

# the scout leader

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# Revised Wolf Cub Badge Requirements

Up-to-date requirements for Wolf Cub badges are now available in the revised edition of "The Way to the Stars." Because of the number of Cubs who are still using the last edition of "The Way to the Stars," the requirements for some of the badges follow. We suggest that Scouters clip and retain these for their files — for posting on notice boards — for reproducing and distributing to boys.

## First Aider

To earn your First Aider badge, do the following:

1. Explain:
  - a) The scope of first aid and the management of a case.
  - b) In general terms, the structure and functions of the body.
  - c) Types of wounds and danger of infection, and
  - d) General rules for the treatment of:
    - i) wounds accompanied by bleeding,
    - ii) fractures,
    - iii) poisons.
2. Show how to do the following:
  - a) Mouth-to-mouth artificial respiration, and
  - b) Control of bleeding by direct pressure.
3. Choose and show how to do any three of the following:
  - a) Four uses of the triangular bandage,
  - b) Two hand seats,
  - c) Improvise and use splints for the treatment of a fracture,
  - d) Improvise and use a stretcher, and
  - e) Treatment for a "cut" arm and a burn or scald.
4. Care of skin, hair and nails.
5. Care of eyes and ears.
6. Proper amount of sleep.
7. Proper diet.
8. Function of the main organs of the body.
9. Show an understanding of general public health measures such as pasteurization of milk and treatment of water.
10. Show and explain the value of exercise as carried out in the Red Star requirements.
11. Show proficiency and participate in an individual or team sport.
12. Show ability in the following fitness tests and meet the standard in at least five of them.
  - a) Speed sit-ups -- 32 times.
  - b) Standing broad-jump -- 4 feet, 11 inches.
  - c) Shuttle run -- 11.8 seconds.
  - d) Flexed arm hand -- 38 seconds.
  - e) 50 yard run -- 8.2 seconds.
  - f) 300 yard run -- 68 seconds.

(Note: Cubs who have completed the appropriate Fitness Performance Tests set by the Canadian Association for Health, Physical Education and Recreation are entitled to wear the Personal Fitness badge.)

## Life Saver

To earn your Life Saver badge, do the following:

1. Oral or written test based on the slogan of "Reach, Throw, Row, Go and Tow" and water safety knowledge.
2. Show the direct method of artificial respiration with a subject of candidate's own choice or with suitable device or teaching dummy.
3. Show how to use a heaving line or ring buoy or reaching pole.
4. Show two defense methods: straight arm or extended leg; duckaway.
5. Show survival positions: three minutes on front (drown-proofing); three minutes on back.
6. Do progressive bobbing - water to be one foot over your head. Cover a distance of 10 yards.
7. Swim continuously 50 yards: 25 yards side or breast stroke, 25 yards head up front crawl.
8. Do a push-off and underwater glide to surface from side of pool or dock.
9. Do a foot first surface dive.
10. Swim 25 yards on back, legs only (rotary, whip or inverted scissors).
11. Show life saving entries: stride jump; shallow dive.
12. Do a simulated rescue. Rescuer to enter water with a buoyant object to be carried out (20 yards) and pushed to the subject. The rescuer must show ability to avoid contact at all times.

## Personal Fitness

To earn your Personal Fitness badge, do the following:

1. Have a recent medical examination to certify ability to take part in sports.
2. Through discussion with a Scouter and others, show an understanding of the following items of personal health and hygiene:

## Swimmer

To earn your Swimmer badge, choose and do either Requirements A or B.

### Requirements A - Beginners' Level

1. Water safety knowledge. Answer elementary questions dealing with practical water safety knowledge.
2. Reaching assists. Do three of the following: arm extension, heaving line, reaching pole, towel extension.  
Note: The following items are to be done in chest-deep water, with the exception of the last item.
3. Open eyes under water.
4. Bob six times continuously.
5. Jellyfish float.
6. Front glide, roll over, swim 20 feet on back, stand up.
7. Back glide, roll over, swim 40 feet continuously, stand up.
8. Jump in, swim in place or tread water for 30 seconds.  
Note: The depth of the water should equal the height of the candidate.

### Requirements B - Junior Level

1. Water safety knowledge test. Answer water safety knowledge questions at the Junior Level.
2. Reaching assists. Do five of the following extensions: arm, pole, paddle, oar, towel, clothing, heaving line.
3. Front dive into deep water.
4. Swim continuously for 40 yards using either side stroke, breast stroke, or crawl stroke.
5. Bob 10 times continuously.
6. Jump into deep water.
7. Elementary back stroke for 20 yards.
8. Tread water or float three minutes. ■



# 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.

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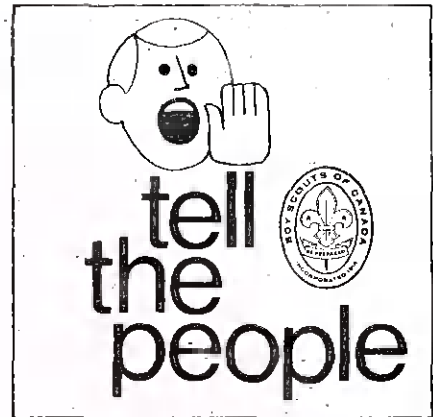
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... through the use of Boy Scouts of Canada symbol.

A checklist of some uses of Boy Scouts of Canada symbol appears below:

All stationery and office supplies including

- Letterheads and envelopes
- Invoices, statements, receipts and cheques
- Note pads, charts and special forms

- Business cards
- Rubber stamps
- Printed material
- Council bulletins and newsletters, training, finance and special events material

- Camp equipment
- Agenda notices and meeting handouts

- All forms of local "print" ads, including school papers and church bulletins

- Fund-raising material when Scouting is a recipient

Television and film identification

- Identifying symbol on tag ends of spot announcements

- Signature and identification of films produced

- Props in local programming such as backdrops and flip charts and equipment such as projectors

- Lapel pins for local Scouters "on camera"

- Occasional use of local tie-in slides with network ads.

Other uses

- Press release forms for all media
- Window displays
- Parade displays

Note: Handy clip sheets are available. These include symbols for Boy Scouts of Canada and each program section. Order sets from Relationships and Information Services. ■



## The Difficult Art of Being a Parent

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War between generations is nothing new. All through history, denouncing the young has been a tonic for tired blood. More important, defying elders has been hygienic for the young. Growing up is a process that requires things that one can push against in order to become stronger. It takes limited war against worthy opponents; a child matures by testing himself against limits set by loving adults.

Study after study shows that two things are vital to a child's later independence. First, warmly firm parents who admire each other and on whom he can model himself while breaking away. Second, opportunities to prove his competence in work and love. It is often said that all this is dead.

Can that be true?

To charge that parents are flunking the job is to ignore the stunning fact that most youngsters now work harder, think deeper, love more and even look better than any previous generation.

Yet quite a few youngsters are spectacularly discontented; too many are withdrawing. While flower children go to pot, the new disease of alienation drives elite university students into private exile. "Children are not fighting their parents," says author-sociologist Edgar Z. Friedenberg. "They're abandoning them."

Vast technological changes in Western culture have steadily lengthened childhood and sharply diminished communication between generations. Un-



til recently, puberty occurred at about 14 or 15, marriage perhaps two or three years later. Today, the pressure is to stay in school to be better prepared for life in a complex society. Meanwhile, better nutrition has ironically quickened puberty; the young are now biological adults at 12 or 13, but they are often economically dependent on their parents until 24 or 25. In effect, they may stay children for more than a decade after becoming "adults."

Nothing is wrong with segregating the young in order to strengthen them for highly complex roles. This is just what happens to the vast majority of youngsters. Even so, the failure rate is big enough to ask why some of the most privileged children are so unready for adult life. One reason is the lack of self-shaping experience: part of the hippie syndrome is a quest for adventure and competence. They did not have the benefit of those cattle-boat jobs that might have helped to slake the thirst for adventure; they rarely got a chance to help their father at work.

Studies show that father absence has baneful effects (especially on boys), ranging from low self-esteem to hunger for immediate gratification and susceptibility to group influence. Hippies commonly flee from father-absent homes in which despairing mothers either overindulge their children or overpressure them.

Often a father is more involved in living up to his child's expectations than the child is in living up to the father's. To avoid "hurting" children, he shields them from adult power and indulges their impulses. In panic, some weak parents hush up serious misconduct and bribe miscreants with expensive gifts. Then there are swinging parents, who even try LSD with the kids, another form of child abandonment that robs children of adult limits to test themselves against.

From foolish permissiveness to foolish repressiveness, too many middle-class parents career downward from the joys of birth to the final whimper, "What did we do wrong?" The hard answer is that failed parents tend to be failed people who use children for their own emotional hang-ups. They never stop, look or listen to the kids; they never grasp that parenthood is a full-time job. They never see the challenge: teaching a child integrity—the self-respect that makes for strong, kind adults who can cope with life's temptations and who are willing to face the fact that life is a set of problems to be solved.

How to be a good parent? The key is communication. Many parents have no idea what their children really think because they never give them a chance to explain. "Can't you see I'm busy?" is a put-down that ought to be banned from the parental lexicon. "Listen" ought to be tattooed over every parent's heart. Regular "time alone" with parents so that children can unburden themselves is vital. As educator Clark Kerr advises, "Spend time, not money."

Basic to communication is the art of helping children to express, and thus handle, their inchoate feel-

ings. It seldom pays to condemn or reason with an angry child; strong feelings vanish not by fiat but rather by the clarification that occurs in a child's mind when a parent "mirrors" or states his problems for him. To spank a tot who says, "I hate you," is to store up his anger that will augment future misbehavior. A skillful mother listens, says "I know just how you feel," and the child's feeling that someone understands shrinks the anger to a size that he himself can subdue. Reassurance rather than reprimand is often the best medicine for defeat or failure.

However, good parents draw a sharp line between free speech and illegal conduct. How and when to set limits depends partly on the child's age. Nothing makes a small child more anxious than being asked if he "wants" to do this or that. Dr. Benjamin Spock, sometimes accused of permissiveness, firmly advises, "Just do what's necessary." In short: time for bed, lights out, no chatter.

Limits certainly require reasons but, once clearly stated, they should be enforced without exception. Letting a child get away with something that he knows is wrong or dangerous makes him feel that his parents don't love him—and rightly so. Old-fashioned as it may seem, children still need discipline and guidelines.

