark as Egypt's night,
Into inky darkness,
That Pullman train did glide.

Tra-la-la-la-la-la,
Tra-la-la-la-la,
Tra-la-la-la-la-la,
Tra-la-la-la-la-la.

Tra-la-la-la-la-la,
Tra-la-la-la-la,
Tra-la-la-la-la-la,
Tra-la-la-la-la-la.

And into the daylight,
Sped the Pullman train,

And the aged couple,
Were mighty near insane.
Maiden all a blushing,
For 'twas then she feared,
They'd find her tiny earring,
In the Harvard students beard.

12
THE COW ON THE RAILROAD
TRACK

Tune: "In the Blue Ridge
Mountains of Virginia"
In the Blue Ridge Mountains of
Virginia,
Stood a cow on a railroad track,
She was a good old cow wit'
eyes so fine
But you couldn't expect a cow
to read a railroad sign.
She stood in the middle of the
track
the back
And the train hit her right on
Now you'll find her horns in
the mountains of Virginia
And her tail on her lonesome
spine.

13
LET ME CALL YOU BUDDY
Tune: Let Me Call You Sweet-
heart.

Let me call you Buddie,
Let me pal with you,
Let me hear you whisper
That we're pa's so true.
Keep the friendship glowing,
In your eyes so blue,
Let me call you Buddie,
Let me pal with you.

14
INKY, WINKY, PIDER
A—Inky, Winky, Pider went up
the water pout,
Along came a wain and i' wash
a pider out,
Along came a sun and "drwy
upon a wain,
A—Inky, Winky, Pider went up
a pout again.

15

THREE JEWS

One day three Jews were talking,
 About the spot where they should die,
 But they were undecided about
 the spot where they should lie,
 Spoke Isaac for Jerusalem,
 And Jake for Palestine,
 But when it came to Moses,
 He said, "I'll take this for mine,"
 "Where the river Shannon flows,
 Oh there I'll be in repose,
 In an Irish cemetery,
 With a Shamrock on my nose,
 Where the devil ne'er will find
 me,
 For who would ever suppose,
 That you'd find a Jew in Ireland,
 With a Shamrock on his nose?"

16

ONE GRASSHOPPER

One grasshopper jumped right
 over the other grasshopper's
 back,
 And the other grasshopper
 jumped right over the other
 grasshopper's back,
 And the other grasshopper
 jumped right over the other
 grasshopper's back,
 And the other grasshopper
 jumped right over the other
 grasshopper's back.
 Oh—they were only playing
 leap frog,
 They were only playing leap
 frog,
 They were only playing leap
 frog,
 They were only playing leap
 frog,
 And the other grasshopper
 jumped right over the other
 grasshopper's back.
 (Repeat until tired of it)

17

BOY SCOUTS ALL LIKE HIKING

Tune: "Yes Sir, That's My Baby"

Boy Scouts all like hiking,
 Yes sir, to their liking,
 Hiking many miles a day.
 Birds, flowers, trees and moun-
 tains

Bears, snakes, fish in fountains,
 Long hikes drive dull care away.

All the day,

All the day,

When we reach camp we will
 say;

Boy Scouts all like hiking,

Yes sir, to their liking,

Oh Boy! I'm a B. S. A.

Get out pots and kettles,

Cut brush, trees and nettles,

Cook soup, stew and cocoa,

Eat stuff till you're loco,

Right now build a snappy fire.

Turn in then before you tire,

All the night,

All the night,

Then we'll dream that we're in
 a fight,

Beef stew with the season,

Yes sir, that's my reason

Oh my! how my tummy hurts.

18

SWEET IVORY SOAP

Sweet Ivory Soap,

You are the dope,

You cleanse me so,

Like Sapolio,

In all my dreams

Your square face beams,

You're the fragrance of my bath,

Sweet Ivory Soap.

19

HI-YI-KI YIKUS

Hi-Yi-Ki-Yikus,

Nobody likes us,

We are the Scouts of

Camp Deerbone.

Always a winning,

Always a grinning,

Always a feeling fine.

Hi-Yi-Yi-Yi-Yi

(Repeat)

CAMP YELLS

British Yell

Be Prepared! Be Prepared!
Shout it! Shout it! Shout!
Tenderfoot! Second Class
First Class Scout!

B-B! B-O-Y! S-S!
Of America!!!
S-C-O! U-U! U-T-S!

Rah, Ry! B-O-Y!
Rah, Ry! B-O-Y!
Rah, Ry, Ree!
Scouts are we!

Razzle, dazzle! Razzle, dazzle!
Sis-Boom-Ah!
We're the "Flying Eagles"!—
(sub. any name)
Rah! Rah! Rah!

American Scout Yell

~~A-M-E-R-I-C-A~~
~~Boy Scouts!~~
~~O-S-A!~~

American Sky Rocket

Ssssss-ssss! (long sizzling sound)
Boom! Ah! (very loud) Whistle
Boy Scouts! (followed by clapping of hands)

British Locomotive

Rah! Rah! Rah! Rah!
Boy Scouts! Boy Scouts!
(Repeat 3 times, imitating a locomotive with increasing speed)
Arm movements like the piston.)

Ray! Ray! Ray! Ray! Ray! Ray!
(Rays without arm movements and gradually diminishing to finish).

Razzle, dazzle, sis, boom, boo!
Waillica, soka, sooka, soo!
We are Boy Scouts, who are you?

Razzle, dazzle, sis, boom, boo!
One, Two, Three, Four,
Who do we yell for?
CAMP DEERBONE!

