

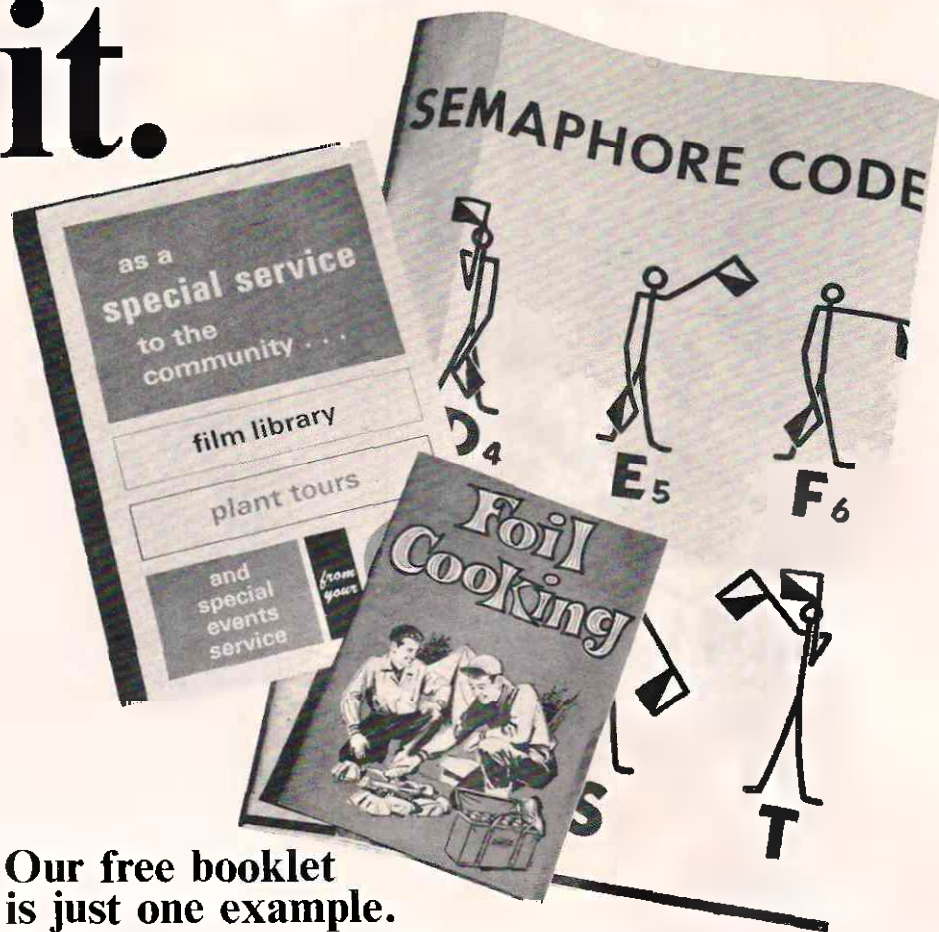
the scout leader

VOLUME 47 NO. 1

AUGUST/SEPTEMBER 1969



Your group's got a lot going for it.



Our free booklet is just one example.

'Cooking in Foil' is a handy pocket size. Shows you how to be a cook-out whiz. And it's yours for the asking.

There's more. Free signalling charts with all the semaphore and morse signals. A film library you can borrow from, with interesting subjects like water-skiing, football, baseball, Africa's Big Game, etc.

It's easy to get these items. Just contact your bottler of Coca-Cola.

Ask him about his special events' service, too. His refreshment facilities. And how he'll arrange a bottling plant tour that's the ideal way to show you modern, hygienic automation today.

All it takes is a phone call or note to your local Bottler of Coca-Cola.



COCA-COLA IS A REGISTERED TRADE MARK WHICH IDENTIFIES ONLY THE PRODUCT OF COCA-COLA LTD

The Scout Leader

For all adults affiliated with the Boy Scouts of Canada to inform, instruct and inspire about the Cub, Scout, Venturer and Rover Scout Programs.

Officers and Staff

Chief Scout
HIS EXCELLENCY
THE RIGHT HONOURABLE
ROLAND MICHENER, C.C., C.D.

Deputy Chief Scout
AIR VICE-MARSHAL
JAMES B. HARVEY, A.F.C., C.D.

Chief Executive
J. PERCY ROSS

Director of Publication Services
SYDNEY YOUNG

Editor
JAMES F. MACKIE

Assistant Editor
CARLO PRINSKY

Contents for August/September	4 You and Your Magazine
	6 Venturing Unlimited
	8 Orienteering Is Fun
	11 Show 'Em Scouting
	15 The Paksak
	16 Scoutscope
	16 Supply Services News
	17 Operation CAN-CARIB
	18 A Puppet Theatre
	20 Field-Marshal The Earl Alexander of Tunis
	21 Songs and Games

THE SCOUT LEADER is published monthly, except for the combined issues of June-July and August-September by the National Council, Boy Scouts of Canada. Postage paid in cash at third class rate. Permit No. 3020. THE SCOUT LEADER is sent to Cubmasters, Scoutmasters, Venturer Advisors, and Rover Scout Leaders as part of their registration. They should direct address changes and inquiry on mail service to the Scout council office where they are registered.

To all others active in Scouting, subscription rate in Canada - \$1.00 per year; outside Canada - \$1.50 per year. To non-members, subscription rate in Canada - \$2.00 per year; outside Canada - \$2.50 per year. Address subscriptions, manuscripts, advertising and other correspondence to National Council, Boy Scouts of Canada, P.O. Box 5151, Stn F., Ottawa 5, Canada.

CHANGE OF ADDRESS. To avoid missing copies, please send your change of address at least six weeks before you move, to the above address, giving us both your old and new address and an address label from one of your copies.

ADVERTISING POLICY

The policy of the Boy Scouts of Canada prohibits selling in the uniform or in the name of the Boy Scouts of Canada unless the product or service offered for sale has been approved by the National Executive Committee.

The selling of any product must be done on its own merits. The advertisement of any product or service does not indicate approval by the National Council unless so stated.

Certain advertising in THE SCOUT LEADER may contain offers of sales plans for individuals.

The Boy Scouts of Canada does not assume any responsibility by warranty or otherwise with respect to the products offered in advertisements in this magazine. However, to the best of our knowledge, the value of such products is commensurate with the selling prices suggested. All advertisers in this magazine are familiar with the official policies of the Boy Scouts of Canada and have indicated their willingness to abide by them.

Anyone receiving information or literature in conflict with these policies should immediately notify the Director of Publication Services, P.O. Box 5151, Postal Station F., Ottawa 5, Ont.



Quand
(when)
mon directeur
(my) (leader)
voit les
(sees) (the)
nouveaux
(new)
écussons
(crests)
pour Scouts
(for) (scouts)
naturellement
(naturally)
il pense à
(he) (thinks) (of)
GRANT
EMBLEMS



STANLEY A. GRANT LTD
134 Park Lawn Rd Toronto 18/255-3421

Yours on request

A colourful and interesting folder, "Some Answers to Questions About Emblems," is available free of charge to all Scouters. Why not write for yours today at the above address.

You and Your Magazine

by Jim Mackie, Editor



In November of this year, The Scout Leader magazine will be 46 years old. Volume 1, Number 1 appeared in November, 1923 and was described in the annual report of that year as "a monthly publication sent free to Scoutmasters and Cubmasters and other leaders...designed to help those interested in the management of Troops and Packs."

The first issue contained eight pages and featured a front page story on "The 1923 Gillwells." It was backed up by such items as "Ye Scout Almanach," "Troop Meeting Suggestions" and "The Bulletin Board."

The exact circulation of that first issue or what it cost to publish is unknown, but we do know that in 1938, the magazine went out on quotations to a number of printing firms in Ottawa and the successful printer contracted to provide "5,000 copies (of each issue), size 11" x 8", 12 pages, self cover for \$162.00 per issue."

How times have changed...and also prices!

Under present printing costs, that amount would provide about 900 of the approximately 24,000 magazines we require at each printing. The issue you are now reading cost about .18c to produce and mail.

Over the years we have had to face rising printing and paper costs, but for the most part these have been gradual. This year we were hit with an unexpected and almost crippling increase.

The announcement by Post Office officials in 1968 of overall increases in postal rates and the possible loss of preferential classifications by some publications caused anxiety, but we were all but assured that The Scout Leader, along with Canadian Boy would have no problem maintaining second class postal rates. However, when the necessary applications to remain in this class were made, both magazines were refused.

A second application and presentation in the form of an appeal was made, but at the end of an hour-long meeting with the Postmaster General, we were informed that a reversal of the original decision was impossible.

As a graphic example of what this application refusal meant in cold cash, postage for the April issue (mailed under second class rates) cost \$82.00; postage for the May issue (mailed under third class rates) cost \$960.00!

The new third class rate is 4c for the first two ounces (for mailings of over 10,000) and 3c for each additional two ounces or part of two ounces. In order to stay within the first two ounces, a number of changes had to be made in the physical make-up of the magazine.

The actual page size has been trimmed, paper weight reduced from 60 to 50 pounds with the June/July issue and the wrapper has been cut to less than half its original size.

