

Appendix 140 to
THE HISTORY OF SCOUTING IN SOUTH GEORGIA
(Appendix Updated on: March 7, 2019)

Brochure for the 1920 Macon Scout Rally¹

¹ Thanks to Hank Personius of Central Georgia Council for this document.

GEORGIA SCOUT RALLY



MAY 6, 7, 8, 1920
CENTRAL CITY PARK
MACON, GEORGIA



Entrance to Camp Grounds

GENERAL EXECUTIVE COMMITTEE

Walter A. Harris, Chairman	H. B. Rogers, Treasurer
F. Roger Miller, Aide	R. Holmes Mason, Entertainment
Harry Robert, Quartermaster	Herbert Respass, M. D., Health
W. G. Middlebrooks, Mess Officer	H. O. Hunter, Executive Secretary
Harry C. Fowler, Transportation	

PROGRAM COMMITTEE

Mell R. Wilkinson, Atlanta Council, Camp Cammander
W. L. Sprouse, Scout Executive Waycross, Chairman
A. A. Jameson, Scout Executive, Atlanta
H. O. Hunter, Scout Executive, Macon
W. B. Clemmons, Scoutmaster, Columbus
I. E. Marcuson, Scoutmaster, Macon

This Rally is conducted under the joint direction of all Scout Troops in the State of Georgia. The Encampment will be held in Central City Park, Macon, commencing Thursday morning, May 6th, and continuing through Saturday, May 8th.

General Information on Georgia Scout Rally

1. When your scouts arrive in Macon, have them form a line by the train, and wait for instructions from the scout official in charge at the depot. Please do not allow the scouts to blow bugles, play bands, etc., while in the station. As soon as instructions are received, troops will march to camp, be assigned to quarters and given necessary information. As a troop registers at the station, the Scoutmaster will deposit \$3.50 for every scout in his troop, for meals, and receive in return nine meal tickets for each scout.

2. Troops will be quartered in large, well floored and roofed buildings, sleeping on cots or mattresses.

3. Nine meals will be served at the camp, from huge camp kitchens, commencing with breakfast Thursday morning, at a total cost of \$3.50, which is the only fee required of any scout. Everyone will appreciate the necessity of a central feeding plant for a bunch of scouts of this size, not only from the point of view of expense but on account of the great saving of time.

8. Complete lists of scouts who will attend the Rally must be mailed by every troop so as to reach Macon not later than April 30th. Forms for this will be supplied.

9. No scout will leave the camp at any time without written permission from the Adjutant at Headquarters.

10. Scoutmasters' conferences will be held daily under the direction of Dr. George J. Fisher, Deputy Chief Scout Executive, New York Headquarters, and Stanley A. Harris, National Field Commissioner.

11. There will be a Health Officer, who will be at Headquarters at all times and who can be reached at any time. This officer will also be in charge of all sanitary conditions.

12. Friday, May 7th, is designated as "**Automobile Day.**" On this day it is urged that each troop and council try to get automobile and train parties of parents, council members, troop committeemen, friends, etc., to visit the Rally.



View of Camp Ground from Entrance

4. Each scout will bring the following: 2 blankets, 1 knife, fork, spoon, plate, and cup.

Troops will furnish the necessary materials for contests as outlined in this program.

5. None but registered Boy Scouts of America will be allowed to attend the Rally.

6. Only scouts in Full Scout uniform or Full Civilian clothes will be admitted. No other uniforms allowed. It is suggested that scouts coming in civilian clothes, wear at least the scout hat with badge of rank. If any troop anticipates difficulty in getting uniforms, they may get them at the Rally, provided we are notified immediately. Certificate from S. M. showing that scout is properly registered and has passed Tenderfoot test will be required.

7. No troop or group of scouts will be admitted to the Rally unless in charge of a registered Scoutmaster or other adult scout official. This is very important, and if there is any doubt on this point, write to the Rally committee at once. You can appreciate the absolute necessity of competent adult leadership for an event of this nature.

13. The following names have been designated for the three days of the Rally:

Thursday, **Campcraft Day**; Friday, **Woodcraft Day**; Saturday, **Scoutcraft Day**.