"Discipline comes from being a disciple," says psychoanalyst Bruno Bettelheim; both words come from the Latin word for pupil. Children become disciples of parents who enjoy and back up one another; whose mutual respect and ungrudging praise for work well done makes children draw a positive picture of themselves. But the approach must be genuine; the young mind is quick to spot the phony.

In disciple families, "no" is said as lovingly as "yes." The children learn to wait; the parents refuse to buy them this or that until they prove themselves mature enough to use it wisely. Allowances are given not as a dole, but to train children in budgeting. Little girls are not pushed into premature dating; the parents couldn't care less that "everybody else does it."

One way to help build a disciple family is to make sure that parents and children never stop doing meaningful things together. Family games, hikes, building projects and political debates—such activities underline adult skills that children then naturally want to have. Just because evening meals get tense is no reason to quit them; there is no better ritual for spotting and curing the tensions.

Many 80-hour-a-week executives might try something else: rejoining their families. In recasting themselves as fathers, they might recast their values and change their lives. Making a living is important, but selling more soap should not destroy the process of raising sons. And why not attack age segregation by putting teen-agers to work teaching tots and nursing old people?

There is no reason for viewing the generation gap as insurmountable; no reason why parents and children cannot learn how to fight for rather than against one another.■

## PART II

Some committeemen  
talk too much -  
without knowing it.  
How to recognize and  
curb this in yourself;  
how to behave when  
you're in a minority.

by Donald and Keith Monroe

Adapted from  
**How to Succeed in Community Service**  
J. B. Lippincott Company

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In Part I we discussed how the new committeeman can comfortably fit into a group. We also told of common mistakes made by committee members. Those blunders are easy to make, but also easy to avoid - when you understand protocol.

One other mistake, however, is ubiquitous and persistent: talking too much.

It's hard for a talker to know how much is too much. Enthusiasm and good ideas are assets to a committee. Good or not, ideas are welcome to any chairman who understands the democratic process. But many a man becomes as gabby as a circus barker without ever realizing it. Logorrhea, like halitosis, is a fault that friends are loathe to mention. How can one detect it in oneself?

If you notice people fidgeting or staring into space when you talk, you talk too much. If a chairman politely cuts in - "We appreciate the contributions you've made, but I suggest you hold your other points until later," or if you are several times asked to speak briefly, it may dawn on you. A major offender will sooner or later be chided by the chairman or someone else, or quietly dropped. But even when you're aware of your bad habit, it's hard to correct.

Eugene Peckham in his **Dyna**helps for Democratic Leaders offers prescriptions to people who realize they talk too much and want to cut down. One is to put their thoughts in writing before they speak. This makes them clarify and condense and gives other people more time to be heard.

### Ask a question— lower voice

Another is to ask a question rather than launch into a statement. The question can be framed to draw the statement out of someone else, usually in shorter form.

A third is simply to lower the voice. "The chances are you have a strident voice," Peckham says, "or you wouldn't so successfully overwhelm others who want to talk. Turn down your volume."

The garrulous are chronic interrupters. "Practice yielding," Peckham says. "When someone tries to

interrupt you, let him. When a silence falls, wait for someone else to break it."

If you can do that, you've kicked the habit.

### If you're in the minority

Harmony is sweet. It's almost indispensable to teamwork. But harmony is a matter of atmosphere - friendliness rather than hostility. It doesn't mean that members always agree.

In fact, a good working rule is that majorities are usually wrong - at first. New ideas stick in the craw. Old ideas seem sacred. Emotions and personalities trample logic. Vital facts are often invisible (no committee ever has all the facts).

Therefore, it's a duty of a good committee member to question everything silently and to speak out when answers continue to elude him. Why is this being done? Why this way? Are there better ways? Are pertinent facts ignored?

Most of us shrink a little from asking such questions. We know our colleagues prefer to feel that everyone agrees with them. As Ordway Tead points out, even in the midst of disagreeing, most of us abhor disagreement. For the sake of peace and the approval of others, we tend to keep quiet. But in our stronger moments we remember Abraham Lincoln's stern reminder, "To sin by silence when they should protest makes cowards out of men."

Your protests can be couched as mild questions, thus ruffling fewer feathers. A question can be a welcome stimulant to a fair-minded committee. Figuring out the answer may lead people to change their view. On the other hand, their answer may explain their view so you yourself agree with it.

### Cracking tough nuts

But, sometimes your quizzing will leave you still in disagreement. What then?

First, of course, you need to re-examine your own thinking. How does it look from the other side. Are you sure of your facts? Is your opposition based on a pet theory or a pet peeve. Our own



rationalizing has a way of sounding very rational to ourselves. Try to think it out and perhaps talk it out with some frank friend, before you plant yourself firmly in a minority stance.

Having done all this, don't back down because the majority is unmoved. If the good of your group demands that the others change their opinion, it's up to you to persuade them. How you'll do it depends on the situation. There are times to fight, times to explain, times to conciliate.

### **Be a John Brown**

Sometimes the majority is merely apathetic. The boys' work committee of a service club was plodding comfortably along, taking a few orphans to ball games and giving them a Christmas party. But one member, John Brown, got excited about the work of a youth center in the worst part of town. It faced bankruptcy. He urged his committee to dash to the rescue. But the other committeemen thought this too much trouble for a small group of boys.

It was John Brown's fiery, table-thumping enthusiasm that finally broke them down. He told stories of boys the center was helping. He reminded them that these boys' parents would never support such an enterprise. "That's why it's a blighted area," he barked. "These kids will rot in the alleys if we let the center close."

He advocated a bigger, stronger center, which the service club could promote. To clinch it, he had figures at his fingertips. He proved that all this could be done with the committee's available budget. He swept everyone along with him, and the club eventually took deep pride in the project. But if Brown had been quiet and patient, the youth center would have died.

### **Or a Chinese fighter**

Sometimes it's better to roll with the punches and conciliate an angry majority rather than fight it. (A Chinese proverb says, "By fighting you never get enough, by yielding you get more than you expected.")

For example, a church board was told, correctly, that a Scout troop chartered by the church had broken new chairs in the recreation hall and had torn the carpet. The board exploded. It decreed that the troop must meet elsewhere.

Boys will be boys, as their fathers know. Two fathers were on the church board. They also knew that the elderly majority of the board would not consider boyishness an extenuation for damaged property. So these minority members counseled with the Scoutmaster and his troop committee and later with the Scouts.

All hands were ashamed of the damage, eager to fix it, and glad to promise that rough games would henceforth be played only outdoors. This news was taken to the church board. In addition, the troop proposed to include service to its sponsor as part of its activities in the future, beginning by rebinding the church's old hymn books. This compromise mollified the board, so the troop wasn't banished.

### **Fall back and regroup**

Now let's examine the minority member. He isn't always right, although the human brain is so constructed that he usually thinks he is. And even when he is, sometimes surrender is smart. Being a loyal loser isn't always cowardly. It may be better to let a group make a mistake than to try to stop it.

For example, a Y.M.C.A. leader planned a camping trip to a lake where canoes were available. But an unsupervised canoeist had drowned there in the recent past. So the camp committee was dead set against any canoeing for its boys. The leader was saddened, because he was an expert aquatics man and a strict enforcer of safety rules. He might have forced the committee to let them use canoes by threatening not to go unless they did.

But he applied a lesson of history pointed out by Liddell Hart in his book **Strategy**: "The most satisfactory peace settlements, even for the stronger side, proved to be those made by negotiation rather than by a decisive military issue." The camp leader knew that imposing his will on the committee might make them so angry that they wouldn't work with him in the future. He dropped the issue. The canoes weren't worth a major battle. A year later the committee let him use them.

Before you force an issue, ask yourself: Is a principle at stake?

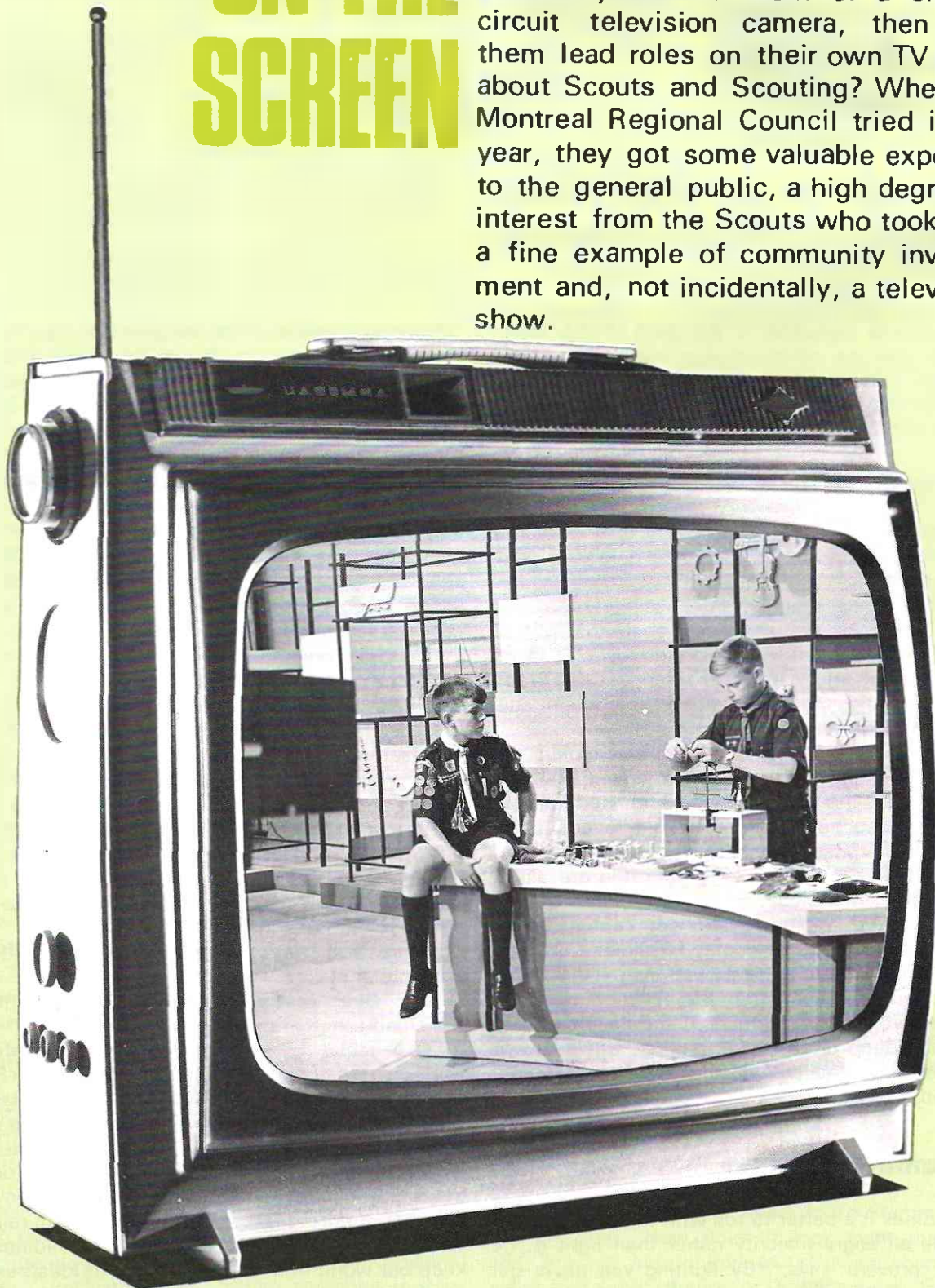
H. A. Overstreet's **The Mature Mind** points out the significance of this question:

On a tablet in front of the Old South Meeting House, in Boston, are words that describe our Revolutionary forefathers as "worthy to raise issues." They knew which things were important and which were unimportant. A person has to be mature to be worthy to raise issues. Most of the small frictions in life that destroy mutual confidence and enjoyment come from raising issues that are not worth raising - and most of the social inertias and timidities that keep our world from moving toward its ideals express a reluctance to raise issues that should be raised.

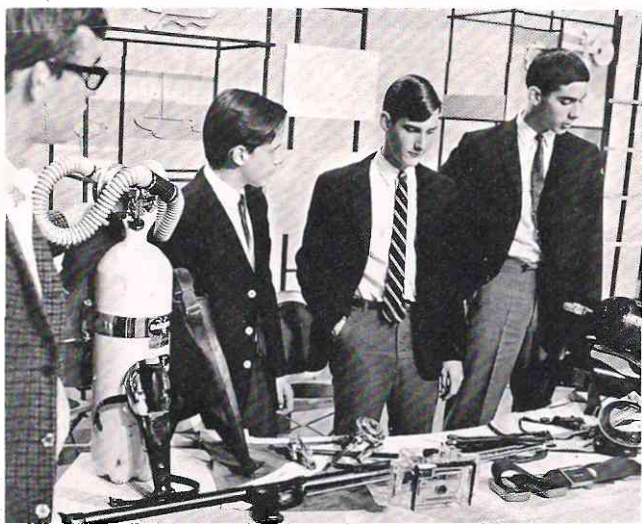


# SCOUTING ON THE SCREEN

What happens when you take 17 Scouts and Venturers, put them through some dry runs in front of a closed-circuit television camera, then give them lead roles on their own TV show about Scouts and Scouting? When the Montreal Regional Council tried it last year, they got some valuable exposure to the general public, a high degree of interest from the Scouts who took part, a fine example of community involvement and, not incidentally, a television show.







It's 2:30 on a Saturday afternoon, the television is turned to Channel 12, CFCF TV in Montreal, and the boy in the Scout shirt on the screen has just finished introducing this week's "Scout News," one of the regular segments of **Scouting '68**, the first weekly TV program of Boy Scouts of Canada. During the next half hour the camera records a variety of activities — there's a lively film about Scout activities on the site of Man and His World at Montreal last summer, narrated over an upbeat musical background of Expo '67's theme song, "Hey There, Say There." Then there's an interview with two very knowledgeable model railroad enthusiasts, aged twelve and nine respectively — their interviewer is a self-assured young man about 14 or 15 with a chain medaillon hung casually over his turtle-neck sweater. To finish off this week's program, there's a film of a super-active Cub pack turned loose to roam over the Canadian Railway Museum at Delson, P.Q.

This was a **Scouting '68** TV show, and during the entire program there wasn't an adult to be seen anywhere on the screen.

This boy-oriented project originated during Centennial Year in the minds of two Montrealers who have been involved with young people and their activities for many years — R. K. Groome, the President of the Montréal Regional Council and Ted Zeigler, a well-known young people's personality who has appeared often on national television programs. Preliminary work was done on content and concept of the show, and then Boy Scouts of Canada took the idea to a privately-owned Montreal TV station, Channel 12, CFCF. The professional television people at CFCF agreed to do two pilot shows to see if the project was really feasible, and to make an analysis of how much it would cost.

The two pilot shows were well-received and CFCF gave the Boy Scouts a green light to go ahead with production of the new series. CFCF, a station that believes it should be involved as much as possible with the community it serves, absorbed all its own production costs for the show as their contribution to its success. They also opened two one-minute commercial time slots in the program so that the Boy Scouts could recruit a sponsor to help defray

the costs of production (an advantage not usually enjoyed by similar programs). Another member of the community became involved at this point — Seven-Up (Montreal) Ltd., the first prospective sponsor approached, agreed to underwrite the cost of the program and **Scouting '68** was launched.

Since it was to be a program for youth, by youth, it was decided to use young people in the show as much as possible. Seventeen Scouts and Venturers (chosen from about 100 applicants through auditions) did all the announcing and interviewing on the show and all research for their interviews. Nervousness in front of the camera was a problem with the young performers at first, but they overcame it rapidly, with the aid of rehearsals in front of closed-circuit cameras at CFCF studios. And as Pirie Mitchell, the producer of the show and a Scout executive from the Quebec Council says, "We were very lucky to have Bill Burroughs from CFCF as the show's director. He's had a lot of experience with children's shows and relates extremely well to kids."

The show covered a wide range of interests in its 13-week series — everything from technical sports like judo, wrestling and weight lifting, interesting hobbies such as lapidary (gem cutting), stamp collecting and taxidermy, to a segment called "Scouting in the Community," which looked at some of the activities Scouts are carrying on within their own communities.

The shows were taped in advance, at night or on weekends to avoid school problems with the cast, then shown over the 13-week schedule. Discussions are now being held to decide what **Scouting '68** will look like in '69 — there's a possibility that the series will be extended to 26 or 39 weeks next year.

After the series ended, the Montreal Council brought together the Scouts and Venturers who had taken part and asked for criticism and suggestions. They had criticisms to make about some of the problems they had encountered during the show — not enough time for interviews on complicated or technical subjects; not enough action in the interview segments; a strong feeling that the show had been too formal in its approach. Young people, they said, should be included in the planning sessions for every show. Everyone had opinions and suggestions for improvement to offer, but they did feel that the show had provided a valuable image change for Boy Scouts of Canada.

How do you measure what the show has accomplished for Scouts and Scouting in the Montreal area? Perhaps by public reaction. The Montreal Regional Council reports there's been a lot of it, everything from "We thought it was an excellent show and our two children enjoyed it very much," to "Why aren't all the boys in Scout uniforms?"

To the Montreal Council, production of the show has been a fine demonstration that community involvement really works. Says one member of the council, "It has proved that people within the community will support the Boy Scouts; we need only ask their support." ■

# BOY SCOUT TODAY COULDN'T MAKE IT IN MY DAY IN '29

by Jack Scott Reprinted with permission of The Toronto Star



N. H. Q. Museum

10

The immediate question that arises as the result of the weekend affair at the Boyd Conservation Area is simply this: Can Scouting, as we know it, survive it?

I don't want to be an old spoil-sport, but as a member of the Snake Patrol of 1929, as a Scout who once very nearly made fire by rubbing two sticks together, as a Scout who could instantly tell you where north or south lay by studying the moss on trees and looking up the booklet on the subject, I am entertaining grave doubts.

Here were no less than 1,800 Boy Scouts from the United States and Canada, mainly Philadelphians and Torontonians, bivouacked along the Humber River in a hands-across-the-border jamboree and about all that I could recognize from my days as a Snake was the left-handed handshake.

Do you know how Boy Scouts cook these days? They cook on aluminum foil over manufactured charcoal or on a Coleman stove (I saw one American boy lighting his with a Dunhill lighter). They are issued at quartermaster stores with pre-cleaned, foil-wrapped potatoes and an instructional pamphlet that says "sausages should be turned regularly while cooking and should be cooked reasonably slow." (A Snake who didn't have everything cinder-charred to ingot consistency wouldn't feel he'd really been to camp.)

## GOOD OLD SCOUTS

Do you know who led the singing around the old camp fire? Pierre Berton, that's who. Do you know who enter-

tained the lads when old King Scout Berton was reluctantly catching his breath? Old Scouts Wayne and Shuster of the 59th Troop, that's who. Good old Scouts, sure, but whatever happened to owl-imitations? And can Scouting really survive Pierre Berton?

Do you know how the American Scouts were paired off with the Canadian Scouts? I swear to you on the Scout Oath ("I promise to do my best to love and serve God, my Queen, my country and my fellow men") that they were paired off by giant UNIVAC computers programmed with each Scout's personality quotient! (Snakes always paired off through a kind of osmosis and sense of smell, absolutely infallible.)

Do you know what has replaced fire-making and moss-studying? Barter, that's what.

It was a weekend that may cause the introduction of a new proficiency shoulder patch to be called "Wheeling and Dealing."

## 'ROBBING THEM BLIND'

A small Canadian Scout who had just coolly moved a Canadian Centennial silver dollar for a crisp U.S. fiver told me, "We're robbing them blind."

A large U.S. Scout who had just suavely swapped a wedge cap for a genuine leather belt told me, "These Canadian guys will be lucky if they get home in their underwear." (Snakes traded marbles, milk-bottle tops, horse chestnuts and dead mice.)

It just seemed that everywhere you

went there was a sight to shake an old Snake to the very core.

Under the frosted hoop of a harvest moon, the rolling beat from transistor radios drowned the lambent mating calls of the hoot-owls, if, indeed, they had not already fled, hooting.

There was a telephone switch-board bringing instant communication to each corner of the bivouac. There was a press tent, for heaven's sake! There were flush toilets, a first-aid post, canned pop and candy bars.