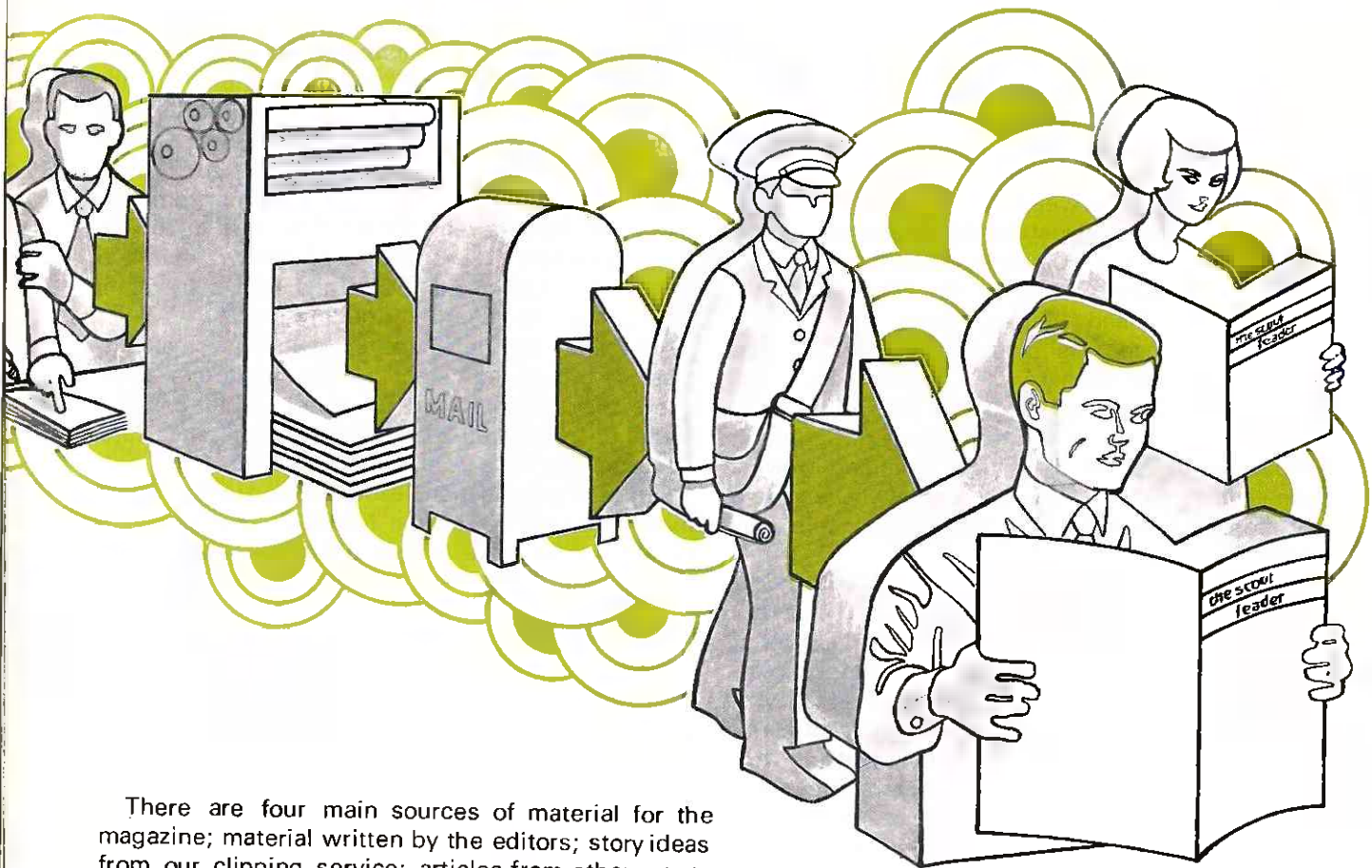
At the present time it costs about \$1.80 to service a \$1.00 subscription; however, with the subscription increase from \$1.00 to \$2.00 authorized by the National Council in February of this year (effective January, 1970), The Scout Leader should be able to meet its financial obligations.

The National Council will continue to provide a free copy of each issue to every section as a program aid and the magazine will still be sent to the section through the section leader.

We strongly suggest that section leaders continue to inform their assistants, group committee, ladies auxiliary and other interested parties that the magazine is available on a subscription basis. Subscription fees and advertising are the magazine's two main sources of income.

The name of the magazine is about the only part of it that remains the same in every issue. Each issue is different in content, colour and layout; each one is, therefore, a new challenge — a challenge to produce a better magazine than the last one.

The Scout Leader is your magazine and in order to give you what is, we hope, useful, interesting and readable material, we continually review its content. Last year in travels in New Brunswick, Nova Scotia, Prince Edward Island and British Columbia, the editor conducted extensive readership surveys and discussed the magazine with Scouters, council personnel and group committee members. As a result, changes have been made and more are planned for the future.



There are four main sources of material for the magazine; material written by the editors; story ideas from our clipping service; articles from other magazines; and finally, and possibly the most important source — YOU!

The clipping service that provides us with every story on Scouting from the daily newspapers across Canada keeps us informed — when you don't — of local events that would be of interest nationally. When we find one of these, we contact the local Scout office for details that could result in a story.

Publications such as Reader's Digest, Time, Ladies Home Journal, Parents' Magazine and Coronet have been most generous in allowing us to reprint many of their stories, free of charge. And the Boy Scouts of America magazine "Scouting" has also contributed many articles or arranged to secure reprint permission for us.

But if we are to give you what you want in your magazine, we need your help. Many people hesitate to send in a story because they feel that they are not capable of writing it. But we aren't searching for great literary genius — if you provide us with an interesting story idea and, hopefully, some photos, we'll do the rest.

The Scout Leader is planned about seven issues ahead, but this doesn't mean that if you send in a good story it will take that long to be published — we can always make room for good material.

All copy must be in the hands of the editors six weeks before the magazine is mailed to our readers. Two weeks later the rough layout and copy go to the printer and from then until the end of the month

prior to the month of issue, when the magazine is mailed, it goes through a number of important steps.

Possibly the step most important to the final production of the magazine is the time spent with the Art Director on our first visit to the printer. At this meeting we discuss with him such things as final layout, colour and artwork needed.

Before the issue goes on the printing press, we've proofread it at three different stages. At each stage, too, we have a chance to make changes and corrections in copy and layout. The final or blue-print stage comes just before presstime and is a last chance to catch errors — the blueprint is a blue photocopy of the final magazine you will receive.

The magazine is wrapped and mailed directly from the printer's office in wrappers that were prepared in your local Scout office some six weeks before — so it's important to ensure that the office has your correct mailing address.

And then you receive your personal copy of The Scout Leader. Our choice of content has, we hope, given you some interesting articles to read and some program ideas you can use...but we can only know if we've made the correct choice if you tell us so. Your opinion, after all, is the one that counts most. ■

It was a warm and sunny day Saturday, June 22 when delegates to the 1st National Venturer Delegate Conference, "Venturing Unlimited," started arriving in Ottawa. By Monday, the first working day of the conference, skies were grey and rain was falling, but the weather failed to dampen the spirits of the 223 delegates from all across Canada, meeting at Ottawa's Carleton University to take a look at their own section of the Scouting Movement — what it is and where it's going.

The conference was planned and run by Venturers, who set themselves a hectic pace, both figuratively and literally. Activities shifted between two buildings, each at a different end of Carleton's campus and delegates did a lot of travelling between them — the Venturer service corps even used two-way radios to keep track of the conference's many events.

Each day's program began at 7 a.m. with breakfast, then continued with speeches, discussion groups, special interest sessions, and finally voting on resolutions (which was supposed to end at 5 p.m., but usually ran later). The day usually ended with a dance or some form of entertainment that lasted until midnight. But even with this schedule, one delegate complained that he had too much free time that could have been better spent in discussion and formulating resolutions — "After all, I came here to work." But most of the delegates didn't share his views. "I like the chance to talk to people from other parts of the country and get to know them," said one, and other delegates agreed with him.

Each morning after breakfast, the Venturers gathered to hear an address on the major theme for the day's discussions: on Monday, H.W. Page, Regional Commissioner for Toronto on "The Past, Present and Future of Venturing;" on Tuesday, John Claerhout, Director of the Explorer program from Boy Scouts of America on "Co-ed Activities in the Explorer Program;" and on Wednesday, the Hon. Donald S. MacDonald, M.P. and President of the Privy Council on "Youth's Role in Canada."

After that, the delegates split up into small discussion groups of eight to ten Venturers each, where they threshed out proposed resolutions that would be presented to the whole conference later that afternoon for a vote by all delegates.

Company organization, leadership and uniform came under thorough discussion Monday — the delegates were here to make known Venturers' views about their own program and they made a good job of it.

"Not those corduroy pants, too heavy — the colour's OK, but a nice material, like the dress pants you have to go to church." "No epaulettes! That's too much like the Scout uniform and I want to get as far away from Scouts as possible." — "Oh, come on man! You can't change everything."

"Advisors should only be there to give advice — we don't need adults interfering too much." In another room, they discussed the need for a set of national rules for Venturing — "We don't have to have somebody set down rules for us. If you aren't responsible enough to make your own and stick to them, you shouldn't be here." And in still another room there was a lively discussion on the necessity



VENTURING UNLIMITED

of Venturing presenting a "good" image to the public, and the ways and means of doing it.

Discussions on co-ed activities the following day were just as free-wheeling. Some Venturers were pushing for completely integrated co-ed companies, others wanted to exclude girls completely and still others wanted to maintain Venturing as a boys' section that encouraged co-ed activities. There was disagreement, too, about whether the girls who would share co-ed activities should come from a recognized girl's organization like Rangers or CGIT or whether any girl should be able to participate. Later that afternoon they heard a girl and an adult leader from each of both Rangers and CGIT express their opinions at a panel discussion on co-ed activities, but most of the Venturer delegates interviewed felt that it would have been a better idea if girls had actually been able to participate in their morning discussion groups.

It was, however, one of the few complaints they had to make about the conference. Most of the delegates thought their organizers had done a good job and were enthusiastic and active participants in all the conference activities. They worked hard on the resolutions that will be given to the National Venturer Subcommittee for action later this year, but there were other parts to the conference, too.

Each delegate was given a choice of participating in any two of the special interest groups on the program. Four such groups were offered, each one led by an expert in his field who gave an explanation and led discussion of the topic by the Venturers attending. The problems of drug and alcohol

addiction, movie-making, radio astronomy and glass blowing were the topics covered.

And when work was over, there were opportunities for fun and relaxation, too. One afternoon was given over to a tour of Ottawa—the sun finally made an appearance when the Venturers were returning from this tour via a boat trip on the Rideau Canal.