2, 4, 6, 8
Who do we appreciate?
(Any name)

Who are we? Who can guess,
Boy S-C-O-U-T-S!
Boy Scouts! Boy Scouts!
Yes! Yes! Yes!

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KANGEROO KOURT KLASSIC

THE DISHONORABLE KOURT

of

KAMP DEERBONE

WILL KONVENE

AT THE DISPLEASURE OF

ITS OSSIFIERS

on

SATURDAY EVENING

FOLLOWING THE OPENING

of

KAMP DEERBONE

T h e J u d g e

NOTES

8 supply 7/7/71 - Knapp
 4 inspection
 5 sanitary. - 9N 13 8. 7/8/71
 10. 1/2 red Points from that 7
 30. 1/2 red 7/7
 3 inspection
 3 inspection
 3 inspection
 5 sanitary
 4 inspection
 9 1/2 P.
 5 sanitary
 5 camp 1/16/71 - 7/16/71 Keller
 2 1/2 - 1/16
 10. hike
 10 game

144
 111
 +
 155

NOTES

8/1/9/31 down title

145

ADDITIONAL CAMP LETTER POINTS

1st class semaphore - 8 points
2nd " " repeated - 3 "
11 "

**AUTOGRAPHS OF
CAMP FRIENDS**



CAMP DEERBONE'S 300 POINTS FOR CAMP LETTER

Name *Jac* Troop *1*
 Required Points *out of 80*
 Elective *320*
 Tot. pts. necessary *out of a possible 400*

Required Achievements	Award	Date	Pts.	Exam.
1 Scout Oath—complete, correct (1 a day)	5	<i>2-8</i>	<i>5</i>	<i>Keller</i>
2 Scout Laws—in order, correct (1 a day)	5	<i>2-7</i>	<i>5</i>	<i>Keller</i>
3 Allegiance to Flag—correct (1 a day)	5	<i>2-7</i>	<i>5</i>	<i>Keller</i>
4 Scout Benediction (1 a day)	3	<i>2-7</i>	<i>3</i>	<i>Keller</i>
5 Tie any 10 knots	5	<i>2-16</i>	<i>5</i>	<i>Keller</i>
6 Elem. Exam. in First Aid (Second Class)	5	<i>2-16</i>	<i>5</i>	<i>W. B. F.</i>
7 Properly apply tourniquet to arm and leg	5	<i>2-16</i>	<i>5</i>	<i>W. B. F.</i>
8 Send Semaphore Alphabet	5	<i>2-16</i>	<i>5</i>	<i>W. B. F.</i>
9 Demonstrate 10 Indian Signs	5	<i>2-16</i>	<i>5</i>	<i>W. B. F.</i>
10 Identify 5 trees	3	<i>2-16</i>	<i>3</i>	<i>Sch</i>
11 Identify 5 birds	3	<i>2-16</i>	<i>3</i>	<i>Sch</i>
12 Identify 5 flowers	3	<i>2-16</i>	<i>3</i>	<i>Sch</i>
13 Describe copperhead and rattler	2	<i>2-16</i>	<i>2</i>	<i>Sch</i>
14 Boats—care, use, principal parts	6	<i>2-7</i>	<i>6</i>	<i>Sch</i>
15 Row boat 50 yds., return, land properly	5	<i>2-7</i>	<i>5</i>	<i>Sch</i>
16 Camp fire stunt	10	<i>2-7</i>	<i>10</i>	<i>Sch</i>
17 Demonstrate proper use of knife and axe	5	<i>2-16</i>	<i>5</i>	<i>Sch</i>
Elective Achievements (120)				
18 Second class test	5			
19 2nd. Cl. test repeated by 2nd Cl. Scout	3			
20 First Class test	8			
21 1st Cl. test repeated by 1st Cl. Scout	5			
22 Merit Badge	15			
23 Qualifying as a Second Class Scout	8			
24 Qualifying as a First Class Scout	10			
25 Qualifying as a Star Scout	15			
26 Qualifying as a Life Scout	25			
27 Qualifying as an Eagle Scout	40			
28 Splice ropes	3			
29 Whip the end of a rope	3			
30 Lash spars for scaffolding	2			
31 Demonstrate 7 whistle signals	5			
32 Trail marks for tracking—each	1			
33 Construct a fire—Hunter's or Indian	2			
34 Fireplace made of stones and sod	3			
35 Five kinds of wood for long hot coals	3			
36 Five kinds of quick burning wood	3			
37 Swim 50 yards—any stroke	3			
38 Swim 50 yards on the back	5			
39 Swim ¼ miles	10			
40 Release from 3 holds in water	5			
41 Each fish caught—7 inches long	3			
42 Each mile hiked on an official hike	5			
43 Indian bed—miniature 2; full size	5			
44 Bridge to hold 200 pounds	10			
45 Miniature raft	3			
46 High Points in American History—each	1			
47 Winning first place in competition	5			
48 Winning second place in competition	3			
49 Honor table at meals—each Scout	2			
50 Inspection—above 90%	5			
51 Inspection—80 to 90%	4			
52 Inspection—70 to 80%	3			
53 K. P. duty—each meal	3			
54 Sanitary detail—each day	5			
55 Supply detail—each day	8			
56 Officer of the day—each day	10			
57 Camp improvement	5 to 25			
58 Curiosity, Handicraft, Museum	5 to 25			
59 Hit 2 ft. object at 40 ft. (1 a day)	3			
60 Each addition to 4, 8, 9, 10, 11, 59	1			

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