## ADMISSION OF GIRLS

In the headquarters tent I sat, in deep shock, listening to some of the leaders discussing the admission of girls into certain Scout groups, a decision to be ratified next week by the U.S. National Council. *Girls in the Scouts!* What mischief will this cause when the giant UNIVAC computers start digesting that?

Well, having asked the questions, perhaps now I'd better answer them.

And the answer would seem to be that what happened at the Boyd Conservation Area was a rather special exercise in international neighborliness, that, yes, when they're back home, Scouts still light fires without matches and find their way by moss on the trees and do everything that the Snakes ever did and, what's more, more of them are doing it than ever before.

Or, as Troop Leader Johnny Wayne of the 59th was moved to remark: "Things change, but the Boy Scout seems as good as the original model." Spoken like a real Snake, I must say. ■





# CHALLENGE

# 'EM

# TO

# WINTER

# FUN

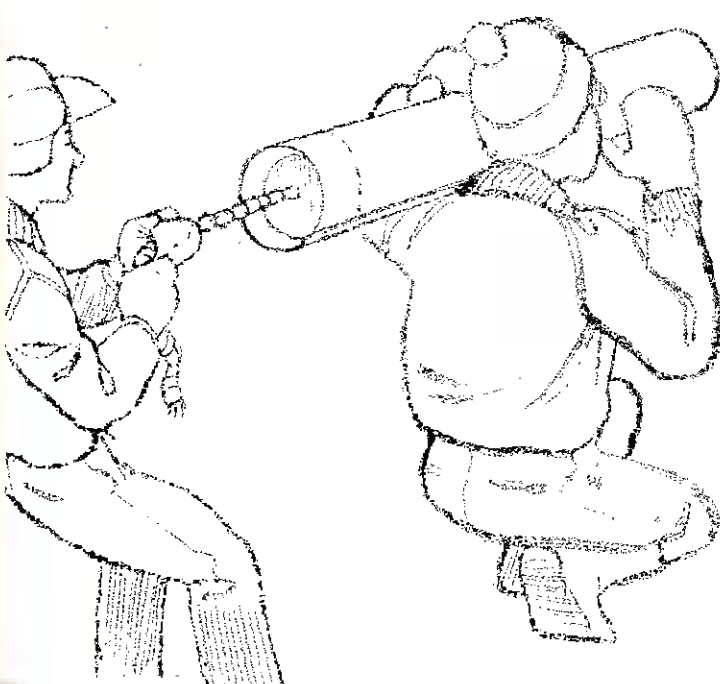
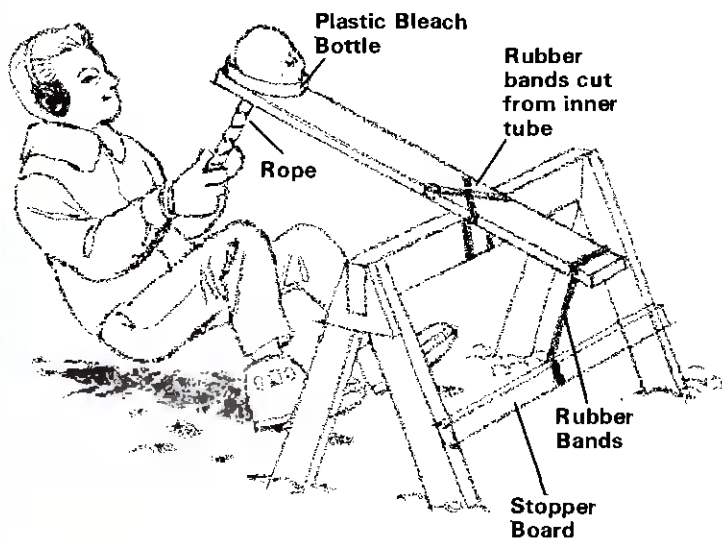
D.H. SWANSON

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Snow Time outdoors shouldn't mean No Time outdoors!! Boys respond to outdoor activities that provide:

**fun, a test of skill, prestige,  
new experiences.**

Winter provides an excellent time to test out some of the things learned when the grass was green and the sun was warm. Fire lighting, first aid, use of a compass, map reading, lost procedures, cooking and even the selection of clothing take on new dimensions. The decision, to give-in-and-stay-in, or meet the challenge of Canada's winter is for you and your boys to make — which is it?



## CHALLENGE 'EM TO BUILD A BETTER SNOW FORT

Let's build a snow fort to end all snow forts!! Sounds great - but how? Well, here's one approach.

First we need a "snow block form." We can make this from scrap pieces of plywood and two by two. We'll need:

- 2 sides  $3/4'' \times 18'' \times 24''$
- 4 pieces  $2'' \times 2'' \times 28''$
- 2 ends  $3/4'' \times 18'' \times 18''$
- 2 pieces  $2'' \times 2'' \times 23\frac{1}{2}''$

The form is held together by drilling a hole through the  $2 \times 2$ 's where they interlock and using something like a 6'' spike as a pin. The drawing, which is not to scale, shows the assembly of the form.

The snow is tamped into the form—the pins are pulled out—the sides are then removed—result: one block. (If the snow is too powdery—experiment with dampening with a small amount of water.)

Once you have built your fort, you may want to develop some defence machines worthy of such a fortification. Here are a couple of ideas:

### Snowball catapult -

Material (1) Piece of  $2 \times 4$  (the length is dependent on the size of sawhorse).

- (2) Bottom  $1/4$  of plastic bleach bottle
- (3) Old inner tube
- (4) Sawhorse
- (5) Rope

1. Nail the bleach bottle to one end of the  $2 \times 4$ .
2. Cut the inner tube into 2'' bands.
3. Use two of the bands to hold the  $2 \times 4$  against the sawhorse.

The catapult operates by pulling the arm down with the rope, loading the bottle with snow balls and releasing the rope. You will have to experiment with:

- (1) the number of bands needed
- (2) placement of the stopper board
- (3) anchoring the sawhorse.

### Snowball muzzle loader -

Material (1) A length of 8'' to 10'' stove pipe

- (2) 2 bands cut from inner tube
- (3) Scrap plywood
- (4) Length of  $1/4''$  rope
- (5) Bottom of plastic bleach bottle (must fit inside stove pipe)

Assembly:

1. In the piece of plywood, cut a circle to fit into one end of the stove pipe.
2. Drill a  $3/8''$  hole in the centre of the circle.
3. Fasten the circle in one end of the stove pipe.
4. Attach one end of the rubber bands to the plastic bleach bottle and the other end to the stove pipe.
5. Attach the rope to the bleach bottle.
6. Feed other end of rope down stove pipe and through  $3/8''$  hole in plywood.

Firing instructions:

Pull rope until plastic plunger is against the plywood stopper. Load snowball into muzzle. Point at enemy fort and release rope.

Consideration must be given to the use of these. They are intended for storming a fort and not man-to-man snowball fights.



### CHALLENGE 'EM TO SAFE WINTER DRIVING

Winter brings its own special hazards and problems to the skilled or unskilled driver. A check with your local Automotive Association, police or even Chamber of Commerce may make it possible to provide a "safe" experience with winter driving hazards. A vacant parking lot, some bales of hay, one or two "older" cars and a little imagination and ingenuity will provide the drivers with experience in dealing with such things as stopping on ice, starting on a slippery road, changing a tire, the use of chains.

### CHALLENGE 'EM TO PROVIDE WINTER SERVICE

This can take so many forms that it staggers the imagination. Some of the things that can be undertaken are: clearing sidewalks of elderly peoples' homes, your Council office, invalids; "learn to skate lessons," snowshoeing for the small fry.

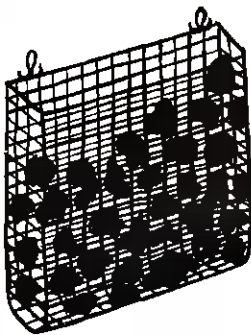
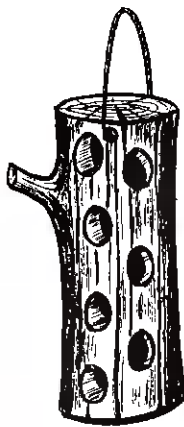
### CHALLENGE 'EM TO AN INTEREST IN NATURE

The development of a bird feeding station can provide many hours of pleasure as well as being educational. Encourage boys to undertake this activity and learn to identify the various birds that use the feeders. One caution that should be kept in mind—the birds quickly come to depend upon the feeder as their food source, particularly in the winter. It is cruel to suddenly drop the project after a few days because this may mean the starvation of the birds that were using the station.

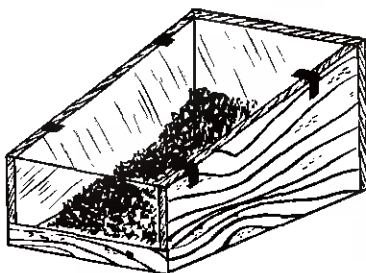
Bird feeders can be made in a variety of forms:

#### Suet holders:

Drill a number of holes in a small log. Fill the holes with suet.

