

**SCOUTS-L**

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**THEMES**

**e.g., PIRATES**

**Date:** Fri, 23 Jun 1995 02:43:45 -0400 (EDT)  
**From:** "Michael F. Bowman" <mfbowman@capaccess.org>  
**Subject:** Pirate Theme - Consistent with Scouting?  
**To:** SCOUTS-L Youth Groups Discussion List <SCOUTS-L@TCUBVM.IS.TCU.EDU>

Okay so I'm an old poop for even asking the question and probably will get roundly roasted for raining on the parade - no offense intended towards Ron in his enthusiasm to see that the Cubs have a fun experience, but I feel that the question should be asked:

What do you all think of using "Pirate" type themes in Scouting?

I was exposed to the same as a Cub years ago and it was fun and have seen it at Cub Camps - roundly enjoyed by all. But the thought occurs to me that Pirates may not be a very good role model and certainly do not seem consistent with the goals of teaching citizenship values - remember that these folks rejected traditional citizenship values by taking to the sea to plunder other ships (whether as licensed privateers or freebooters for their own enrichment). Their methods included murder, kidnapping, theft, enslavement, and running battles with the vessels of lawfully constituted authorities that opposed them. Today in many parts of the world, pirates still ply their trade whether as drug traders stealing pleasure vessels to run drugs in the Caribbean or killing passengers on vessels in Asia to get their belongings. Given that modern day pirates are sometimes associated with the drug trade, I wonder if we are giving confusing signals by glamorizing pirates. Your thoughts are invited, but personal flames are not.

Speaking only for myself in the Scouting Spirit, Michael F. Bowman  
Prof. Beaver, Nat. Capital Area Council, BSA mfbowman@CAPACCESS.ORG

**Date:** Sat, 24 Jun 1995 00:20:52 -0400 (EDT)  
**From:** "Michael F. Bowman" <mfbowman@capaccess.org>  
**Subject:** Re: Pirate Theme - Consistent with Scouting?  
**To:** SCOUTS-L Youth Groups Discussion List <SCOUTS-L@TCUBVM.IS.TCU.EDU>

Arghh mates, so you thought I should walk the plank eh? Well Captain Kidd (the nasty green parot on my shoulder) says "spike the main brace and hoist the Jolly Roger." Yo ho ho and a . . . "Auck, send 'em to Davey Jones Locker."

**Aye lads and lassies, so its Pirates that ya wanta be?**

**Well me buckos, I have to admit that I have appeared in Cub Scout Leader Basic**

**Training with black tri-corner hat, wig, eye patch, etc. to lead a pirate cheer.**

**Couldn't resist asking the question though. But that doesn't mean that I have any less appreciation for keeping fun in the program or that I want to stifle imagination. Thank goodness for that!**

**I did appreciate the comments back to me and the list on this subject. The ideas in those comments were great! Let me paraphrase:**

- \* See this as an opportunity to help Scouts want to read more about it and grow.**
- \* See this as an opportunity to make teaching Scouting skills fun; e.g. compass, knots, games, etc.**
- \* Remember that Scouts need to be exposed to facts to make decisions - you can't learn from history and avoid the same mistakes unless you first learn history.**
- \* Remember that the theme is not glorifying the bad attributes, but is captializing on role-playing that Scouts of this age would do anyway.**
- \* This helps Scouts use their imagination to have fun.**

**I also appreciated the reminder that Miss Kitty wasn't selling Root Beer. I almost forgot that it was Sarsaparilla (sl-Saspharilla). <g>**

**Your answers will be helpful in answering a question I had from a local volunteer on the same theme. My mildly scorched thanks for the ideas. <g>**

**Speaking only for myself in the Scouting Spirit, Michael F. Bowman  
Prof. Beaver, Nat. Capital Area Council, BSA mfbowman@CAPACCESS.ORG**

**Date: Sat, 24 Jun 1995 14:11:32 -0400 (EDT)**

**From: "Michael F. Bowman" <mfbowman@capaccess.org>**

**Subject: Re: Pirate Theme - Consistent w**  
**To: "Ernest R. Spradling, P.E." <Freemason@AOL.COM>**

**Randy,**

**Right you are! As you may have guessed, I had a few things other than Pirates in mind when I took the devil's advocate position.**

**1. In our Council we get a lot of oversensitivity to themese, methods, etc. and I was genuinely interested in possible responsive approaches. This seemed like a good test subject to provoke response - almost guarantee it. :-)**

**2. I've been concerned that on the List too many nit at PCness from time to time and thought that indirect criticism would have a salutary effect - more effective than a direct assault.**

**3. I've also thought that too often common sense on some issues is lacking and that it would be good to provoke thought in this area. Good to learn not to take some issues and ourselves too seriously.**