Evening activities were planned for fun, too. A Rover show travelled down from Toronto to entertain on Monday night and was a big hit. Tuesday, co-ed activities day, finished off appropriately enough, with a dance to which girls from Ottawa high schools were invited to dance to the music of the Marshmallow Soup Group and the Lew Kirton Soul Review. (Most of the girls had such a good time they decided to come back the following night for the scheduled modern rock concert.)

And on Thursday, the 1st National Venturer Delegate Conference came to an end. Governor-General Roland Michener gave the closing address to the delegates; they listened to the resolutions they had voted to pass on to the National Venturer Subcommittee, and the closing message from the conference's chairman, Venturer Jamie Law—and by lunchtime it was all over except for some last-minute packing and good-byes to new friends.

What effect will the conference have on the future of Venturing in Canada?—It's too early to say yet, but in the hands of the poised, intelligent and enthusiastic young men represented there, that future should be a challenging one. ■

7

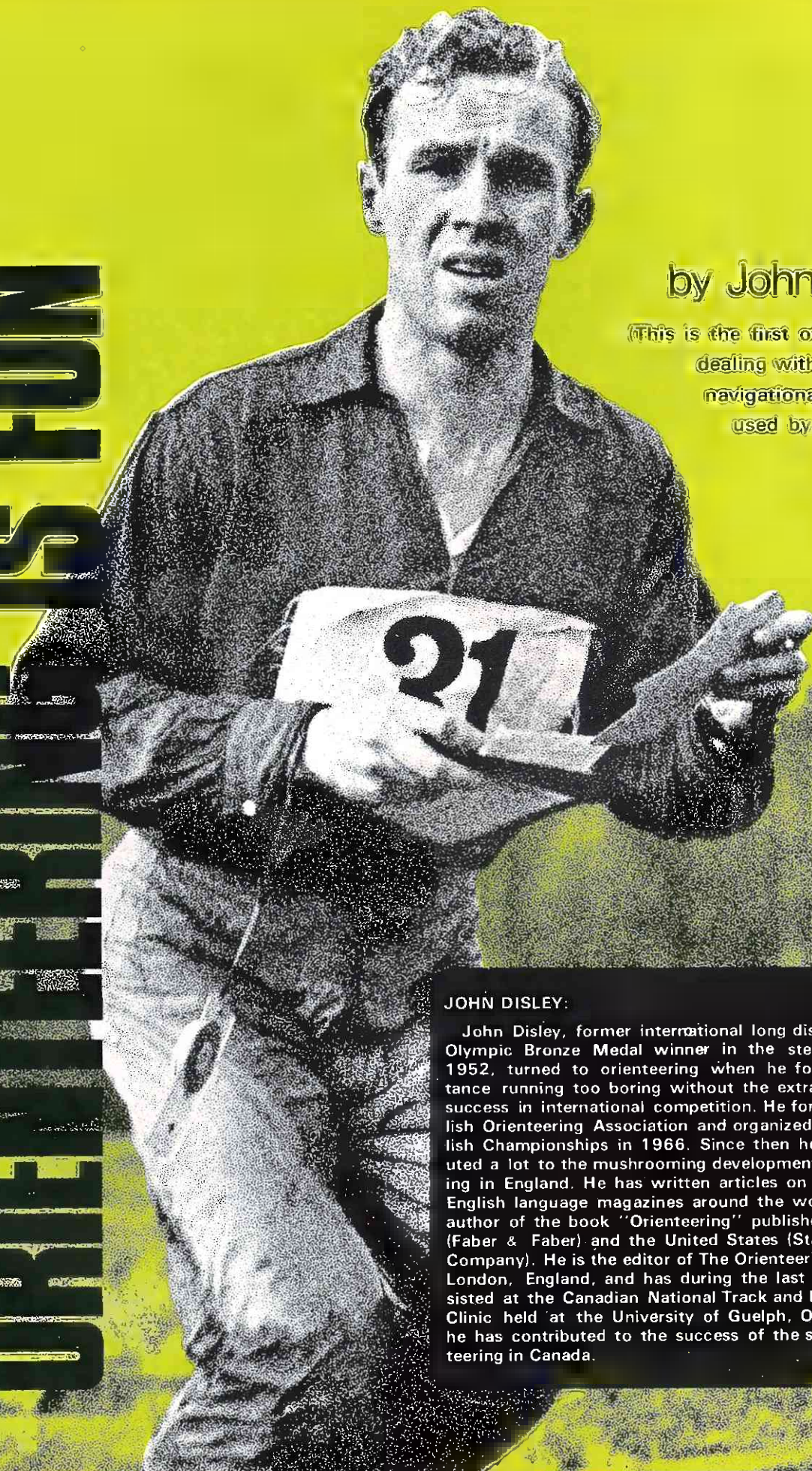


D

by Carlo Prinsky

ORIENTEERING IS FUN

8



by John Disley

(This is the first of two articles dealing with the modern navigational techniques used by orienteers in competitive situations.)

JOHN DISLEY:

John Disley, former international long distance runner, Olympic Bronze Medal winner in the steeple chase in 1952, turned to orienteering when he found long distance running too boring without the extra incentive of success in international competition. He formed the English Orienteering Association and organized the first English Championships in 1966. Since then he has contributed a lot to the mushrooming development of orienteering in England. He has written articles on this sport for English language magazines around the world and is the author of the book "Orienteering" published in England (Faber & Faber) and the United States (Stackpole Book Company). He is the editor of The Orienteering Magazine, London, England, and has during the last few years assisted at the Canadian National Track and Field Coaches' Clinic held at the University of Guelph, Ontario, where he has contributed to the success of the sport of orienteering in Canada.

PART 1: The good orienteer knows where he is when he's lost.

The fundamental techniques of handling a map and compass are usually only concerned with teaching the learner how to travel in a straight line in the correct direction. Although it is essential to be able to take a bearing from a map and then walk it on the ground, such rigid straight-line navigation is seldom practised in competitive orienteering. In fact, travel in a beeline from place to place is seldom practised by any serious navigator either on land, on the sea, or in the air.

Basic errors in straight-line navigation are inevitable. That is to say, as soon as conditions become tough, or speed is demanded, small and not so small errors must happen. With infinite care in sighting the compass (and assuming that the bearing taken from the map was exact), it is possible to stay on the straight and narrow path. However, it is rather like walking a tight-rope — a very cautious and critical purpose.

If speed is required, and it is of first importance in orienteering races, it is better to start off with the basic premise that your navigation is going to be faulty. All that is now necessary is the ability to predict the pattern of the fault.

"Aiming-Off"

Instead of taking a bearing exactly on a feature, we aim-off to one side or the other.

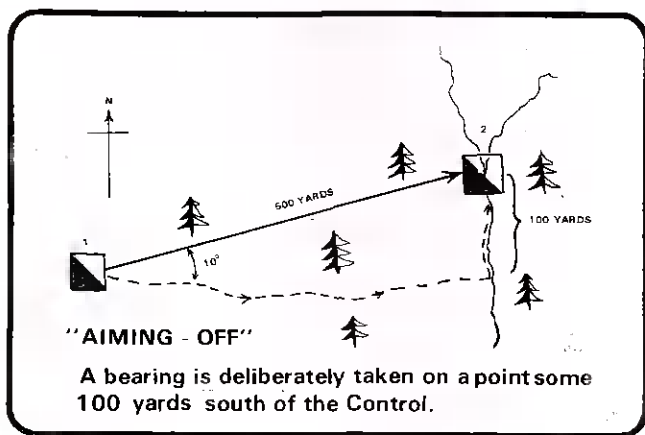


Diagram 1.

In the above diagram the next Control is situated at the junction of two streams. The intervening 500 yards of terrain is fairly dense pine-forest. The competitor takes a bearing on a point some 100 yards down-stream of the Control site, then takes a fast general direction run to the east; when he reaches the water, he knows he must turn north to reach the Control.

In thick forest, visibility is often down to 50 feet, so that an orienteer working on a straight line to the Control bearing can easily reach the stream and not find the flag. He then has a 50% chance of turning

the right way first to search. If he is unlucky, he has a frustrating five minutes in the wrong direction before returning to his first impact point. He could then find the red and white flag just 60 feet the other way. Other orienteers will be led to the Control by his screams of anguish!

Aiming-off produces a fast and safe route to a Control. It may involve the orienteer in a little more leg-work throughout a race than a successful straight-line route — but it pays off time and time again.

The aiming-off technique only works if your Control is situated on some form of "collecting" feature that lies across your direction of travel. In the above example, the stream is an ideal example of a collecting feature. When you see water or in a night event find your feet wet, you know that you have travelled far enough and must now turn along the feature in the required direction. A ridge makes another good collecting feature, as does a valley or a boundary fence.

Orienteering course setters are able to vary the toughness of an event by selecting features for Controls that are small and not on collecting features. Obviously, large features such as the hill summit, the stream junction, or the field corner are not too difficult to locate. The actual physical shape and size of the feature directs or collects the orienteer right to the Control marker. It is hardly possible to pass over a hill summit without noticing it. But as courses get harder, the Control sites become smaller until you see the actual flag (30 cms. square) before you see the feature designated on the Control Description Sheet. The ruined cabin, even though marked on the map, may be quite hidden in the undergrowth. It is your big toe that finds its foundations as you reach across to stamp your card at the flag.

The prism-shaped marker flag can easily be missed by a man in a hurry and 50 feet to one side of it in the forest. Consequently, orienteers find that it is rewarding to be extremely accurate in their navigation for the final few hundred yards. This means that you must take an accurate bearing from a precise point fairly near to the Control.

"Attack Points"

These points of reference are called attack points. Good attack points have these qualities:-

- a. They are within 250 yards of the Control.
- b. They are large features themselves.

(Obviously it is pointless to select an attack point that is difficult to find itself. This just makes another 'control' to be found — and for no reward.)

- c. Their position relative to the Control is — best before the site; acceptable to one side; better than nothing beyond the site.

- d. If possible, they are collecting features themselves.