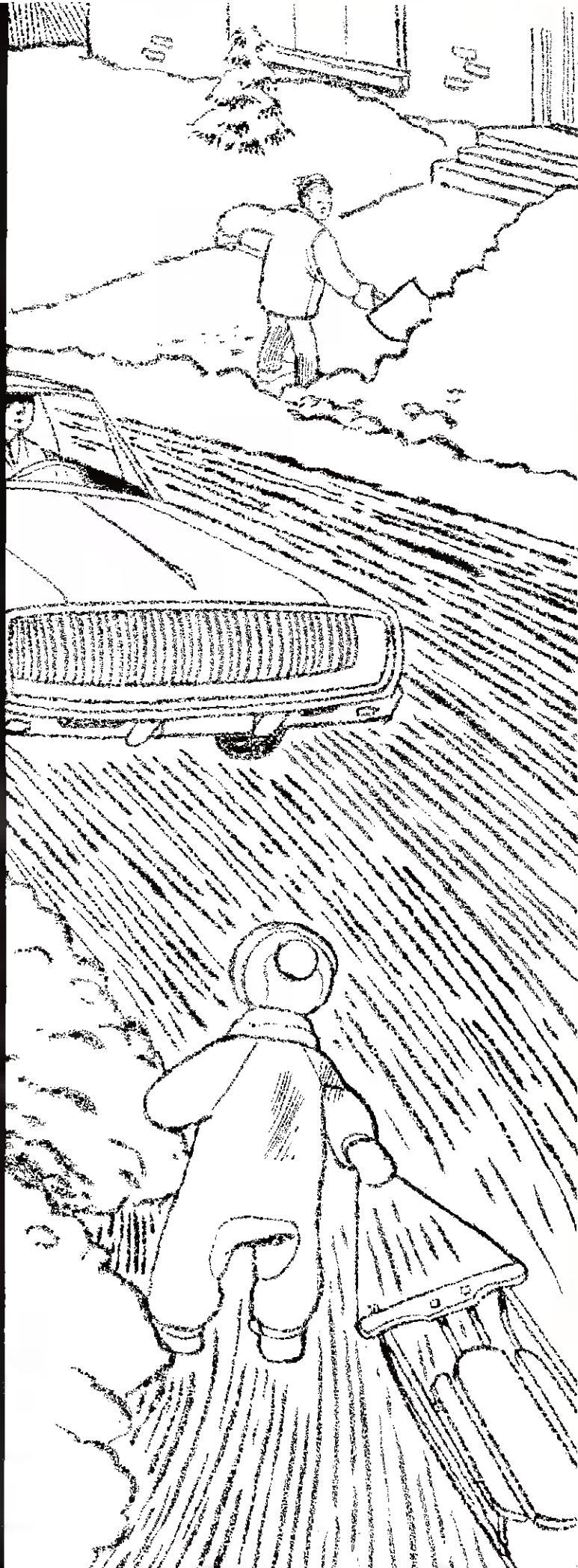


Make a metal basket from heavy mesh screen. Fill with blocks of suet or rendered meat fat.



A simple box structure with a glass top can be set in the window where you can watch the birds.

References: Way to the Stars  
Golden Book of Crafts and Hobbies  
by Ben Hunt.





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## CHALLENGE 'EM TO RACE TO THE NORTH POLE

This can be part of an overnight camp or a one day outing. It is basically a hike with equipment carried on sleds or toboggans. The boys can travel in teams or in the section's units of operation (sixes or patrols). Each team is provided with a map showing the location of the North Pole. Along the route teams deal with situations in keeping with the theme—such things as frost bite (how about finding a lost boy on the route with simulated frost bite?), preparing a hot meal, broken bones, sled through the ice (requires building a fire to dry clothes - wet clothes carried in plastic bag?). An adult can travel with each team as an observer but must not in any way assist the teams. First team to arrive, set up camp, build a fire, prepare a hot cup of coffee, is the winner.

Teams could be scored on clothing selection, packing sleds, skill in handling situations, team work on the trail.

Reference: Canadian Scout Handbook

## CHALLENGE 'EM TO READ THE WEATHER

Wind and temperature combined can result in frost bite, chilling and freezing. The Way to The Stars and the Canadian Scout Handbook have the details required to build your own weather station equipment. Use these in conjunction with the wind chill chart. Compare with weather office reports.

**TO READ THE WIND-CHILL TABLE:** Estimate the wind velocity in miles per hour from the table above or other data, such as Weather Bureau forecasts. Read, estimate, or get probable lowest temperatures from forecasts. Locate wind speed in left-hand column and read right to column for thermometer reading or forecast temperature -- number will indicate effective equivalent temperature.

**WIND CHILL ON DRY BARE SKIN** (Read as equivalent temperature at 8 mph.)

| Estimated<br>Wind Speed<br>in mph)                                      | Actual Thermometer Reading (°F.)           |    |    |     |     |                   |     |              |      |      |
|---|--|----|----|-----|-----|-------------------|-----|--------------|------|------|
|   | 50   | 40 | 30 | 20  | 10  | 0                 | -10 | -20          | -30  | -40  |
|   | EQUIVALENT TEMPERATURE (°F.)               |    |    |     |     |                   |     |              |      |      |
| calm  | 50   | 40 | 30 | 20  | 10  | 0                 | -10 | -20          | -30  | -40  |
| 5   | 48   | 37 | 27 | 16  | 6   | -5                | -15 | -26          | -36  | -47  |
| 10  | 40   | 28 | 16 | 4   | -9  | -21               | -33 | -46          | -58  | -70  |
| 15  | 36   | 22 | 9  | -5  | -18 | -32               | -45 | -58          | -72  | -85  |
| 20  | 32   | 18 | 4  | -10 | -25 | -39               | -53 | -67          | -82  | -96  |
| 25  | 30   | 16 | 0  | -15 | -29 | -44               | -59 | -74          | -88  | -104 |
| 30  | 28   | 13 | -2 | -18 | -33 | -48               | -63 | -79          | -94  | -109 |
| 35  | 27   | 11 | -4 | -20 | -35 | -51               | -67 | -82          | -98  | -113 |
| 40  | 26   | 10 | -6 | -21 | -37 | -53               | -69 | -85          | -100 | -116 |
| Wind speeds<br>greater than<br>40 mph have<br>no additional<br>effect.) | Little Danger<br>(to properly clad person) |    |    |     |     | Increasing Danger |     | Great Danger |      |      |
|   | Danger of Freezing Exposed Flesh           |    |    |     |     |                   |     |              |      |      |

Try testing the time it takes water to freeze, exposed to the wind and sheltered.

## CHALLENGE 'EM TO WINTER ACTIVITIES

Snowshoe hikes, ski meets, sled races, skating parties, power toboggans, provide approaches to a day of fun and adventure in the winter. Prepare fire lighters (roll newspapers, tie, cut into short lengths and dip in melted paraffin—cut old lengths of rope into 3" lengths, unravel and soak with linseed oil—candle stubs—bundle half dozen wooden matches and dip in melted paraffin) and test their effectiveness while out on a hike.■





Ask for these books at your favourite bookstore or library.

## scouters bookshelf

**McNAUGHTON** by John Swettenham, 370 pages. The Ryerson Press, \$10.00.

The many lives of General Andrew George Latta McNaughton are reviewed in this authorized biography of one of the best known Canadians of our time. Covering the period 1887 to 1939 (1939 to 1967 in preparation) we meet McNaughton the scientist, inventor, soldier and statesman and become aware of his many contributions to the progress of Canada. Born in New Brunswick in 1887, he graduated from McGill and lectured there in mathematics and engineering prior to World War I. During the war he rose from the rank of captain to become, at 31, the youngest brigadier-general in the Allied forces through his proficiency with heavy artillery. Following the war, he remained in the army and in 1929 was appointed Chief of the General Staff. During this period he was concerned with such varied projects as civil aviation; the opening of Canada's north, the St. Lawrence Seaway and the invention of the cathode ray direction finder, forerunner of radar. In 1935 he became president of the National Research Council.

**HOG DOG COOKBOOK** by Murray Handwerker, 95 pages. George J. McLeod Limited, \$1.00.

A great stand-by of the backyard cook, Scouts on a hike and the harried housewife is the hot dog and it is usually boiled, grilled or broiled. But this book shows how the lowly "dog" can be used in the role of an appetizer, a lunch meal, main dish, casserole, a feature of continental cuisine, a soup element, a barbecue delight and a salad treat. The author, owner of a business that sells eight million hot dogs a year, outlines 136 different ways to prepare it for a meal or snack.

**GORDIE HOWE: NO. 9** by Jim Vipond, 157 pages. The Ryerson Press, \$4.50.

GORDIE HOWE: NO. 9 is the well-told story of a Saskatchewan boy who has become a legend in his own time. With 22 years in the National Hockey League, he now establishes a new record everytime he steps on the ice. At age 40, he still manages to stay in the top ten scorers and leave many younger men behind. This book follows him from the farm to fame.

**THE FATHER'S BOOK** by Ted Klein, 392 pages. George J. McLeod Limited, \$10.00.

A common sense, encyclopaedic guide on how to be a successful father, whether you are a father-to-be, an absent or step-father or the father of one or a dozen. Subjects included in 18 well-indexed chapters cover: what father should know about heredity and childhood diseases; what he should tell his children about sex and dating; his role in play and sports, discipline, money management, religion, grandparents, accidents and first aid.

**HEROES OF HISTORY** by Winston Churchill, 192 pages. McClelland & Stewart, \$5.95.

Selected from Churchill's four-volume masterpiece, "HISTORY OF THE ENGLISH-SPEAKING PEOPLES" are these 16 heroes and heroines of the great man himself, plus a profile of Churchill from his autobiographical writings and speeches. Told in Churchillian prose are the stories of Alfred the Great, William the Conqueror, Richard Coeur de Lion, Joan of Arc and Lord Nelson, to name only a few. The book contains 15 full colour illustrations that open to double-page spreads. There are also many line drawings and maps. An ideal gift for young and old.

**100 YEARS OF CANADIAN FOOTBALL** by Gordon Currie, 192 pages. General Publishing Co. Ltd., \$5.95.

With the greatest of all Grey Cup games still fresh in the minds of most football fans, Gordon Currie's story of Canadian football is timely. Well researched, it traces the history of the game from its inception--an import from England--to its present popularity in Canada. The story is well-supported by many fine photographs.

**SOME MORE TELL ME WHY** by Arkady Leokum, 478 pages. George J. McLeod Limited, \$5.95.

This is the third TELL ME WHY book based on the nationally syndicated newspaper feature and like its predecessors is a storehouse of useful information. Answering hundreds of different questions so often asked by children, it is a valuable and interesting reference work. Well-illustrated with many line drawings.

**THIS BAFFLING WORLD** by John Godwin, 412 pages. George J. McLeod Limited, \$8.75.

Well-illustrated with over 150 photographs plus maps and documents, THIS BAFFLING WORLD details mysteries that continue to confuse and baffle the scientific world. Every story will make good telling at your campfire programs. They include: the Loch Ness monster, Nova Scotia's Oak Island treasure, the Abominable Snowman, Asia's firewalkers and the disappearing squadron, to name only a few.

**P.O.W.--TEN WORLD WAR II ESCAPES** by Douglas Collins, 310 pages. George J. McLeod Limited, \$7.50.

The amazing World War II experiences of Canadian television journalist Doug Collins are like something from the pen of a fiction writer. During his four years in German, Hungarian and Romanian prisoner-of-war camps, he made ten attempts to escape and although he failed to make the Allied lines, he and his companions never gave up trying. Freed in 1944, he had the satisfaction of being back with the British Army when Germany surrendered. An exciting story, at once both funny and serious.