14. Mr. Mell R. Wilkinson, President of the Atlanta Council, will be Camp Commander.

Scout Commissioner F. Roger Miller will be special Aide to the Commander, and will be in full charge during his absence.

Scoutmaster C. H. Bishop, Ashburn, will be Adjutant.

The execution of the program will be in charge of Scout Executive W. L. Sprouse, Waycross.

All publicity will be under the direction of Scout Executive A. A. Jameson, Atlanta.

All orders, information, etc., will only be issued from the Rally Headquarters, at the camp grounds, where a scout official will be in charge at all times. ●

Program of Daily Exercises

THURSDAY, MAY 6th

Morning—Registration, assignment to quarters, etc.

8:00 a. m.—**Breakfast.**

9 a. m. to 12 M.—**Demonstrations and Exhibits.** Troops will put up demonstrations in the field, and place their smaller exhibits in the exhibit hall. All morning will be devoted to this, and to inspecting various exhibits. **It is expected that every troop will do its best to have as full a set of demonstrations and exhibits as possible.** (See notes on demonstrations.)

12 M.—**Dinner.**

1 p. m. to 3 p. m.—**Judging of Demonstrations and Exhibits.**

3:30 p. m.—**General inspection of all troops on parade grounds.**

4 p. m.—**Parade.** Each troop may parade in manner it chooses. Troop and U. S. flags expected if you have them. Troops will parade in alphabetical order of their towns.

5:30 p. m.—**Retreat and Colors.**

6:00 p. m.—**Supper.**

2:00 p. m.—**Contest in WATER BOILING.**

3:00 p. m.—**Contest in WALL SCALING.**

4:00 p. m.—**Contest in SIGNALING.**

5:30 p. m.—**Retreat and Colors.**

6:00 p. m.—**Supper.**

7:30 p. m.—**Campfire.** Troop Stunts night. Every troop expected to stage a stunt of their own design. Make it short and interesting, and something new if you can. Stunts will be staged in the open, around the campfire.

9:00 p. m.—**Call to Quarters.**

9:30 p. m.—**Taps.**

SATURDAY, MAY 8th

6:15 a. m.—**Reveille.**

6:15 to 6:30 a. m.—**Setting Up Exercises, etc.**

7:00 a. m.—**Breakfast.**

8:00 a. m.—**Police Camp and Inspection of Quarters.**

9:00 a. m.—**Contest in SCOUT PACE.**

10:00 a. m.—**Contest in FIRE BY FRICTION.**



Main Quarters

7:30 p. m.—**Campfire.** This is the time to get acquainted and get in the spirit of the Rally. Talks by big scout men, songs, yells, stunts, etc. Some of the leaders for the campfire will be: Prof. W. A. Sutton, of the Technological High School, Atlanta; Scout Executive Paul Harris, Mobile, Ala., and General Walter A. Harris, General Chairman of the Scout Rally Committee.

9:00 p. m.—**Call to Quarters.**

9:30 p. m.—**Taps.**

FRIDAY, MAY 7th

6:15 a. m.—**Reveille.**

6:15 to 6:30 a. m.—**Setting Up Exercises, etc.** (conducted by troops, under direction of Scoutmaster).

7:00 a. m.—**Breakfast.**

8:00 a. m.—**Police Camp and Inspection of Quarters.**

9:00 a. m.—**Contest in KNOT TYING.**

10:00 a. m.—**Contest in FIRST AID.**

11:00 a. m.—**Contest in EQUIPMENT RACE.**

12:00 M.—**Dinner.**

1:00 p. m.—**Scoutmasters' Conference** (in mess hall, direction of Dr. Fisher and Stanley A. Harris).

11:00 a. m.—**Contest in TENT PITCHING.**

12 M.—**Dinner.**

1:00 p. m.—**Scoutmasters' Conference.**

1:00 p. m. to 4:00 p. m.—**Life Saving Demonstrations** by David L. Yates, of American Red Cross. This demonstration will be conducted at Lakeside.