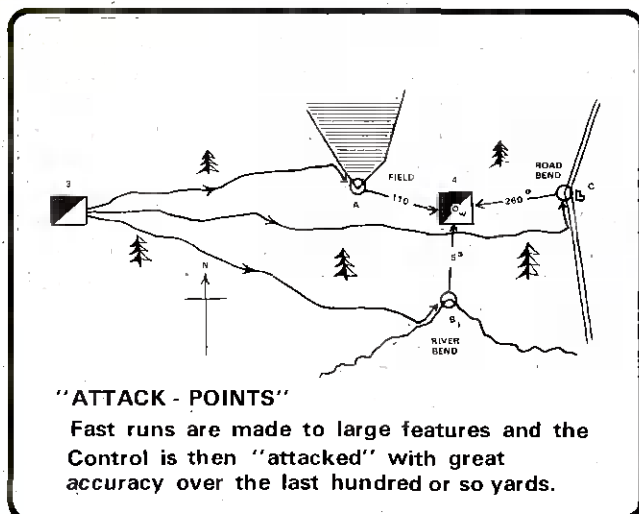


Diagram 2

Consider the problem of finding the small well in the above diagram.

The distance from Control 3 to Control 4 is about half a mile and through thick forest. The area is fairly flat and the contours do not help navigation.

In the top route the field corner "A" has been selected as the attack point. Even allowing for a few extra yards being run in aiming-off to the north to make sure of hitting the field boundary, this route to Control 4 is only slightly longer than a direct route and infinitely more safe. The orienteer can make a fast run to the field corner, then take only the last 150 yards slowly on a careful 110° bearing.

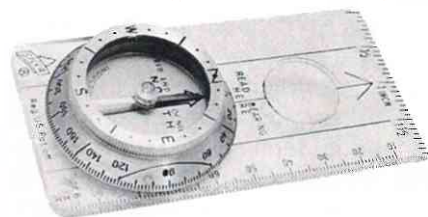
In the lower route an attack point to the side of the Control has been utilized. The actual distance covered is several hundred yards longer than a direct route. However, again, the orienteer can make a fast general direction run for the creek and use the stream bend "B" as the attack point.

The middle route demonstrates the use of an attack point beyond the Control. This time the bend in the road and the cottage are used — "C". The orienteer takes a bearing at the actual Control site. He travels fast trying to keep as near to his straight line course as possible. He knows that he is going to be very lucky to stay accurate for 900 yards. If he does come across the Control flag as he travels eastward, he congratulates himself on his remarkable navigation and luck. However, when the well and the marker flag remain unseen, the orienteer does not waste time searching the area where he thinks it should be situated. Instead he runs right through to the dirt road, locates the cottage on the bend, and then homes-in carefully on a 260° bearing.

Even this middle route, involving as it does half as much running again as the direct line, is still far quicker and more reliable than a tedious attempt to hit the Control on the button by a compass-course.

WHATEVER THE SEASON -
WHATEVER THE REASON
THE SILVA SYSTEM COMPASS
POINTS THE WAY!

THE NAME SILVA IS YOUR
GUARANTEE OF QUALITY.



Silva compasses are precision-made by the world's leading compass manufacturer to guarantee accuracy and reliability under field conditions. They are widely used and recommended by foresters, professional guides, experienced sportsmen who must know and depend on their compass.

Available from Supply Services, NHQ.

**YOUR 1969-1970
SUPPLY SERVICES
CATALOGUE
WILL BE IN YOUR
OCTOBER ISSUE
Canadian Boy**





show 'em scouting

It's fall and time to "get going" — new recruits, new programs and maybe, if you're lucky, some more adult help.

Don't wait until the night before the first troop meeting to throw together a few ideas to keep the boys occupied. Start your planning NOW — consult your assistants and make a rough plan for at least the first three months of the year. Leave room for the boys to add their suggestions, but have at least an outline for them to build on.

LET'S GO!

Begin by bringing boys in on plans for recruiting new members. Plan a "Show 'Em About Scouting" night and have a contest (with small prizes) to see who can make the best poster advertising it. Then use the posters to invite non-members and their dads to come and see what Scouting has to offer. Put up the posters in strategic locations — near the drinking fountains in schools, at entrances to churches and Sunday schools, on neighborhood notice boards.

Plan an eye-catching display (with the time and place of your "Show-'Em" night attached). The display could be a static one in a local merchant's window, running for a week or ten days before the open house — a badge display, or some camping equipment or some of the photos you took at camp or on hikes last year. Or you could have a manned display at a local supermarket parking lot or at a shopping center — Scouts camping out, cooking, giving Scoutcraft demonstrations, along with information about the time and place of the opening meeting.

Finally, follow-up with hand-delivered notices to all the houses in the community, inviting boys to come

and find out about Scouting and to bring along their parents. Along with the invitations, send out copies of the Parent Talent Survey form (see Pack Scouters' Series No. 2, Pack Operations, Appendix A). Ask parents to bring the completed form along with them to the open house.

Make it a rule that parents have to come to register their sons — this will give you a chance to do a little subtle leader recruiting. If you find a prospective adult leader, be specific about the job you want him to do and the amount of time it would take from him to do it. Follow up in the next day or two with a phone call — don't just leave it at "Give me a call some time if you're interested."

The "Show 'Em About Scouting" night should have people and/or a display to represent each of the sections — Cubs, Scouts, Venturers. Have boys from each section as well as adults on hand to answer questions. Displays can either be scattered in different corners of the room, or you might prefer to have a series of active demonstrations that follow each other on a stage or in the center of the room. They can be about the skills the boys acquired through last year's program, or a preview of the activities planned for the months ahead. Whatever the format, the displays or demonstrations should be interesting and lively enough to immediately catch the attention of new recruits and their parents.

Once you have your new members and leaders, plan an outdoor activity such as one of the hikes that follow, to help them start their Scouting with a bang. Take your first couple of meetings to get the boys involved in planning, then go ahead and have fun.

make a hike kit

Before your group goes on its hike, have each boy make his own hike kit, which should include:

- matches in waterproof container or wax
- piece of string
- notebook
- pencil
- several adhesive strips
- knife
- handkerchief
- toilet paper
- map of area
- compass
- money for a telephone call
- snack (chocolate bar, apple, or one of the following)

Hiker's Snacks

It's very often hard to keep a hiker, especially a young one, out of the main meal on the trail. So to tide your boys over, why not suggest that they prepare these trail snacks **before the hike**. They contain the necessary food value and quick energy and may be eaten in place of a regular meal on the trail. For best results they should be eaten slowly over a period of time.

Honey Bars

- $\frac{1}{4}$ lb. seeded raisins
- $\frac{1}{4}$ lb. figs
- $\frac{1}{4}$ lb. dried apricots
- $\frac{1}{4}$ lb. roasted peanuts, chopped
- 1 teaspoon lemon juice.

Honey to give proper consistency

Put fruit through a grinder, mix in chopped nuts and lemon juice. Add honey to make a stiff dough. Form into bars. Wrap in foil.

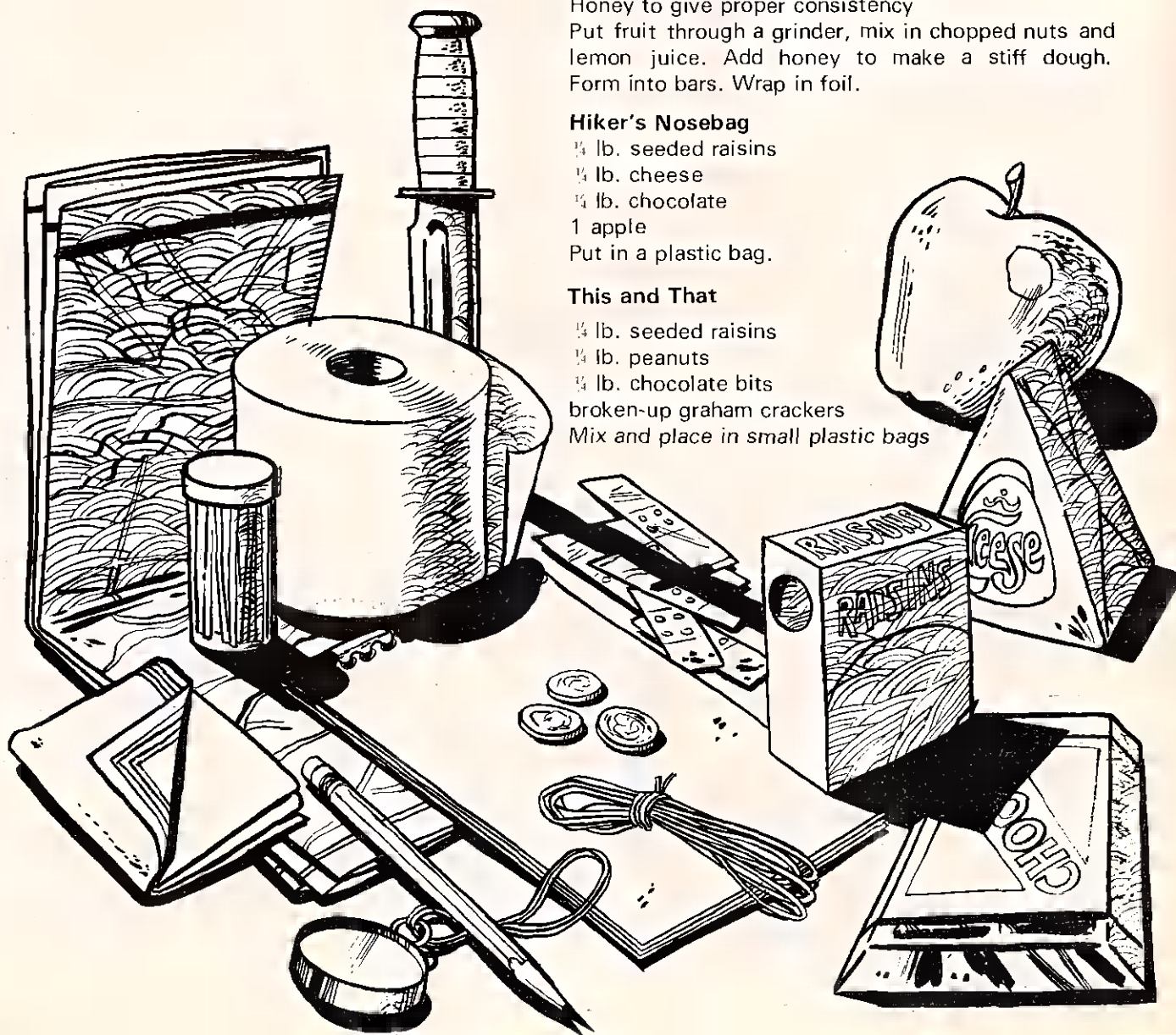
Hiker's Nosebag

- $\frac{1}{4}$ lb. seeded raisins
- $\frac{1}{4}$ lb. cheese
- $\frac{1}{4}$ lb. chocolate
- 1 apple