**CREATIVE HOME DECORATIONS YOU CAN MAKE** by Karen Carlson McCann with Sue T. Garmon, 142 pages. Doubleday Canada Limited \$5.95.

This book was written as a do-it-yourself handicraft book for the ordinary housewife, and contains many useful ideas for dressing up every room in the house by making decorative and useful items with inexpensive materials and simple tools. Many of the simple handicraft ideas could be adapted by Cub leaders for use in their packs. Well-illustrated with step-by-step line drawings and photographs.

**LOGICAL CONSEQUENCES: A New Approach to Discipline** by Rudolph Dreikurs and Loren Grey, 216 pages. General Publishing Company Ltd., \$6.25.

Recognizing the social upheaval throughout the world today, here is an examination of its effect on the child--his rebellion, demand for equality, and inability to adjust to his parents' world--and to the parent-child relationships. The themes of "natural development," a direct confrontation between the child and its environment, and "logical consequences" arranged by the parent, are developed. The authors show that logical consequences is a much sounder approach than punishment, for it removes sudden, unreasonable anger, brings about an intrinsic relationship with the child's act, and looks towards the future instead of the past. ■

by R. J. Roberts  
Assistant Director,  
Program Services.

# LET'S TELL IT LIKE IT IS ABOUT...

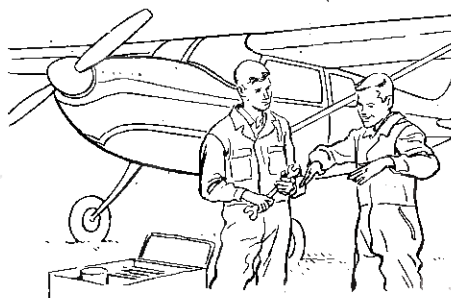
There are now some 10,000 Venturers registered across the country with every indication there will be more than twice that number in the very near future.

In support of Venturing the handbooks for Venturers and advisors and the resource book "Venturing" have suddenly become best sellers, and the pamphlets recently introduced, "Join Us in Venturing" and "Your Son and Venturing," are being snapped up very quickly.

But despite all this action on the Venturer scene, there are still misconceptions and a lot of questions are still being asked. We hope this series of articles on Venturing will clear up the misconceptions, answer the questions—in short, succeed in telling it like it is about Venturing.

## THE VENTURER ADVISOR

The role of the Venturer advisor is so vital to the success of a Venturer company that the importance of his relationship to the company cannot be overstated. Young men of Venturer age can be a fairly independent group, able to do a great many things for themselves. But a capable advisor can help them do many things better and stretch their abilities farther than they themselves imagine is possible. The first big problem any new company faces is how to find the right advisor.



## How to Find an Advisor

The program recommends that Venturers choose their own advisor, but there isn't always an instantly identifiable candidate available. In such a situation, a new Venturer company may need some guidance. It can come from an understanding group or section committee, an efficient sponsor or through the assistance of the district Venturer advisors or support service team. But no matter where the help comes from, young men meeting together as a company for the first time should be encouraged to think about those qualities and skills they feel an advisor should have, and then make a check in the community for a person who seems to meet the specifications.

Adult guidance at this stage can do a lot to help Venturers set up their standards and then indicate some people in the community who could be approached.

Some companies may already have an advisor handy—from the ranks of pack or troop leadership, or a father, a member of the troop or section committee, or a teacher, fireman, or a businessman who would like a chance to take part in this new adult form of Scouting.

Look for an advisor who can relate to young people, be sympathetic to their needs and ready to take an active part in this new happening, Venturing. If he has these qualities, his age or how he earns a living or his academic background will be of secondary importance.



## Get Involved

A good advisor doesn't retire to a corner during meetings, speaking only when spoken to. He must be in the centre of company activities at all times—with a word here, a question there, a joke when the occasion calls for it, a story to illustrate a point, a suggestion that by writing here or calling there a project can be considered from a new angle.

A name dropped into a discussion at the right moment can set a whole chain of events rolling—perhaps it could lead the Venturers to find a speaker or tour a plant or institution or simply send for some literature to help them find out some new facts.

An advisor in a company of younger Venturers may find he has to be fairly directive in the early stages of the life of the company. Company members just up from a troop and used to fairly definite program suggestions can become discouraged if they find there is nothing happening; and it's all too easy for a disinterested member to rapidly become a non-member.

But while a directive approach may be necessary in the beginning to get things rolling, as soon as the company matures enough to be able to handle its own affairs it should be encouraged to do so. A



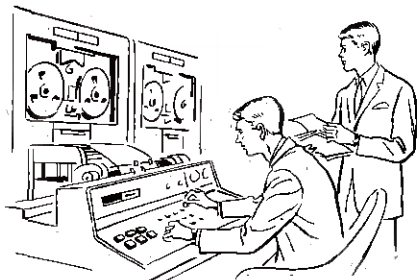
# venturing

Venturer advisor must always remember he is there to help develop the leadership qualities and initiative of the company members, not take over himself. He is always aware of the increasing maturity and ability and integrity of the young men with whom he works; he treats them with the respect they deserve, in turn earning for himself their respect and admiration.

A Venturer company will present a constant challenge to an advisor, because the people who make up its membership are at an age where **everything** is a challenge. Venturers will ask questions, offer suggestions and new theories, often only to test the advisor's reactions or those of the other members. But many more of the questions represent a real search for information, security or identity in the world of ever-changing values that is the "now" of young people today.

This places a serious responsibility on the shoulders of anyone who takes on the advisorship of a Venturer company. An advisor needs to be aware of what is happening in the world as well as in the community. He should have the ability to seek out special help and advice as it is required, although this doesn't mean that he has to be the source of all knowledge himself.

The advisor must be constantly on the lookout for any resources that may be of value to the company today or a year from today. Most of us are aware of the wealth of printed material available on almost any subject from federal, provincial and local governments; there are, as well, the many films, slides and film strips offered to the public by business, industrial or recreational organizations. It isn't too difficult to start making a list of local people who could be persuaded to talk on their favourite subject, business or hobby to a company of interested young men, nor to find out which organizations permit tours of their plants or buildings.



## Be Adaptable

It may not be necessary for an advisor to subscribe to *Mad* magazine to be able to communicate with his Venturers, but he'll probably find that it helps.

The advisor should be prepared to offer advice or sympathy or just intelligent interest on projects

that may range in size from those that occupy the whole company, to a one-man job. He will probably find most of his time spent with the company as a whole, but there will be a need for individual counselling from time to time as well.

An advisor who comes into Venturing after being associated with a pack or troop may find the more flexible company operation takes some getting used to. A Venturer company doesn't have to meet regularly Monday or Thursday every week — its members may prefer two or three meetings one week and then not at all for a couple of weeks; or a Monday meeting one week, Saturday morning the next and Sunday afternoon the following week.

Some of you will remember when a Scout who missed three meetings in a row was dropped from the troop. But if a Venturer misses a meeting because of another activity like a hockey game, hopefully all or some of the company will be at the game cheering him on, or at least be ready to welcome him back to the company with enthusiasm when he does return.



## Girls and Venturing

Activities with girls can play an important part in the life of Venturers. Dances, discussions, tours and service projects are some of the many activities that can be carried out jointly, but even companies who don't become involved in co-ed activities usually end up talking about girls at some of their meetings.

Again the advisor acts as a sounding board against which the Venturers bounce their ideas — and they expect honest answers to every kind of question. The advisor himself or different resource people (some of whom may well be female) can discuss with company members such important matters as grooming, dating, petting, good manners, courtesy and consideration of the opposite sex.

## How to be an Advisor

Being a Venturer advisor is probably the most challenging and exciting position any adult in the Movement ever had, but don't get the idea it's easy or that Venturers run the whole show.

The success of Venturing will depend in many

continued on page 23

This is the second in a series of five articles from a book, "How to Build 5 Useful Electrical Devices." All good projects for Venturers and older Scouts.

# A Secret Electro- magnetic Lock





What is an electromagnetic lock? It is basically a vertical solenoid (a long coil of insulated wire) with an iron rod suspended in the center. The rod is supported by a piece of elastic thread and is arranged so that part of it protrudes above the solenoid. It serves the same purpose as a sliding bolt in an ordinary lock. Power for the electromagnetic lock is supplied by a six-volt battery.

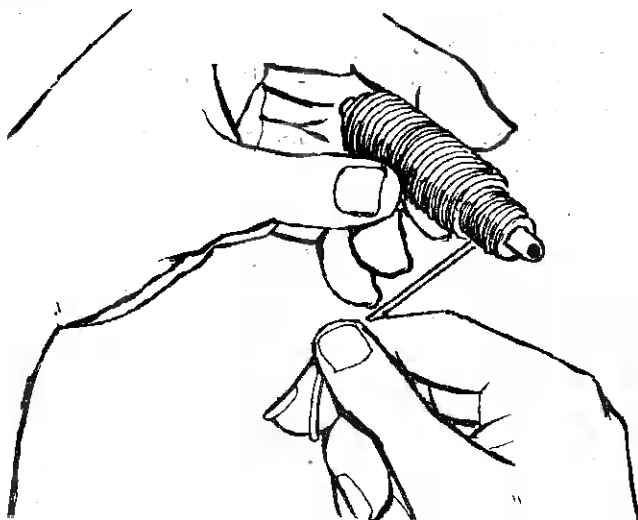
With the magnetic lock mounted on, say, the inside of a drawer near the top, the protruding rod prevents the drawer from being opened. But when two secret terminals on the outside of the drawer are touched, the solenoid yanks the rod down, thus allowing the drawer to be pulled out.

#### How Does It Work?

In 1819 a Danish physicist named Hans Christian Oersted made one of the most important discoveries of all time. He found that electricity flowing through a wire sets up a magnetic field around the wire. The electromagnetic lock is an excellent example of the use of this principle. For when current is made to flow through the solenoid, magnetic lines of force are generated around each loop of wire. Since the loops all turn in the same direction, the lines of force combine. The result is a strong magnetic field that pulls down on the rod which, in turn, stretches the elastic thread. The field lasts only as long as the current flows. Once the current stops, the field collapses; and the rod will then be lifted to its original position by the elastic thread.

