

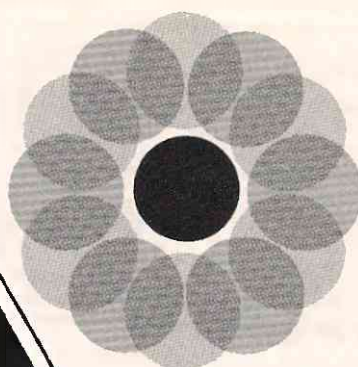
the scout leader

VOLUME 46 NO 7 MARCH 1969

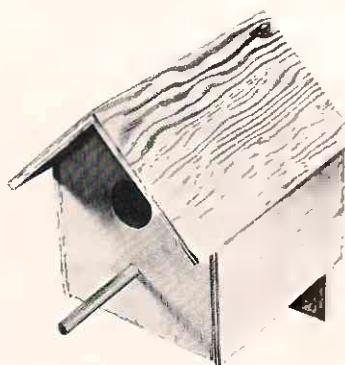
Scouting in the Sun. See page 8



Spring 1969 Projects



welcome our
feathered
friends



71-106 Bird House.....\$1.25

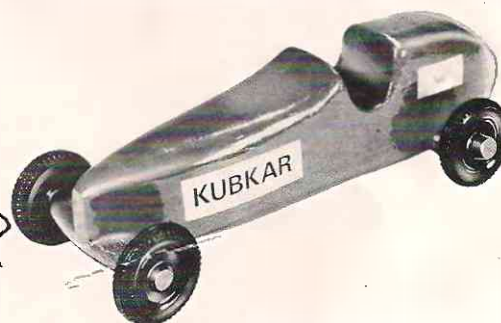
Supply Services

available through Scout Dealers
or Supply Services

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

get ready
for those
hot-rod
sessions

03-336
Kub Kar
Carnival Crest.....35
71-105
Kub Kar Kit.....85



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 March

- 3 In This Issue
- 4 John Gyles — His Ordeal
Re-lived by N.B. Boy Scouts
- 6 For What It's Worth:
Recognition in Venturing
- 8 Scouting in the Sun
- 10 Scoutscope
- 11 Challenge 'Em — To Our World
- 15 Coded Messages With a Buzzer
- 18 Block Printing
- 20 Adult Education Program
- 20 Supply Services News
- 21 Songs & Games

In This Issue...

Our cover story on Caribbean Scouting was written in the midst of a January cold spell — we wanted to go south and take the photos personally, but instead they were provided by the Barbados High Commission here in Ottawa and our man in the Caribbean, Sherman K. Ramsingh, who mailed them off in between trips around that very large area he covers. To visit and consult with Scout officials in every island in his territory (from Bermuda in the north to Honduras in the east down to the coast of South America) Ramsingh has to make a six to eight week trip.

From the Caribbean sun we went a lot further north to the woods of New Brunswick for our lead story on "Operation John Gyles." This exercise aroused a lot of community interest when it was held, and was given extensive coverage in the Saint John Telegraph-Journal. Its managing editor, Stuart Trueman, who took an interest in the project because of the book he'd written on the adventures of John Gyles, wrote the original full-page article for his paper, and generously provided a slightly revised version for us to use here.

Because Venturing is a relatively new section of Scouting, there hasn't been too much program material available for it until now. Reg Roberts of Program Services hopes to help fill this need with the series of articles on Venturing that he's writing for us — the third of the series is on page 6 of this issue. He's soliciting opinions from his readers — either feedback on what's already appeared or specific areas you'd like covered in future articles. ■

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. Authorized as Second Class Mail by the Post Office Department, Ottawa, and for Payment of Postage in Cash. 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 inquiries 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.