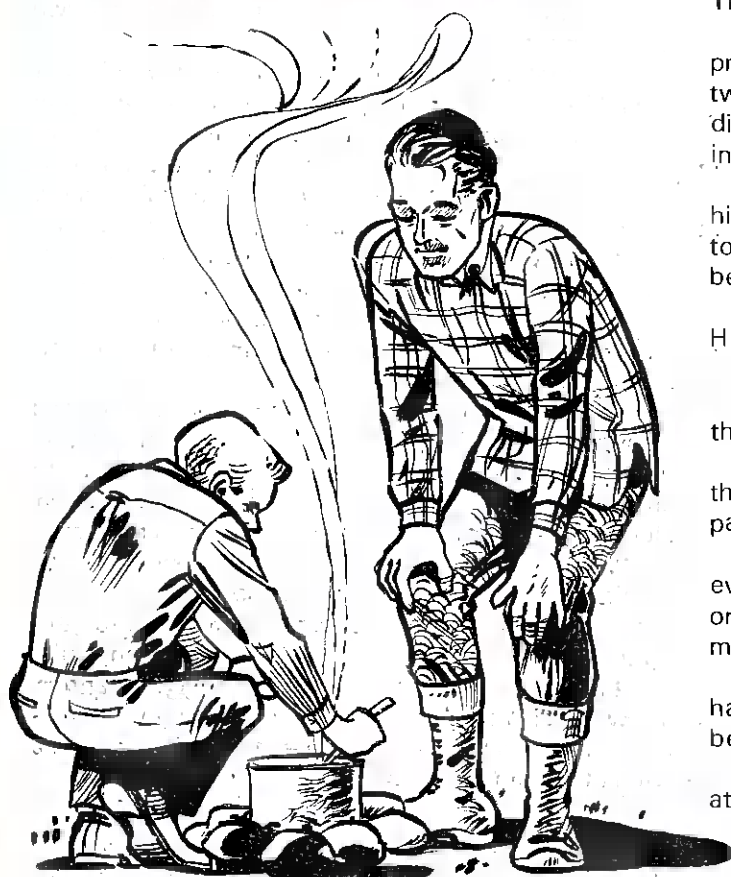
Put in a plastic bag.

This and That

- $\frac{1}{4}$ lb. seeded raisins
 - $\frac{1}{4}$ lb. peanuts
 - $\frac{1}{4}$ lb. chocolate bits
 - broken-up graham crackers
- Mix and place in small plastic bags



starter hikes



The "Pop" Out Hike

The "Pop" Out Hike is a chance for a boy to show off some of the things he's learned in Scouting to his dad and for dad to show his son some of the things he knows about the woods.

It should not be a big affair and is best held on a patrol or six basis. Plans will have to be made early because most dads have busy schedules. They like to take part in activities with their sons in most cases, but can't unless time is scheduled well in advance for them.

The activities could include demonstrations of cooking, special camping techniques, and if it is an overnight affair, evening fun around the campfire.

The "Pop" Out Hike is an effective recruiting device for the patrol or six if the members make it a point to invite prospective recruits and their dads to make the hike.

The hike should not be long as some dads are past the point of enjoying a lengthy walk anymore. Just get away from telephones and business appointments and go far enough to get the right spot for activities.

The Buddy Hike

This is a good opportunity to pair off a new or prospective recruit with a regular, and with only two hiking together, chances are there will be less disturbances and more opportunity for observation of interesting things along the way.

Select a destination to which the buddies will hike and set the approximate time they should plan to arrive. When all teams arrive, other activities can be held.

Here are some suggestions for planning the Buddy Hike:

- Announce that they will start from home.
- Each boy will inspect his buddy's kit to see that it is properly packed.
- Issue each team with a rough sketch-map with the route marked that they will follow using a compass.
- While en route, they will observe and collect evidence of as many wild animals, birds, reptiles or fish that they are able to find. You may want to make it a contest.

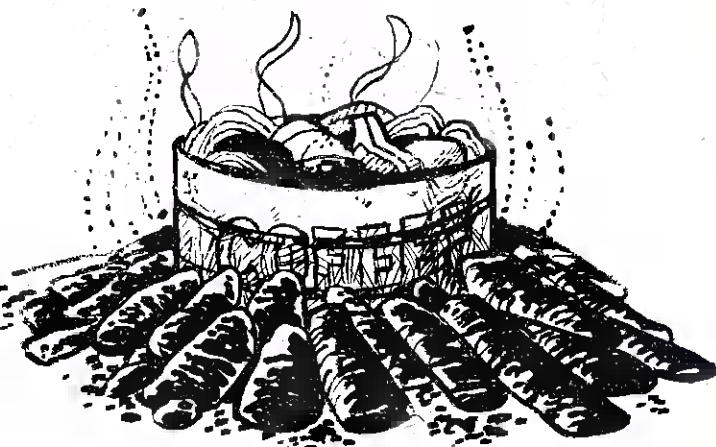
After the teams have reached the destination, have them follow a series of trail signs that have been set up in advance by leaders.

Each boy should prepare a coffee-can casserole at home and bring it along for cooking.

How to Make a Coffee-Can Casserole

Line can with cabbage leaves. Add a sliced onion. The meat can be a piece of steak, a pork chop, a lamb chop or a hamburger. Add diced potatoes, carrots, and a pat of butter and season with salt and pepper.

Build a fire and let it burn down to a bed of coals. Place can in bed of coals and heap them around. Cook for 30 minutes.



Safe Trails Hike

Why not schedule a hike for your recruits and regulars over the old stand-by trail, really examine it for safety hazards and then do something about making it safer?

Here are some things to look for:

- Loose rocks that may cause sprained ankles
- Low-hanging tree limbs that could cause trouble at night
- Barbed wire that causes cuts
- Wire and roots that could trip hikers
- Dead branches overhead that could fall in high wind
- Loose stepping stones across a stream that could give a wet fall
- Broken glass
- Boards with nails.

This type of hike is fun and a really good turn to others who follow the trail.

Kite Fight Hike

The Kite Fight Hike will take your boys into the out-of-doors and will interest adults and boys.

Dueling with kites is a Chinese game that goes back into antiquity. The sport involved building kites and equipping them with cutting devices so they could cut the line or in other ways bring down an opponent's kite.

Two contestants or dozens of them would put their kites in the air in a given area and on a signal would try to bring down the other kites. The victor was the man whose kite stayed up the longest.

There are only three basic rules to this simple outdoor contest—no metallic lines, no cutting instruments that could endanger anyone and no personal contact between contestants. Thus, all contact is between kites and kite strings. However, players can move around the area in attempting to gain an advantageous position.

This event will be lots of fun for Scouts and Venturers especially. They can build their kites, figure out novel cutting devices, and then hike to an open area for the contest. They should bring along plenty of extra paper, sticks, string and model airplane glue. After each contest allow time for repairs before starting another round.

There are many ways of equipping a kite for the fight—ground glass glued to the string and sharp points on the ends of kite sticks—just to mention a few. Advise the boys to be careful though—sometimes their plans will backfire and their fancy device will cut down their own kite. ■



kite fight hike

the paksak



(A new column of hints, ideas and suggestions for Cub leaders. It is another way of quickly bringing to your attention some of the more relevant information regarding Cubbing. Let us know if you like it.)

Present-day Cubbing is outlined in The Pack Scouters' Series

Some leaders and others seem unaware that the Wolf Cub program goes well beyond star and badge work and includes activities such as games, crafts, stories, acting, nature lore, camping, singing. Have you a set of The Pack Scouters' Series? Have you read them? Do you share them with your assistants? Have you asked your group or section committee to purchase one or more sets so that copies may be lent to outside resource persons brought in to help you in your work? Clues to distribution are included in the introduction to each book.

Incidentally, the series, especially Book Two "Pack Operations," lists

some practical and simple means of locating and involving resource people as well as getting parents involved.

Sixer and Second Woggles

The main purpose of the Sixer and Second woggles (and we hope that you are using the new style, not the old napkin-ring style) is to allow more boys a chance to participate in leadership. Boys grow through being leaders as well as followers. The idea must be neatly introduced, in consultation with the sixers concerned, or the boys may have a feeling--a false feeling--of demotion. Some packs have been successful in introducing this idea; others haven't. Let us know your results.

Activities are prior to recognition

How do you handle star work in the pack? Do you follow the work chart too closely and thus become bogged down on requirements for **some** boys, or do you emphasize pack activities, such as a trip to the airport, and welcome and arrange for **all** boys to go? After such a

pack trip, those who wish are given credit for the trip toward their star. This approach is summed up in the expression "activities are prior to recognition" on page 6 of "Star & Badge Activities," Book 6.

Extension Members

To keep Cubbing up-to-date, the Wolf Cub Sub-committee has twelve extension members strategically located across the country. They have been asked to work with local groups of Scouters to provide first-hand feedback directly to the committee. If you are approached for comments or advice or asked to join a task group for a short period, we hope that you will take the time to do so.

Summer Activities

Did you run a program of any sort for your Cubs this summer? This is an area that the Wolf Cub Sub-committee would like to explore. Send us a postcard listing your ideas--pro and con.