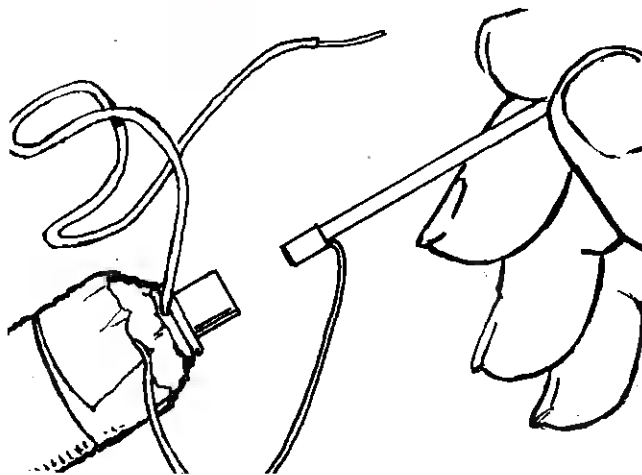
#### How to Build It

**Winding the solenoid:** It shouldn't be too difficult to find some  $\frac{1}{4}$  inch nonmagnetic tubing for the solenoid. Copper, brass, aluminum, or stiff plastic would all work nicely. Any of these would make a sturdy solenoid, yet not become magnetized when current flowed through the coil. But don't use an iron or steel tube, because it **would** become magnetized. As a result, the hanging rod would be attracted to the sides of the tube instead of downward. In a pinch, you could make a workable tube out of the joker from a deck of playing cards. Simply cut it into a 1" by 2½" rectangle, wrap it lengthwise around a pencil, then tape it.



Now begin winding the bell wire around whatever tubing you've decided to use. Be sure to leave enough wire to make circuit connections. Put on about 250 turns, winding back and forth as a spool of thread or a fishing reel is wound. If you have to use more than one piece of wire, splice the wires by twisting the bare ends together. When you've finished winding the solenoid, wrap a foot of tape (any kind) around the entire assembly so it won't come apart.

**Making the Rod:** Cut a two-inch section from the middle of the eight-penny nail, and file off any sharp edges. This will serve as the rod. To support the rod within the solenoid, elastic thread (the kind used in sewing) is recommended because it stretches easily. It will therefore offer low resistance to the magnetic pull on the nail.



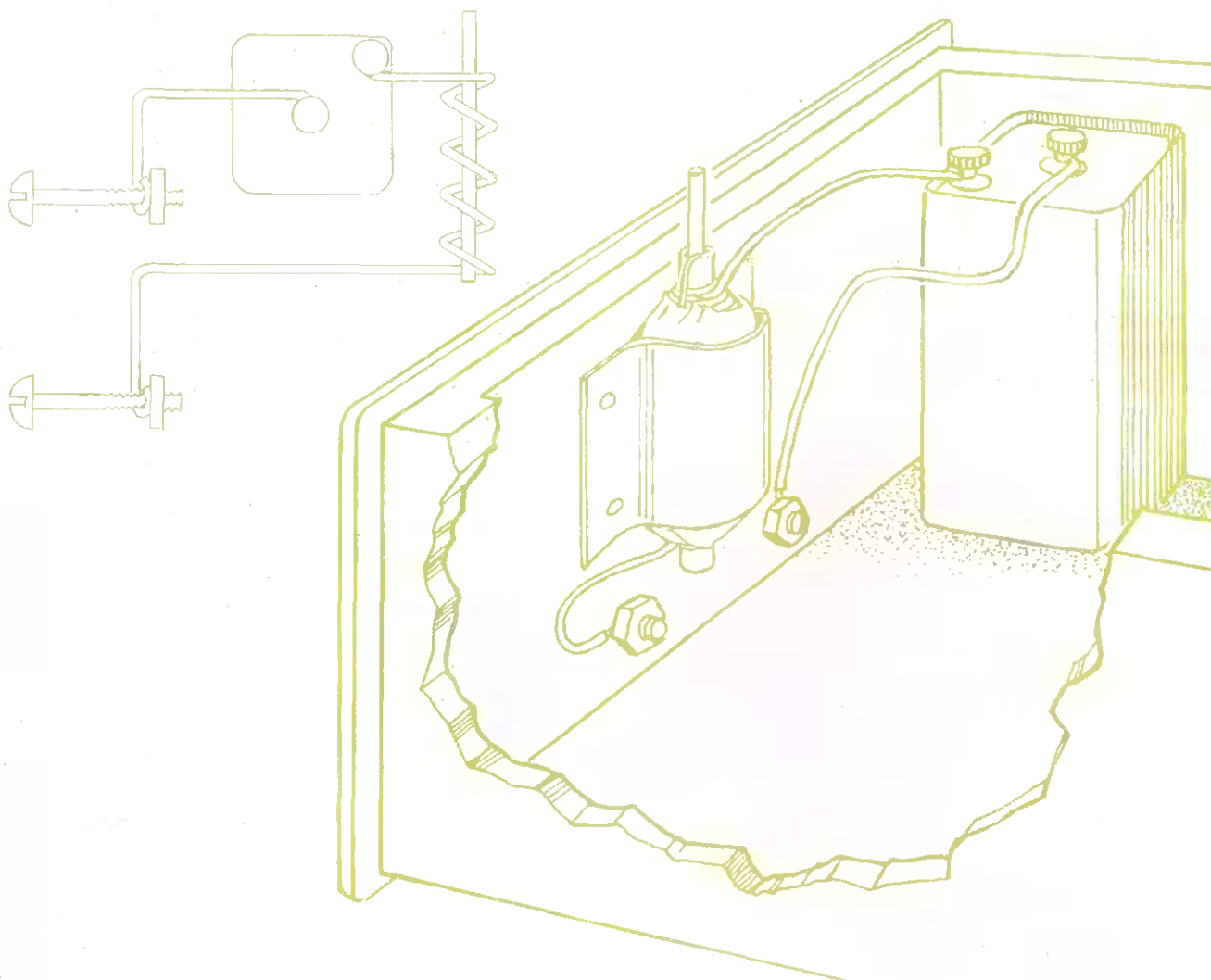
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Lay a three-inch piece of elastic thread next to the rod, side by side. Tape them together at one end, as shown. Then lower the two, taped end pointing down, into the solenoid until only  $\frac{1}{2}$  inch of the rod sticks out the top. Hang the remainder of the elastic over the edge of the solenoid, and fasten it securely with tape. We are now ready to install the secret electromagnetic lock.

#### Installing the Lock

Form the 1½" by 3" strip around the solenoid, bend the ends outward, and punch two holes in each end to receive the tacks. Before mounting the lock, energize the solenoid and measure the distance the rod drops. At this point it might be well to mention that connecting a solenoid to a battery is almost like laying a screw driver across the battery terminals. It could exhaust the battery very rapidly. So each time you energize the solenoid, limit yourself to one or two seconds.

Suppose in energizing the solenoid you find that the rod drops  $\frac{1}{4}$  inch. This means you should locate the lock on the drawer so that the rod extends  $\frac{1}{4}$  inch into the space above the top of the drawer. If there is no space, you will have to gouge a small hole above the lock to receive the rod. When you have positioned the lock properly, tack it in place.



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### Assembling the System

Needless to say, the battery will have to stay inside the drawer along with the lock. Both are connected in series with two secret terminals that come through the front of the drawer from the outside. Serving as the terminals are two machine screws. Wires from the solenoid and battery are attached to these screws with nuts. Nails may also be used as terminals. With nails, however, the wires connecting to them will have to be soldered on.

Anything metallic that can touch both outside terminals at once will be your "electric key." It could be a coin, a Scout knife, a metal-edged ruler. Of course, touching the terminals and pulling on the drawer will have to be done at the same time... and quickly, to conserve the battery.

### Concealing the Terminals

Here are two ideas on how to disguise the outside terminals: You might use two small finishing nails located inconspicuously at opposite sides of the drawer front. Or you could attach some sort of **nonconducting** (cardboard, wood, or plastic) emblem or nameplate to the drawer and use decorative screws or nails as terminals. In any event, no one is likely to guess the secret of how the drawer is locked or what must be done to open it.

Incidentally, when the battery inside the drawer eventually wears out, you can still open the drawer by applying six or more volts to the outside terminals.

### Materials Needed to Build the Lock

- $\frac{1}{4}$ " tubing (nonmagnetic),  $2\frac{1}{2}$ " long
- 35 feet of bell wire
- An 8-penny common nail for the rod (it's about  $\frac{1}{8}$ " in diameter)
- Elastic thread, 3" long
- Tin-can strip to mount lock,  $1\frac{1}{2}$ " by 3"
- 4 tacks
- 2 machine screws and nuts for terminals
- 6-volt battery

"How To Build 5 Useful Electrical Devices" is a publication of the Thomas Alva Edison Foundation. The Thomas Alva Edison Foundation is a non-profit education foundation dedicated to advancing science and engineering education; its primary purpose is to stimulate young men and women to investigate and pursue careers in science, engineering, and technology.

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# SONGS & GAMES FOR BOYS & VISITORS



Next month is National Boy Scout Month and chances are you'll be having a father-son banquet or an open house to show visitors what Scouting is all about. Our songs and games this month should help you entertain your visitors.

If you rehearse some songs with your boys now, they'll know the words by the time your special occasion rolls around next month.

Some of our games can be played by Scouts or Cubs and parents; others are designed to demonstrate special Scout skills, although with a little pre-game tutoring, your guests could compete too.

## OH, HERE'S TO MR.

(The More We Get Together)

Oh! Here's to Mr.

Mr.

Mr.

Oh! Here's to Mr.

He's with us tonight.

He's with us, God bless him;

God bless him, he NEEDS IT,

Oh! Here's to Mr.

He's with us tonight.

(Supply name of guest)

## CUBS ARE ALWAYS HAPPY

(Tune: Yankee Doodle)

Here's to the birds that fly above

And never lose a feather,

I'll stay with the Cubs I love

In any kind of weather.

(Chorus)

Join our busy happy pack,

Always up and coming;

We're the ones that make things spin

And then we keep them humming.

We're on our way, we work and play,

We never fear nor falter;

If any member shirks his job

We'll string him with a halter.