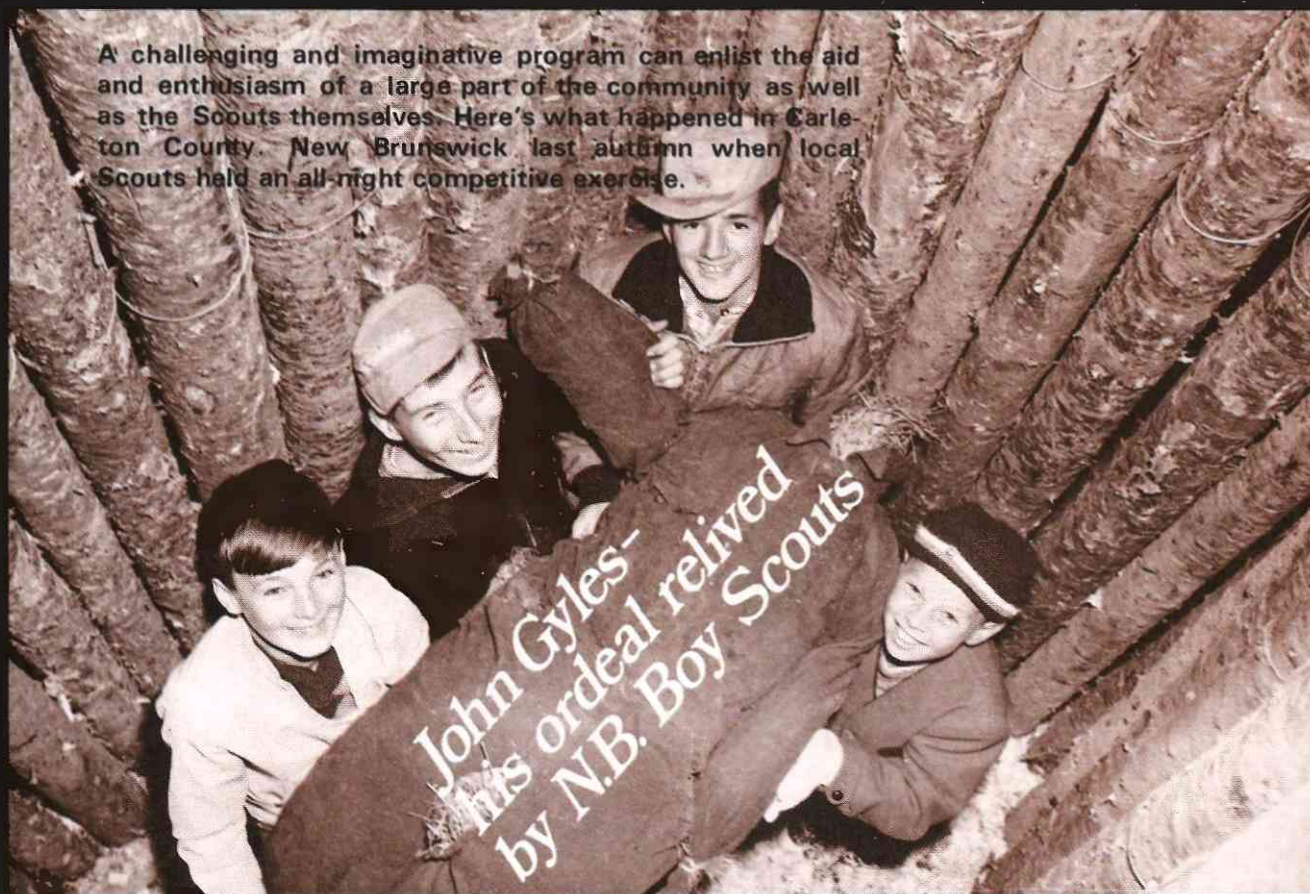
The selling of any product must be done on its own merits. The advertisement of any product or service does not indicate approval by the National Executive Committee unless so stated.

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 the 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.

A challenging and imaginative program can enlist the aid and enthusiasm of a large part of the community as well as the Scouts themselves. Here's what happened in Carleton County, New Brunswick last autumn when local Scouts held an all-night competitive exercise.



4

by Stuart Trueman, Editor

The Saint John Telegraph-Journal

Reprinted with permission of the Telegraph-Journal

Almost everybody in Carleton County, it seemed that Saturday night, was involved one way or another with "Operation John Gyles," the Carleton County Boy Scouts' 1968 all-night competitive exercise. The broad-ranging competition was based on events in the life of the little Maine Puritan boy captured in 1689 by the Indians and brought to New Brunswick as a slave — and the planning had been going on for many weeks.

There were 200 Scouts participating — and 280 enthusiastic grown-ups supervising them... farmers, government workers, merchants, clergymen, laborers and literally "doctors, lawyers and Indian Chiefs." Among volunteer workers at the Carleton County Historical Society project, where Ken Homer had the teams playing "Kim's game" by trying to recall 20 Indian objects they had just seen, was Peter Paul, one of the last great Maliseet canoe-makers and an authority on the tribe's fading language.

But don't let me give the impression the Scouts were being coddled. They were trudging 16 miles of dark country roads, Indian file, the whole chilly night through — always watching out for lights on the forest fringe that would mean another of the 40 competitive "projects" sponsored by Y's Men,

Lions, Rotarians, Elks and other community clubs, societies, churches, government departments, firms, and volunteer groups.

And some of these tests of initiative and ability and physical stamina were, to put it mildly, on the rigorous side. It wasn't hard to shoot arrows at a simulated moose in the woods, dig in sand for imitation tortoise eggs, erect wigwam poles, identify knots and tree leaves and modern traffic signs — but it began to get strenuous when you rope-walked from tree to tree by commando bridge and then sped diagonally down to the ground by aerial runway, or bounced around on snowshoes in attempting to reach the end of a suspended rope-net aerial walkway without pitching frontwards or backwards.

The hardest test to imagine trying, I thought, was one devised by a Canterbury volunteer group. It was a tightly pallisaded enclosure of upright logs, roofless, eight feet high on the outside, 11 feet deep on the inside because of a pit. Each team of four had to climb up and over and drop down, rescue a dummy figure named "John Gyles," and clamber up and out, again, with it — though there was nothing to hold on to.