Cub Promise and Law

What do you think of the wording of the Cub Promise and Law? Is it meaningful to your boys? What do non-Cubs think about it? How about boys who are new to Cubbing as against boys who have been in Cubbing for a year or two? Will you ask them for us and let us know their reactions?

Finally, what would you like to see in The Paksak? We want to get information to you but we want this information to be of value. Tell us of your problems, your successes, your good ideas--we'd like to share them with others. ■

15



PROVINCIAL
BADGES
DISTRICT
BADGES
CAMPOREE
CRESTS
UNIFORM
BADGES
EVENT
BADGES
FREE
DESIGNS
AND
PRODUCTION
SAMPLES

FIRST QUALITY WORKMANSHIP

*Lowest
prices
guaranteed*

dress crest embroidery co.

MANUFACTURERS OF SWISS EMBROIDERED CRESTS, EMBLEMS, BADGES

1031 LILLIAN STREET • WILLOWDALE, ONTARIO





COLIN CLARKE

ONTARIO ROVER 500 CAR RALLY

Over 80 teams of Rovers from all over Ontario (and a team from St. John's, Newfoundland) competed against time, distance and weather conditions over 538 miles of road in the 2nd Annual Ontario Rover 500 Car Rally on May 10 and 11. And when it was all over, the first place winners of the Walsh Trophy, Sandy Ross and Lorne Williams of the 1st Lakeshore Rover Scout Crew, Greater Toronto Region, had an even longer trip in store for them--an all-expense paid trip to Britain.

Competing teams were waved out at 60-second intervals from Camp Samac, Oshawa to begin the circuitous 538-mile course early on the morning of May 10. Some 33 hours later, the first mud-splashed car arrived at the end point--Lorne Park Secondary School in Mississauga. One cold, wet night had been spent en route camped at the 18-hour compulsory stopover point at Six-Mile Lake Provincial Camp.

The 1st Clarkson Ranger Company of Girl Guides of Canada were on hand at both the stopover and end points to provide hot food and drinks. The host crew, the Cavalier Rover Scout Crew of South Peel District, handled all the details of planning and organization that

went into the rally--mapping and checking the route, public relations and promotion, check point teams, camp planning and starting procedures.

Two Toronto radio stations carried coverage of the event--CFRB provided time checks throughout the weekend, and CHUM provided a car, complete with a staff announcer, his wife and their family dog, to travel the entire route and issue periodic reports of the progress of the rally.

Prizes and trophies were awarded at a Winners' Dinner the evening of the concluding day of the rally, where a special citation was presented to Kerwin Walsh, the donor of the first-place trophy and a long-time friend of Rover Scouting.



LADIES DONATE TO CAN-CARIB

A contribution to Operation Can-Carib was made at the National Council Annual Meeting last month by the Ladies Auxiliaries of Canada. Shown making the presentation of a cheque for \$1,127.50 to the president of the National Council, Lawrence Dampier, is Mrs. A.E. Standing. Also shown is past president, D.A. Thompson.

ROVER 500 - '70

Plans are already getting under way for the Ontario Rover 500 in 1970, and rally organizers have announced that first prize for the '70 rally will be round-trip tickets plus additional assistance for a trip to Mexico. For further details, write "Rover 500 - '70", Boy Scouts of Canada, 9 Jackes Avenue, Toronto 7, Ontario.

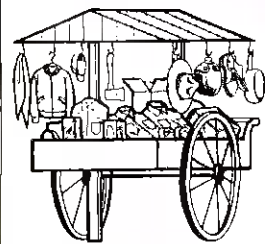


AWARDS MADE AT ANNUAL MEETING

A highlight of the National Council Annual Meeting was the presentation of a number of awards by the Deputy Chief Scout, Air Vice-Marshal James B. Harvey (at far right of photo) to three men who have made outstanding contributions to Scouting in Canada. Shown, left to right: Lt.-Col. C.W. Gilcrest, former chairman of the Public Relations Committee, who received the Silver Acorn; Brigadier-General C.J. Laurin, former chairman of the Canadian Boy Scout Committee, who received the Medal of Merit; and Mr. John Osborne, Q.C., Honorary Legal Counsel for the National Council, who received the Silver Acorn. ■

16

SUPPLY SERVICES



The **National Neckerchief** is available at last--a tartan design, the bands of which spell in morse code the word CANADA. It is a patented design used

exclusively by Boy Scouts of Canada. The colour combination for Scouts is white and red, for Cubs yellow and green. These will be available through your Scout dealer or direct from Supply Services.

Cub neckerchief - catalogue 39-198, price 95c.

Scout neckerchief - catalogue 39-199, price 95c.

The latest edition of **Policy, Organization and Rules** (1964) has now been discontinued and withdrawn from dealers. An announcement regarding publication of the contents previously found in P.O. & R. will be made shortly.

An **elastic belt**, designed for use with the new leader uniform is on order and

we anticipate delivery in early fall--watch for a further announcement.

Still nothing definite on Venturer tan shirts--we are now testing several new materials.

Games for Cubs by Many OldWolves (20-654) has now been discontinued and is no longer available.

"Scout Leaders in Action" by Walter G. MacPeck of Boy Scouts of America--encourages leaders and prospective leaders to keep growing, to reach outward and upward, preparing themselves to be more competent as they help each Scout to discover and use the potential within himself. Now available from Supply Services under catalogue number 20-520 at \$3.75. ■

can- carib

Contributions from all over the country have been pouring in to Operation Can-Carib, the Boy Scouts of Canada project to aid and promote Scouting in the Caribbean. This is a four-year project, and each year of operations costs over \$10,000. Thanks to your efforts, we now have enough on hand to cover the first year's operating expenses. The October issue of The Scout Leader will carry a story by the Field Commissioner for the Caribbean, Sherman K. Ramsingh, on how the money is being used.

We acknowledge, with thanks, the following donations:

Miner Co. Ltd.	\$1,000.00
Fashion Hat and Cap Co.	250.00
Canadian International Development Agency	3,300.00
32nd St. Matthias Group, Ottawa	20.00
Nova Scotia Scouters Conference	65.99
City View Ottawa Scout/Guide	40.50
Prince Albert, Sask. District	39.00
Ladies Auxiliaries, Vancouver-Coast Region	22.00
13th Richmond, B.C. Group	6.75
3rd Richmond, B.C. Pack	3.00
Fraser District, Vancouver	20.12
16th Richmond, B.C. Pack	2.40
12th Richmond, B.C. Group	10.48
8th Richmond, B.C. Venturers	5.00
Carleton District, Vancouver	25.00
17th Fraser Group, B.C.	10.00
Lunenburg, N.S. Cubs and Scouts	18.00
29th Hamilton, Ont. Cubs and Scouts	75.68
1st Morris Venturers, Scouts and Cubs and 1st Park Avenue Cubs,	
Mount Pearl, Nfld.	20.50
Nova Scotia Rover Conference	10.46
Tisdale Venturer Company	1.20
East Coquitlam Cubs and Scouts	30.00
2nd Southview Burnaby, B.C. Haida Pack	2.00
Quinte, Ont. Regional Conference	15.00
1st Chase River, B.C. Scout Troop	20.00
Kindred Industries	1,000.00
1st Cartwright Venturer Co., Blackstock, Ont.	10.00
1st Jollimore Scouts, Armdale, Halifax, N.S.	3.00
Maple Ridge/Pitt Meadows Scout District, Haney, B.C.	64.00
Parkland (Yorkton, Sask.) District Troops and Packs	43.00
Annapolis District, Middleton, N.S.	46.00
1st Ontario Jamboree	74.08
Bank of Nova Scotia	1,000.00
2nd Gananoque, Ont. Scout Group	10.00
1st Esterhazy, Sask. "A" Pack	3.31
Anonymous	10.00
Ladies Auxiliaries	1,127.50
New Brunswick Provincial Headquarters	160.42
71st B Pack, Ottawa, Ont.	4.13
69th Scouts and Cubs, Windsor, Ont.	5.00
Windsor, Ont. District Ladies Auxiliaries	35.05
1st Boundary Bay "A" Pack, Delta, B.C.	3.00
Royal Bank, International Division	1,000.00
Saskatoon Region	585.23
Wellington District, Guelph, Ont.	80.00
28th Saskatoon Venturer Co.	.75
45th Saskatoon Venturer Co.	5.00
St. Vincent Group of St. Foy, Quebec Group Committee	10.00
New Brunswick Provincial Headquarters	5.00
Bank of Montreal Head Office	200.00
Bank of London and Montreal	250.00
"A" Pack, 128th Trend Village, Ottawa	10.00
	\$10,757.55



puppet theatre



A puppet theatre is a fascinating project that can involve all the Cubs in your pack. There are jobs for everyone—as puppet makers and manipulators, costume makers, playwrights and directors, behind the scenes voices and musicians, to name only a few.

Puppetry is an exciting hobby that costs very little in material and time, but will give both the participants and audience much enjoyment.

With time and experience, puppets can be made from such materials as modelling clay, wire and wood but, why not start your boys with the simple and easy-to-make hand puppet. Here are three types:

Flat Hand Puppet

1. Cut the puppet pieces as shown in the drawing.
2. Decorate the face and body with scraps of fabric, wool, felt marking pens, poster paint and thread. Because the puppets are "flat" your boys can create faces on both sides of them... thus, one puppet can be both hero and villain, happy and sad.
3. Attach the head and body together, and either sew or glue around the edges. Stuff the head slightly with a bit of fabric or tissue paper.

Materials:

To make 15 hand puppets, you will require two square yards of fabric, plus odds and ends of wool, ribbon, etc. for decorating. Puppets

made from felt will cost about 27c each and from coloured burlap, about 18c each.

Sock Puppet

Use an old sock (the toe or heel or a part of the leg). By stuffing it with paper, cloth, cotton, or some other material and using some cardboard, needle, thread and good imagination, you can make an interesting puppet. Roll the paper or light cardboard into a tube that will fit your finger—it should be about two inches long. Fasten together with tape. (See illustration.)