(Chorus)

Cubs are always on the job,

Cubs are always happy,

Never lagging, never shirk,

We always make it snappy.

## A TREASURE HUNT FOR AN OPEN HOUSE

This is a good ice-breaker to open with. Before explaining the hunt, count the guests and divide them into "patrols." The patrols then have short meetings to get acquainted and elect a patrol leader. After the leaders have been chosen, each patrol decides upon its name, that of an animal or bird whose call can be imitated reasonably well. After the patrols have practised their calls, start the game (your own Scouts are, of course, included).

Line up the patrols behind their patrol leaders and start a grand march, during which everybody follows the antics of the march leader. Suddenly a whistle is blown, the music stops, and players scatter and hunt for treasures—wrapped candy and sticks of gum—partially hidden in conspicuous places, that is, hidden in sight where they can be seen without moving furniture.

Whenever a player sights a treasure, even though it is sighted by a previous player, he gives his patrol call repeatedly. When the patrol leader hears the call he runs to the spot and picks up the treasure. Patrol leaders **only** are permitted to pick up the treasure.

In about a half-minute, when the hubbub is at its peak, the game leader suddenly blows his whistle, after which patrol leaders are forbidden to pick up treasures. The line then forms and the march continues until the whistle sounds again for another hunt. This is repeated until nearly all of the treasures are picked up.

# Subscription Price Change

At its meeting in Calgary in October, the National Council authorized a subscription fee increase for non-members of Boy Scouts of Canada receiving **THE SCOUT LEADER** magazine. Effective immediately:

Non-members (Canada) \$2.00

Non-members (outside Canada) 2.50

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### BACK TO BACK BALLOON BURSTING

You can match Cubs against parents in this game. Pick teams of two parents or two Cubs. Have the pairs stand in a line, back to back, with a balloon held between their backs. On signal, they should press together and try to burst the balloon. If the balloon falls before breaking, they drop out. The first team to pop its balloon wins.

### COMPASS POINT CONTEST

Make two compass boards by drawing a circle on a piece of cardboard (one for each compass board) and securing it to a wooden board with brads at each of the eight compass points. Let the brads protrude about 1/2 inch, and mark one point "N" for North. Initial the eight points of the compass on small pieces of cardboard with a small hole in each label.

Line your contestants up in two teams (your guests could participate in this game). This is a team contest in which members (one from each team) compete in placing seven labels (omit North) on the brads quickly and correctly. A contestant receives one point for placing the labels correctly and a second point for doing so first. Winning team is the one with the most total points at the end.

### BLINDMAN'S KNOT

The squad is blindfolded. The Cubmaster passes down the line, holding a piece of cord knotted in one of the Cub knots. Each boy may finger it for 10 seconds to discover which knot it is. The squad is then provided with a cord. At the word "go" each blind Cub makes the knot he considers the right one. The quickest (if correct) wins.

### WE'RE GLAD

(Tune: Auld Lang Syne)

We're glad, so glad, so very glad,  
We're glad you're glad we're here;  
We're glad, so glad, so very glad,  
We're glad you're glad we're here.

Since you are glad and we are glad  
And everybody's gay,  
We'll take our hats right off to you,  
Because we feel that way.

### 'TIL WE MEET AGAIN

(Tune: 'Til We Meet Again)

By the blazing council fire's light  
We have met in comradeship to-night,  
Round about, the whispering trees  
Guard our golden memories;  
And so before we close our eyes in sleep  
Let us pledge each other that we'll keep  
Scouting friendship strong and deep,  
'Til we meet again.

### PACK UP YOUR DUFFLE AND YOUR OLD CAMP KIT

(Tune: Pack Up Your Troubles)

Pack up your duffle and your old camp kit  
And hike a mile, hike a mile and smile;  
Sunshine or rain-pour, never mind a bit,  
Hike boys, that's the style!  
We're going to do no worrying  
For a Scout is always fit, SO  
Pack up your duffle and your old camp kit  
And hike a mile, hike a mile and smile.



# LET'S TELL IT LIKE IT IS ABOUT VENTUR- ING



continued from 16 and 17

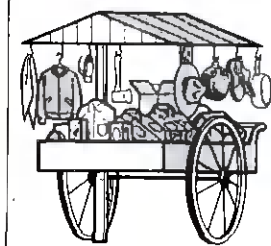
ways on how involved the advisor becomes in the total operation of the company. The advisor must be always ready to stimulate the Venturers by indicating opportunities for really challenging activities. He should make every effort to ensure that while Venturing is very much a search for recognition by young men involved in adult activities, it should be fun, too.

Finally, the advisor, whether selected by the Venturers or wished upon them, must, because of his appointment by the group or section committee and the Boy Scouts of Canada, exercise the qualities of discretion, good judgment, and common sense. He must learn to decide between what should be permitted to happen as a valuable learning experience, and what should not, because it goes beyond the bounds of safe practices, good taste or smooth community relations. And just to complicate things a little more, he must make these decisions in such a way as to remain an important and respected member of the Venturer company.

Challenging — exciting — stimulating — yes, the role of the Venturer advisor is all of these, and it's also visiting the local coffee house, and listening to the current pop songs, and it's having an opinion on Biafra, and girls, and Bob Dylan and the Beatles — it's being involved up to your ears with a fascinating, confusing, exciting group of young people called Venturers.

Have you any complaints, suggestions, comments or experiences with Venturers to share with others across the country? If so, please send them along to R.J. Roberts, Assistant Director, Program Services, NHQ.

## SUPPLY SERVICES



The February 1969 edition of The Scout Leader will convey definite news on the availability of the ADULT LEADER UNIFORM--we hope this will be accompanied by coloured illustrations in the form of an advertisement. It must be emphasized that the wearing of the new uniform is not obligatory and those with the present style may continue to wear it ad infinitum. Supply Services will continue to sell the present style until stocks become exhausted.

In keeping with the approach to leadership set out in the booklet **Pack Operations (Pack Scouters Series)** we wish to announce that the **YELLOW ARMBANDS** for Sixers and Seconds

have been discontinued. The armbands are being replaced by a gold coloured neckerchief slide for Sixers and a silver coloured slide for Seconds. (See announcement in Supply Services News in October 1968 Scout Leader.)

There is every indication that the SCOUT '68 program was accepted with enthusiasm. The unprecedented heavy demand for the support items exceeded expectation and taxed our resources considerably. However, we appear to have "caught up" and most customers have now been satisfied. Thanks for your patience and understanding.

In order to facilitate fitting and to reduce stock requirements, the SCOUT GREEN BERET sizing has been revised and will be supplied as follows, as stocks of the present sizes become exhausted.

Small (6 5/8 - 6 3/4)  
Medium (6 7/8 - 7)  
Large (7 1/8 - 7 1/4)  
X Large (7 3/8 - 7 1/2)

Because of the demand we have extended the range of boys' sizes in GREEN DRILL SHIRTS to include size 15 - 15 1/2. The price will be the same as for the smaller boys' sizes. ■

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# BROTHERHOOD fund

The Canadian Scout Brotherhood Fund assists packs, troops, companies and crews in Canada and abroad which sustain serious loss of property or equipment. It also provides equipment and literature for needy Scouts in underdeveloped countries. Donations may be sent to The Canadian Boy Scout Brotherhood Fund, Boy Scouts of Canada, P.O. Box 5151, Station "F", Ottawa 5, Ontario. Thank you!

The following donations are acknowledged with thanks:

|   |         |
|---|---------|
| West Hants Unit, N.S.   | \$21.34 |
| 1st Simcoe St. James  | 4.32    |
| Laurie Smith, Brandon   | 5.00    |
| Calgary Regional Council, Varsity Acres Community Association       | 21.40   |
| Northern Region, B.C., Yukon  | 67.56   |
| 6th Dundas Group Committee (in memory of the late Douglas Stoakley) | 10.00   |
| R. B. Blizzard, Como (in memory of Mr. R. Pinkerton)                | 22.00   |
| 1st Lake of Bays Cub Pack, Hillside, Ont.                           | 5.00    |
| 3rd St. Catharines Scout Troop                                      | 12.05   |
| 1st Kirkfield, 2nd Kirkfield, 1st Crestview Scout Troops - Winnipeg | 46.13   |
| 1st Gunton Scouts & Cubs - Gunton, Man.                             | 14.45   |
| Prince Albert District Scout & Guide Service - Saskatchewan         | 106.70  |
| Ontario Provincial Committee for Ladies Auxiliaries                 | 217.35  |
| Mohawk Division of Hamilton   | 62.25   |

|  |        |
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| Lucky Lake Cubs & Scouts, Lucky Lake, Sask.                  | 17.33  |
| Port Hope District Council                                   | 42.00  |
| B.C. North Peace District, Fort St. John, B.C.               | 47.00  |
| Sarnia Ladies Auxiliary                                      | 25.00  |
| Mrs. W. Horner, Armstrong, B.C.                              | 10.00  |
| Oilfield District, Chinook Region                            | 14.95  |
| Sherwood District, Greater Toronto Region                    | 70.41  |
| Whitby District Council                                      | 39.18  |
| 1st Lacombe Cub Pack, 1st Lacombe Scout Troop - Alberta      | 50.00  |
| Bedford District Council, N.S.                               | 18.30  |
| Beaurepaire West Scout Group Committee                       | 14.45  |
| 125th Group, Holy Nativity Anglican Church, Calgary          | 25.00  |
| Ven. J. F. Hinchliffe, Fort William                          | 3.77   |
| 5th Flin Flon Group, Manitoba                                | 8.28   |
| Cowichan Valley District, Duncan, B.C.                       | 9.00   |
| Brandon Boy Scouts, Manitoba District                        | 36.25  |
| South View District, Burnaby, B.C.                           | 31.77  |
| Mrs. D. Lachner, Chibougamau, P.Q.                           | 1.00   |
| Pack Scouters Training Team Course, May/June, 1968 (Ontario) | 12.00  |
| Northern Region, B.C., Yukon                                 | 4.66   |
| 1st Erindale Group, Green Acres Region                       | 24.15  |
| 1st Ontario Jamboree Scouts Own                              | 231.75 |
| Alberta Provincial Headquarters                              | 9.07   |
| Castlegar Group Scouts Own                                   | 31.50  |
| Nova Scotia Scouter's Conference                             | 65.99  |
| Anonymous  | 1.00   |



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