4:00 p. m. to 5:00 p. m.—**Demonstrations of Scout Games and Drills.** Every troop expected to demonstrate a scout game, by actually playing it. Demonstrate **Staff Drills, Stretcher Drills**, or any drill or game you choose. Some outdoor scout stunt. **Cooking Demonstrations** by any troop desiring to enter.

5:30 p. m.—**Retreat and Colors.**

6:00 p. m.—**Supper.**

7:30 p. m.—**Ceremonies at City Auditorium.** Presenting of Rally Trophy and certificates.

Scouting talks by Dr. George J. Fisher, Deputy Chief Scout Executive; Stanley A. Harris, National Field Scout Executive, and other scout men.

Songs and troop yells. This is wind-up night, so prepare for a big time.

Meeting in charge of Dr. Holmes Mason, President of the Macon Scout Council and the Entertainment Committee.

Demonstrations

1. Parade: Parade comes Thursday afternoon at 4:00 p. m. Troops may parade in their own style, as there is no definite marching order for scout troops. Troop flags and banners desired if you have them. Troops will parade alphabetically, by towns, viz., Ashburn, Atlanta, Augusta, etc.

Certificates will be awarded for the three best demonstrations and exhibits in the following. Try to enter as many as possible.

1. Tower Building: Troops to erect any form of tower they choose, signal, diving, etc. Towers and other demonstrations will be put up Thursday morning, and judged Thursday afternoon. Towers to be entered in the contest should be about fifteen feet or more high, and capable of supporting the necessary squad for the signaling, etc.

2. Bridge Building: Same information as for tower building. Bridges should be at least fifteen feet long, and capable of supporting five hundred pounds.

3. Cooking: Troops may enter squad of not more than six. Demonstration held on Saturday afternoon. Squad to cook, in any manner they choose, using own materials, a meal chosen from four of the following: Steak, eggs, bacon, potatoes, Hunter's stew, pancakes, twist, biscuits, pudding, coffee, cocoa or tea, hominy, corn bread, vegetable. Quantity of food should be enough for meal for four people.

4. Camp Models: Troops to exhibit, in exhibit hall, small models of camps. This exhibit left to ingenuity of scouts. Object: a model of a summer camp, two weeks' duration, for a full troop of scouts. Any size model will be admitted.

5. Bird House Collections: Bird houses made by scouts. Placed in exhibit hall.

6. Botanical Specimens: Collections of tree sections, leaves, plants, etc.

7. Collections of Snakes, Butterflies, Insects, etc.

8. Rocks, stones, and curios, found on scout hikes taken by your troop.

9. Field and Wireless Telegraphy. Scout-made sets preferred.

10. Games and Drills.

11. Maps. Exhibits of maps made by scouts in your troop.

12. Handicraft. Articles actually made by scouts, preferably for the First Class and Merit Badge tests.

Special awards will be made for troop stunts on stunt night.

Be sure to have all your demonstrations and exhibits properly placarded with the name and number of your troop.

All exhibits will be placed in the Exhibit Hall Thursday morning.

Demonstrations will be placed, or put on, in the contest field, **behind** the numbered card, with the number which has been assigned your troop. Ask the guides where to place your demonstrations, if you are not sure.

Any troops desiring to put on demonstrations of scouting, not listed here, may do so.

Contests

The following will be staged as inter-troop contests. All contests to be by troops, or troop representatives.

A silver loving cup will be awarded the troop scoring the highest number of points in these contests. Certificates will also be awarded for first three places in each contest.

Each contest scored from a maximum number of points, so that every troop entering will receive a certain number of points, even if they come out last.

Troop entries for contests will report to the contest field, immediately in **FRONT** of the numbered placard bearing their assigned number, at least ten minutes before scheduled time for contest.

No scout or spectator, other than contestant, will be allowed inside the fenced field during contests.

1. Signaling: Troops to enter team of four scouts. Scouts will send message and receive answer. One scout reads, one sends, one receives, and one writes down. Troops can use either semaphore or wig-wag. Messages, both original and answer, will be fifty words for semaphore and twenty-five for wig-wag. Messages to be in sealed envelopes which are not to be opened until starting signal.