The nose may be sewed in by pulling a section of the sock out and wrapping it with thread or sewing on a separate stuffed piece of cloth. Buttons, beads or other items may serve as eyes, ears, and nose.

Show-card, poster paint or water colours may be used to add further details. It is a good idea to cover the colours, after they dry, with a clear spray. This will add luster to the finish and make it easier to keep clean.

Paper Bag Puppet

These are simpler than the hand puppets. They can be "dolloed up" by adding a nose, hair, ears, moustache or beard. Facial features should be large and somewhat exaggerated.

How to Make the Puppet Act

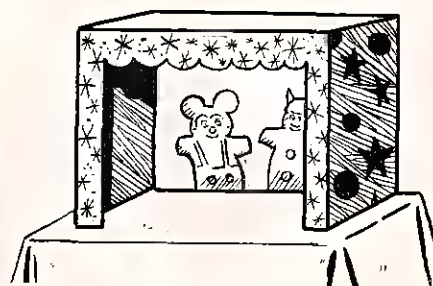
1. The three-finger setups
 - a. Thumb and little finger
 - b. Thumb and second finger
 - c. Three fingers in head

2. Puppet actions
 - a. Head — nod or thrust forward and back
 - b. Hands — clap, hold to head, scratch head, fling to sides, cross in front, point
 - c. Waist — (your wrist) — bow, twist, sway, sit down
 - d. Legs — (your forearm) — walk, leap, limp dance
3. Puppet personality and characterization
 - a. Excited — clasp hands, jump up and down
 - b. Sad — hand to face, slow movements
 - c. Angry — beat head, bang hands
 - d. Afraid — tremble
 - e. Tired — slow, languid movements
 - f. Old — shaky.

Every Action Should Have a Purpose and a Meaning

Some things puppets can easily do:

- a. March to music
- b. Dance
- c. Lead an orchestra
- d. Sweep or scrub the floor
- e. Fight
- f. Play a musical instrument
- g. Wash and iron
- h. Play with small toys



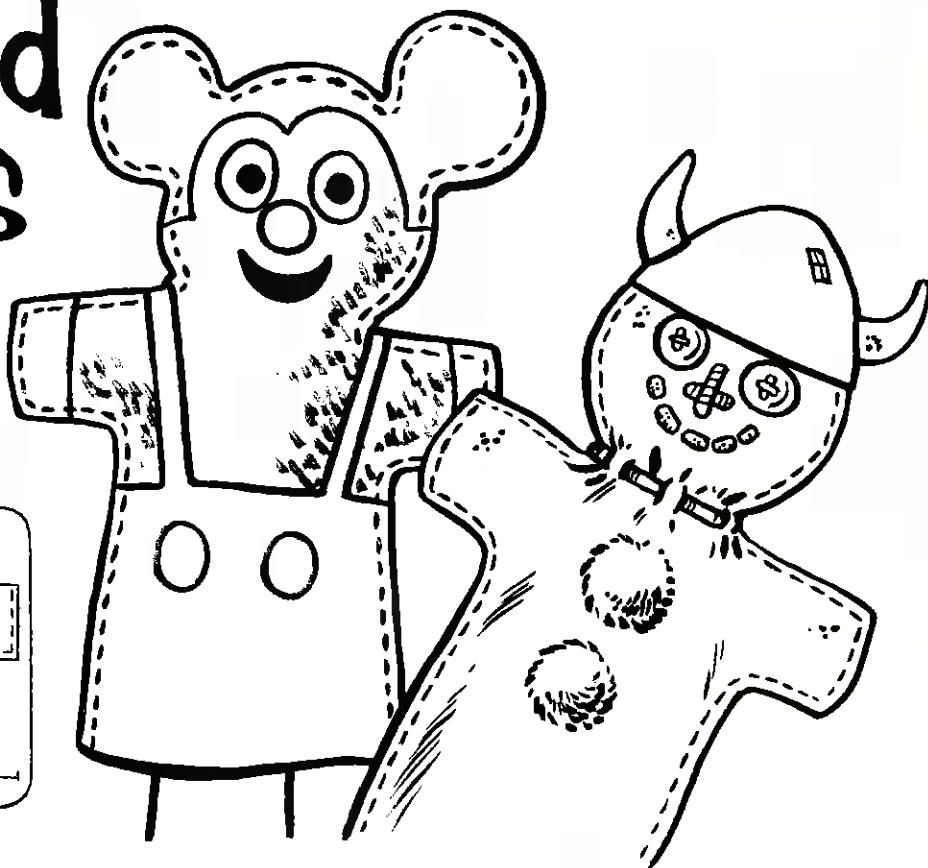
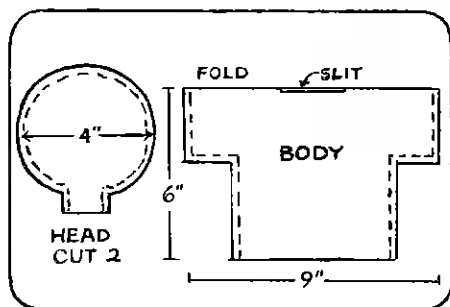
Stage

A simple stage for your puppets can be cut from a large cardboard carton. Decorate with poster paint, make curtains of light material and place it on a table, draped with paper or fabric. This way the Cubs can kneel or stand behind it, completely hidden from view.

We thank Lewiscraft of Toronto for this article on easy-to-do crafts.

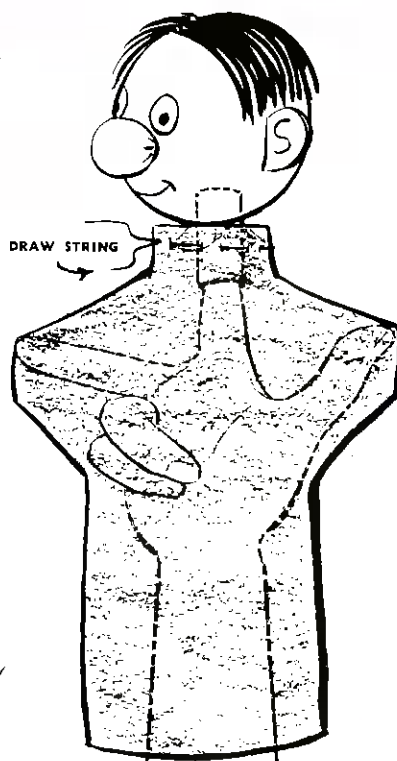
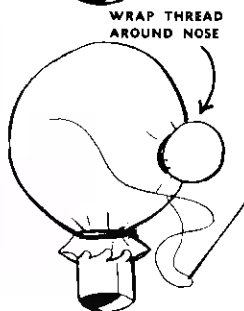
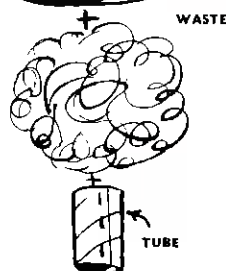
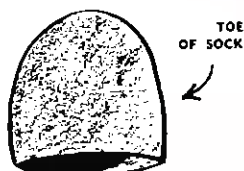
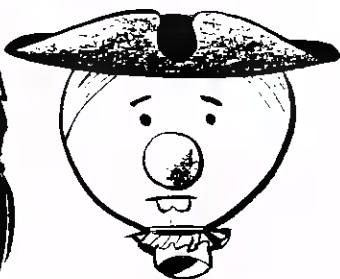
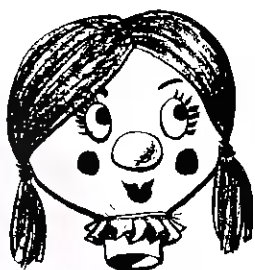
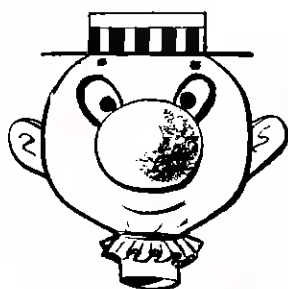
flat hand puppets

Basic Hand Puppet



19

sock puppets





IN MEMORIAM

**FIELD-MARSHAL THE EARL ALEXANDER OF TUNIS,
K.G., P.C., G.C.B., O.M., G.C.M.G., C.S.I., D.S.O., M.C.**

Harold Rupert Leofric George Alexander, former Governor-General and Chief Scout of Canada, passed away on June 16, 1969.

Born in County Tyrone, Northern Ireland, he was educated at Harrow and the Royal Military College, Sandhurst, and went on to one of the most distinguished military careers of modern times.

To outline in detail his military and government service would only be repeating what has appeared in the press since his death. Instead, we asked Bert Mortlock, Director of Relationships and Information Services at National Headquarters, who knew Lord Alexander during the six years he was Chief Scout, for a personal remembrance.

"Of all the governors-general who have served as Chief Scout during my period of service at National Headquarters, Lord Alexander was probably the least interested in the normal protocol associated with Government House and the office of the Queen's representative.

"I recall the day the national officers of the Canadian General Council went to Government House to ask His Excellency to accept the office of Chief Scout. The president at the time was the late Canon H.J. Cody, president of the University of Toronto. Canon Cody was a brilliant speaker, but it usually took him some time to get warmed up to his subject and this occasion was no exception. The president gave a lengthy discourse on the service rendered by previous governors-general, of the value of the Scout Movement to Canada, and of the desire of the General Council to have His Excellency follow his distinguished predecessors in the office of Chief Scout.

"Lord Alexander was obviously ill at ease as he stood listening to these remarks for some 20 minutes. Finally Dr. Cody asked him to accept the office, at which time he delivered himself of this oration: 'Well, my wife has been a Brownie leader and now I am Chief Scout, I guess we're all in the racket, let's have some tea.'

"Lord Alexander took a very lively interest in the Movement during his six years as Chief Scout and it was he who suggested that we have an annual investiture at Government House for those who in the course of each year had won medals and decorations for gallantry and distinguished service. He presided over all investitures personally during his term of service."

