

- Avoid arguing for your own rankings. Present your position as clearly and logically as possible, but listen to the other members' reactions and consider them carefully before you press your point.
- Do not assume that someone must win and someone must lose when discussion reaches a stalemate. Instead, look for the most acceptable alternative for everyone.
- Do not change your mind simply to avoid conflict and to reach agreement and harmony. When agreement seems to come too quickly and easily, be suspicious. Explore the reasons and be sure everyone accepts the solution for similar or complementary reasons. Yield only to positions that are objective and logically sound.
- Avoid conflict-reducing techniques such as majority vote, averages, coin flips, and bargaining. When a dissenting member finally agrees, don't feel that he must be rewarded by having his own way on some later point.
- Differences of opinion are natural and expected. Seek them out and try to involve everyone in the decision-making process. Disagreements can help the patrol's decision, because with a wide range of information and opinions there is a greater chance that the patrol will hit upon more adequate solutions.

**Scoring:** After the Scouts have made their individual decisions, and the patrol has made a group decision, the results can be scored and compared and a troop listing made. Scoring can be done by having each person keep track of the difference between his ranking of an item, and the troop or patrol ranking. For instance, if an item is ranked by an individual as #2, and the patrol or troop ranking is #8, the difference is 6. The same difference would exist if the individual ranked the item #14. Then each individual and each group can total up their scores. The lower the score, the better. The scores provide a useful basis for discussion.

Ask each patrol separately how many individual scores were lower than the patrol score. If there are any (and often there aren't), ask the patrol to consider how they arrived at a group decision that was worse than one of their members' decisions.

All groups should consider the value of the process, which allows a group to arrive at a better decision than the separate individual decisions.

**THE EXPERTS' RANKINGS.** Outdoor experts have rated the items and listed them in order of usefulness for survival in the Maine wilderness. Their rankings are:

1. Bug repellent—In early summer, the bugs in Maine are so fierce as to drive people mad or bite them so badly that their eyes become swollen shut.
2. Four sleeping bags—full rest and warmth are essential to survival. This is listed before food because humans can live 30 days on stored fat.

3. Tub of peanut butter—each tablespoon of peanut butter contains 100 calories and is high in protein.
4. Ten-pound cheese wheel—provides calcium, fat, and is an easily-digestible source of protein.
5. Steak—a good morale booster, semi-perishable and should be eaten promptly as it is mostly protein.
6. Transistor radio (lightweight)—tune in for radio programs about a search for them or weather forecasts. Morale booster.
7. Kidney-liver cat food—a valuable if somewhat unappetizing source of protein and fat. Protein lasts longer than any other nutrient in providing energy.
8. Matches—fire may be necessary to dry wet gear, boost morale, make a signal fire, and prevent hypothermia. It could also be used to keep away animals.
9. Ten-pound tent—this can be rigged as a place to keep warm and dry or to keep out bugs and to carry equipment in.
10. Sheath knife—useful for preparing any captured animals, such as frogs, or cutting string, cheese, a pole, etc.
11. Hook and line—may be used to provide a supplementary source of food. Or the line may be used for tying up supplies, etc.
12. Wool sweaters—provide lightweight warmth, wet or dry.
13. First aid kit—adhesive bandages, aspirin, and petroleum jelly may be useful for minor injuries.
14. Instant breakfast—a lightweight source of vitamins and protein.
15. Map—an auto map might be useful for sighting major landmarks like lakes, rivers, etc.

The following items would not be needed:

- Marshmallows—not necessary, but a possible morale booster.
- House key—Lightweight, but not useful for survival.
- Travelers' checks—not necessary for getting out of woods.
- Clock—for survival it is not necessary to know time.
- Walkie-talkie—will not carry any useful distance.
- Snakebite kit—no poisonous snakes in Maine.
- Paperback books—weigh too much to be useful.
- Bathing suits—not necessary.
- Rubber raft—too heavy; also not likely to be useful.
- Paddles—no use without raft.
- Coleman stove—too heavy; wood fires can be used.
- Pole—the knife can be used to cut a pole.
- .44 Magnum gun—inaccurate for hunting. Caliber too large for small game.
- Five-gallon water jug—the water in the Maine wilderness is potable.
- Cigarettes—bad for health. It's a convenient time to quit.