Senders and receivers will be fifty yards apart. Each team will be one hundred feet from the next team.

When message has been signaled and answer received, the team will send the written messages, as taken down, to the judges' stand. Time will be taken from moment messenger starts for stand. No corrections may be made on the way from station to judges.

Graded on Accuracy, 60%; Speed, 40%.

MAXIMUM NUMBER OF POINTS, 125.

2. First Aid: Troops to enter squad of four scouts. This squad will supply itself with bandages, splints, etc. Neckerchiefs may be used for triangular bandages and tourniquets.

Patient will be designated for each squad. Each patient will be tagged with some form of injury or accident, diagnosis to be taken from the Scout Handbook. At the signal, squad will run to patient, read tag, and administer first aid treatment. Contest will be judged by special committee of doctors.

MAXIMUM POINTS, 125.

3. Knot Tying: Troops to enter one scout. Scout will supply himself with enough pieces of rope to tie the following twelve knots:

Square; sheet bend; bowline; fisherman's knot; sheepshank; halter; clove hitch; timber hitch; two half hitches; double carrick bend; bowline on a figh; fisherman's bend.

Scouts must tie and correctly name each knot. Speed contest. Time taken from signal until last knot is dropped.

MAXIMUM POINTS, 100.

Contests

4. Wall Scaling: Troops to enter eight scouts. Wall will be ten feet high and twelve feet wide. Teams to start fifty feet from wall, go over and finish fifty feet on the other side. Teams may go over in any manner they choose. If staves, ropes, etc., are used, they must be carried over the fifty-foot line with the team.

MAXIMUM POINTS, 125.

5. Scout Pace: Troops to enter one scout. Scouts to pace one mile, winner being scout who comes nearest to twelve minutes flat. No watches or coaching allowed. To be in uniform.

MAXIMUM POINTS, 100.

6. Water Boiling: Each troop enters two scouts, one to boil water and one to help. Each entry will be given a tin can (quart size), two matches, wood, and water. Scouts will be given five minutes to prepare wood. At signal, scouts will lay and light fire and boil water. Water must come to FULL boil. Cans may be held in any way a scout chooses.

MAXIMUM POINTS, 100.

7. Fire by Friction: Troops enter two scouts, one to assist other. Time will be taken from first draw of bow until a blaze is secured. Scouts furnish fire-making sets and tinder.

MAXIMUM POINTS, 100.

8. Equipment Race: Troops enter one scout. Scout to have hat, shirt, neckerchief or tie, knife, hatchet (rear right position), signal flag (held in hand), haversack and canteen. Each article will be placed five yards apart. At signal, scout starts putting on equipment, and at end of course reports to judges, FULLY equipped. MAXIMUM POINTS, 100.

9. Tent Pitching: Troops to enter four scouts. Squads will be supplied at the camp with shelter tent, buttoned together, poles, pegs and rope. Tents will be rolled, with poles, pegs and ropes inside. At signal team starts putting up tent. Tent is judged completed when entire team stands at attention in front of tent and salutes judges.

MAXIMUM POINTS, 125.



Contest Field and Mile Track

Notes

1. As each troop hands in its registration blank on arrival, they will be given a number, for contests and demonstrations. On the contest field will be placed numbered placards, to which troops will report for contests, according to the number assigned them.

2. All entries for contests must report at their station at least ten minutes before time scheduled for contest.

3. Only contestants will remain inside of fenced field during contests. Scouts not in contest will stay inside of the mile track. Spectators will be seated in the grand stand.

4. Judges will be in the judges' stand, in the middle of the field.

5. The bugler will blow assembly two minutes before start of each contest. After that, he will blow one blast, which will be the starting signal.

6. Chief judges for the Rally are
Scout Executive H. W. Wester, Birmingham, Ala., Chmn.
Scout Executive Paul Harris, Mobile, Ala.
Scout Executive H. E. Hoppen, Montgomery, Ala.

These gentlemen will have a competent corps of assistants, timers, scorers, etc.