The love and admiration gained by Lord Alexander during his stay in Canada is best summed up by an editorial in the Ottawa Citizen when he returned to England: "This distinguished soldier has displayed such qualities of warm humanity during his term in Canada as to win the affections of all who came, however fleetingly, in contact with him... He will become a legend in this country." ■

scout calendar



Attractive full-coloured
photographs showing
Scouting in Action...
See what Scouting
is and does.

**your group makes 20¢ on
every calendar it sells
act today**

BY APPLYING TO YOUR DISTRICT,
REGIONAL OR PROVINCIAL SCOUT
HEADQUARTERS FOR FURTHER
INFORMATION AND FREE
PROMOTIONAL
MATERIAL.

Traditional Songs from Nova Scotia

This month's songs, traditional Nova Scotia ballads, are well-known ones in eastern Canada and if they are, perhaps, not so familiar to westerners, the music for them can be found in *Traditional Songs from Nova Scotia* (Ryerson Press, Toronto) by Helen Creighton and *Songs and Ballads from Nova Scotia*, also by Helen Creighton. Both folk songs were originally collected by Dr. Creighton.

Our games this month are all outdoor games, suitable for camp or all-day hikes or outings. The first two are intended for older boys; the last two for Cubs.



NOVA SCOTIA SONG

- (Copyright by Gordon V. Thompson Limited, Toronto, Canada - reprinted by permission.)

The sun was setting in the west,
The birds were singing on ev'ry tree,
All nature seemed inclined for rest,
But still there was no rest for me.

CHORUS:

- Farewell to Nova Scotia,
the sea-bound coast!
Let your mountains dark and dreary be,
For when I am far away
on the briny ocean tossed
Will you ever heave a sigh and
a wish for me?
- I grieve to leave my native land,
I grieve to leave my comrades all,
And my parents whom I held so dear,
And the bonny, bonny lass that I do adore.
- The drums they do beat and
the wars do alarm.
The captain calls, we must obey,
So farewell, farewell to
Nova Scotia's charms,
- For it's early in the morning
I am far, far away.
- I have three brothers and they are at rest,
Their arms are folded on their breast,
But a poor simple sailor just like me
Must be tossed and driven on
the dark blue sea.

WILL O'THE WISPS

- A night game for older boys. Divide the group into teams of about five or six players each. Each of the members of one team is provided with a flashlight. They are given two or three minutes (depending on camp site and surroundings) to scatter and hide. At the end of this time the Scout leader (or whoever is in charge of the game) blows a whistle. Each flashlight-bearer must then flash his light in a complete circle and at the same time the other teams set out to locate and capture them. The light-bearers can hide anywhere but must flash their lights in a circle whenever the whistle sounds. It is well to have a time limit to a round of the game so that on a given signal all uncaptured light-bearers and all searchers may return. The team with most captures becomes the light-bearers for the next round. It is well to decide on an exact definition of "capture!"

CAMP GOLF

- Groundsheets folded to about three feet square represent holes and tin plates as balls. Lay out the golf course as desired to include hedges and streams as obstacles. If a plate falls in one of these hazards it must be retrieved and carried behind the obstacle and one throw added to the player's score. Arrange the holes some distance apart so that players do not come in contact with a skimming plate.

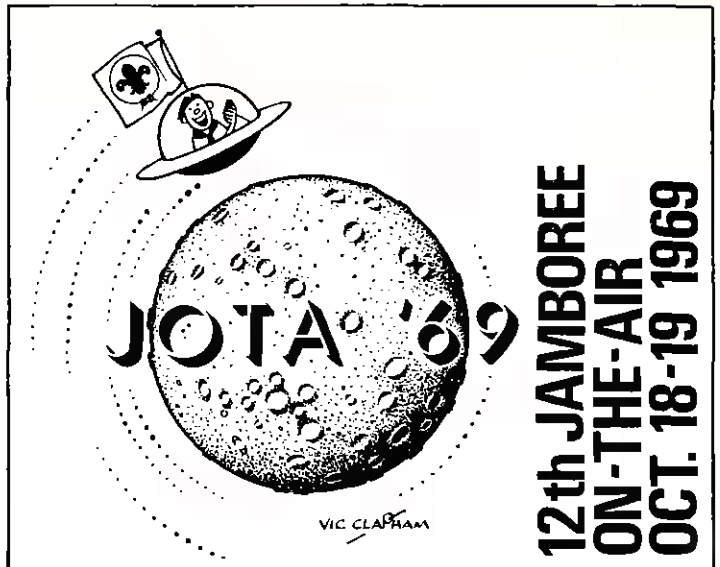
FOR AN ADVENTURE IN EATING, WHY NOT TRY:

FREEZE-DRIED MEATS
 FREEZE-DRIED VEGETABLES
 FREEZE-DRIED FRUITS
 MAIN DISHES WITH FREEZE-DRIED MEATS
 LARGE PACKS OF FREEZE-DRIED FOODS
 SANDWICH MIXES
 EGG DISHES
 MISCELLANEOUS ITEMS

FOR A FREE COLOUR BROCHURE AND ORDER FORM, WRITE TO:

FREEZE-DRY FOODS LIMITED

579 Speers Road
 Oakville, Ontario, Canada



OUTDOOR TREASURE HUNTS FOR CUBS

The South African Scouting magazine Veld Lore suggests this game as one that Cubs will enjoy on an all-day outing or at camp. Somewhere at the picnic spot or campground, the Jolly Roger flag is flying. And there's an old map pinned up, showing the area where Old Pegleg, the pirate chief, has just recently hidden his treasure.

22 The pirate has left lots of clues about. The treasure chest had a hole in it and some of the money (silver-wrapped chocolate money) shows the trail he took. His wooden peg leg gives him away, too—the Cubs can follow the holes it made in the ground. A spade is hidden somewhere near the spot the treasure is buried, so all the Cubs have to do is find the spade and dig up the treasure.

Another suggestion for an outdoor treasure hunt is to divide the Cubs into teams, then send them out with the instruction "Find two match-boxes, a maple leaf and a blade of grass. First team back is the winner." The instructions can be varied according to the location and material available.

PINE CONE BATTLE

You will need twice as many cones as players. Divide the players into two equal teams each about 20 yards from a dividing line. At "Go!" the battle starts—each player throwing as fast and far as he can, first the two cones in his hands and then others from the opposite side. At a signal, all stop and cones are counted; those lying beyond the 20-yard mark score 2, other score 1.

CITADEL HILL

(Used by permission of the collector, Dr. Helen Creighton.)

One day in December I'll never forget,
 A charming young creature I happily met.
 Her eyes shone like diamonds,
 she was dressed up to kill,
 She was tripping and slipping down
 Citadel Hill.

CHORUS:

Sing fall-de-dol doodle-dum,
 Fall-de-dol doodle-dum,
 Fall-de-dol doodle-dum, ludy-I-die.

I says, "My fair creature,
 you will me excuse!"
 I offered my arm and she did not refuse.
 Her arm locked in mine made me feel
 love's sweet thrill
 As we walked off together down Citadel Hill.

The very next day to the church we did go.
 The people all whispered,
 as well you must know.
 Said the priest, "Will you wed?"
 Says I, "That we will!"
 So we kissed and were hitched upon
 Citadel Hill.

So now we are married and
 of children have three,
 But me and the Missus can never agree.
 The first she called Bridget, the second Bill;
 Says I, "The runt's name shall be Citadel Hill."

Come all you young fellows,
 take warning by me,
 If ever in need of a wife you may be,
 I'll tell you the place where you'll get your fill:
 Go tripping and slipping down Citadel Hill.



Win awards like this. Join CIL's Shooting Sports Program.

If you've never thought about taking up shooting, think about this. It's a wide-open, challenging sport for young people who thrive on group competition and get a kick out of having their skills recognized with impressive awards.

What's more, it offers exciting opportunities for you to pit your skill against other crack marksmen in local and nation-wide competitions.

Every member of Canada's 1968 Olympic Rifle and Pistol Team competed for CIL shooting awards.

CIL's Shooting Sports Program will help you to develop your skill quickly and reward each step of your progress with a pin, badge or shield. Targets and awards are provided free.

All you need to get started is a group of five or more friends. Like to know more about it?

PLEASE SEND ME FULL INFORMATION ON CIL's SHOOTING SPORTS PROGRAM. I AM INTERESTED IN:

☐ 22 Rifle

☐ -Handgun

☐ Shotgun

NAME

COMPLETE ADDRESS

MAIL THIS COUPON TO: CIL's Shooting Sports Program,
P.O. Box 10, Montreal, Quebec.



Ammunition & Firearms



SCOUTING STARTS HERE



FOR PACK SCOUTERS

PACK SCOUTERS SERIES

(replacing Pack Scouters Handbook)

20-201	Cubbing	.65
20-202	Pack Operations	.65
20-203	Program Building	.65
20-204	Creative Activities for Wolf Cubs	.65
20-205	Outdoor Activities for Wolf Cubs	.65
20-206	Star and Badge Activities	.65

FOR WOLF CUBS

20-222	The Way to the Stars	.50
--------	----------------------	-----

FOR TROOP SCOUTERS & COUNSELLORS

20-552	Handbook for Troop Scouters and Counsellors (Successor to Troop Scouters Handbook)	1.95
--------	--	------

FOR SCOUTS

20-551	Canadian Scout Handbook	1.95
--------	-------------------------	------

FOR VENTURERS AND VENTURER ADVISORS

20-751	Venturer Handbook	.50
20-752	Venturing	1.75
20-753	Venturer Advisors Supplement	.75

FOR CREW SCOUTERS

20-705	Crew Scouter's Handbook	1.95
--------	-------------------------	------

FOR ROVERS

20-704	Rovering to Success	2.00
--------	---------------------	------

Supply Services

available through Scout Dealers
or Supply Services

P.O. Box 5151 · Postal Station F · Ottawa 5, Ont.

See Supply Services catalogue for a complete list of all Canadian Scouting Books.