**So did I have a mischevious grin when I typed the original post - you bet! :-))**

**I was also hoping that maybe someone would point out the one of the original lures of the program was to play soldier - uniforms, ranks, etc. Still was so when I joined. And we know just how much civility there is in war!! :-) As a former history professor, I know all too well the stories of the past.**

**Enjoyed your comments. Please keep this bit to yourself though as the thread probably will continue.**

**Speaking only for myself in the Scouting Spirit, Michael F. Bowman  
Prof. Beaver, Nat. Capital Area Council, BSA mfbowman@CAPACCESS.ORG**

**Date: Thu, 6 Jul 1995 15:07:46 -0400**  
**From: "James D. Engelbrecht" <JamesE5954@AOL.COM>**  
**Subject: Re: Blue & Grey Civil War Camporee Theme**

**For Civil War items Call:**

**Dixie Gunworks Inc 1-800-238-6785**

**their catalog is \$5.00 and they have Civil war hats from \$4.00 to \$95.00 as well as just about everything else you would need to outfit a Civil war unit.**

**I ordered a Crusader Sword from them to Knight my First year Webelos at the first Pack meeting in the Fall.**

**Jim Engelbrecht - Cubmaster  
Pack 733, Reading MA**

**Date: Sat, 2 Sep 1995 01:07:32 -0400 (EDT)  
From: "Michael F. Bowman" <mfbowman@CapAccess.org>  
To: SCOUTS-L Youth Groups Discussion List <SCOUTS-L@TCUBVM.IS.TCU.EDU>  
Subject: Re: Civil War/French/Indian Era Recipies**

**Larry,**

**For your fourth station in keeping with your historical theme and interest in treasures, why not try an "Indiana Jones" archaeology station, where treasures are displayed, Park Service helps by giving a short bit on preservation instead of exploitation, Scouts get a chance to then go find planted treasures on an orienteering course with some challenge obstacles (use plenty of imagination) with bonus points for how they deal with the treasure; e.g., making a record of it and reporting it vice grabbing it and running with it.**

**Speaking only for myself in the Scouting Spirit, Michael F. Bowman  
DDC-Training, GW Dist. Nat Capital Area Council  
mfbowman@CAPACCESS.ORG**

**Date: Wed, 11 Oct 1995 09:16:49 -0400  
From: Internet-Go Ahead <goahead@EF.COM>  
Subject: Getysburg**

**Anyone that is intersted in scedules for gettysburg contact**

**palmer@A1.mos.org and tell them that Vince sent you**

**Greg please help and forward to your friend that does all the reenacting**

please

Thanks Vince Silvia

**SCOUTS OUT!**

goahead@ef.com

**Date: Mon, 24 Jun 1996 23:48:35 -0400 (EDT)**

**From: "Michael F. Bowman" <mfbowman@CapAccess.org>**

**To: SCOUTS-L - Youth Groups Discussion List <SCOUTS-L@TCUBVM.IS.TCU.EDU>**

**cc: Multiple recipients of list SCOUTS-L <SCOUTS-L@TCUBVM.IS.TCU.EDU>**

**Subject: Re: CS Day Camp Themes**

**Bill,**

**Baden Powell turned to then popular children's tales from Kipling about India, which was then pretty exotic. Today it may be appropriate to do the same thing and turn to popular themes in children's media. Most of the Cubs I've run into are facinated with just about anything electronic, things with lots of action, puzzles, space and humor movies, etc. Now I'm thinking out loud so bear with me. Hmmm.**

**Okay, how about "Space Explorer's Academy" for a starter? Develop a legend for your opening ceremonies explaining that the Scouts have been selected to start a colony on a desert planet and that during the week they will be doing a lot of fun activities to prepare them for their journey and life in a hostile environment.**

**From there you have a natural lead-in to activities that could be related to the theme:**

**Communications by computer link - exploring the net**

**Fun activities to beat the boredom of a long trip - live interactive**

**"virtual games" for small groups**

**Celestial Navigation - Stars, etc.**

**Keeping fit in weightlessness - exercising and maybe a moon pad**

**Making food on a space ship - learn about stuff you can make without cooking**

**Landing and Exploration - learning about the new environment (hands on stuff learning about natural environment)**

**Emergency - a team member is injured or succombs to heat - what to do?**

**You need to set up a Government to run the colony - ask 'em to figure out how to do it, what should it do for them and who should do what - this one is for when its too hot to do anything else, say after a noon meal**

**Anyway, you get the idea. They can learn a lot in a fun setting with plenty of games and interactive stuff. And of course some of the activities can lead to completed achievements or activity pins.**

**Speaking Only for Myself in the Scouting Spirit, Michael F. Bowman  
a/k/a Professor Beaver (WB), ASTA #2566, OA Vigil Honor '71, Eagle Scout '67, Serving as Deputy District Commissioner for Training,  
G.W.Dist., Nat. Capital Area Council, BSA - [mfbowman@capaccess.org](mailto:mfbowman@capaccess.org)**