Rev. Arthur W. R. Gregg of Canterbury was asked

by a visitor to the huge bough-covered Indian house near-by whether this wasn't too tough an ordeal for Scouts as young as 11 years.

"It's what they want," he replied confidently. "Today's boys want a challenge. If you don't give them a man-size job to do, they lose interest — they won't turn out."

At the Tomahawk Project, a match-splitting contest run by the Woodstock Curling Club, a five-month-old pup which was part beagle and part terrier came bounding out at the end of a rope leash to greet all visitors excitedly.

"Come in with a boy from somewhere," said a curler. "We don't dare let him go with so many cars on the road — we'll have 500 cars dropping by before this is over."

It was amazing to see the amount of ingenuity as well as work that had gone into the planning. Several projects called for the Scout teams to try to creep through brush or shrubbery to reach a goal without being detected by guards or tripping wires that would set off the bright flash of strobe lights. In Project Warding Off Evil Spirits, Scouts who finally made it to the haunted house were required to pinion a sleeping ghost; when touched, its head flew off and an automobile horn blared.

At Project Fording The Stream, operated by the 89th Anti-Tank Regiment, Scouts poled a raft across the Eel River in the darkness, then it was hauled

To bed at 3 a.m. after covering the course by car; if not on foot — and at 6:45 who do you imagine came knocking at the motel door but my tireless guide, advising me to hurry to be in time for the special Scout service outside St. Mary's Anglican Church in Benton.

They were all there — the 200 standing Scouts now back in uniform from their hiking clothes, and astonishingly fresh-looking in the slanting early-morning rays of the sun, considering that they hadn't sat down for 12 hours. The pup was there too, lively as ever, charging at the boys and laughingly inviting them to chase him.

Then Rev. Kenneth Thornton of Canterbury started pushing energetically at the well-worn carpeted foot pedals of the quivering pump-organ they had carried out of the church, the music of "Fairest Lord Jesus" wafted forth and his breath made clouds of white in the crisp frost-tinged air. The boys took up the hymn, and the pup raced continually around and around the whole throng of them under the happy impression that he had captured 200 Scouts and was keeping them corralled by sheer exertion.

Rev. Mr. Gregg, wearing a broad-brimmed Scout-master's hat, gave an appropriate sermon — and at the end of the service nobody stirred, nobody moved to leave, because the results were coming up from the long election-like board and the electric adding machine in the church basement.



5

back again by a lone rope. Two men sitting in a little car in the semi-darkness were singing at the top of their lungs and I hesitated to take my wife past — because when two men were sitting in a car anywhere else roaring out a song it was often pretty lurid stuff.

But they were belting out from a mimeographed song sheet, and as I went by I caught some words: "They knocked poor John down with a terrible crash,

"Till a friendly old squaw paid Indian cash..."

It was from a John Gyles song specially written by District Scout Commissioner Charlie Matthews, he of the coonskin hat and horn-rimmed glasses, and he had adapted it to the tune "Sweet Betsy From Pike."

Around then we heard about three Hartland boys who had vanished farther into the woods when their companion was "captured" in a detection scheme. A search was being organized.

Before I persuaded my guide that I should try to get some sleep back in the motel in Woodstock we had been on the road seven hours and it was now 2 a.m. — a report reached us that the boys had emerged from the forest.

Weary as they must have been, the Scouts were not too tired to give three hearty cheers for the organizer of the big exercise, Charlie Matthews... and cheers also for the news that the three lost Scouts, who apparently had left flashlights and compasses in their jackets, before the detection project, had kept their cool and lighted a fire, then 2½ hours later heard the sirens of the highway patrol, dutifully doused their fire and made their way out, resuming the all-night exercise and completing 27 projects by 7 a.m. ... and cheers too for the announcement that the winning team of the 50 was the one that included Hal Parker, a determined boy who had had a pin removed from his hip joint less than a month before.

As we drove away, I realized I had a new appreciation of Carleton County neighbourly co-operation, and the Scouting Movement, and how magnificently the modern Scout is capable of responding to a real challenge.■

The author, Mr. Stuart Trueman, as well as being editor of *The Saint John Telegraph-Journal*, is also the author of an historical book based on the original diary of the little Puritan boy — "The Ordeal of John Gyles", published by McClelland & Stewart Limited in 1966.

FOR WHAT IT'S

By R. J. Roberts

People recognize achievement in many different ways—a pat on the back, a kiss on the cheek, a hand shake, a medal, a citation or certificate, or sometimes being named in a local newspaper. Being recognized for a job well done is an extremely pleasant experience for most people.

We in Scouting are, of course, accustomed to the forms that recognition takes in the pack or troop—a challenge award, sixer woggle, or a badge for proficiency in swimming. Recognition in Venturing takes many different forms—when the section was being formed we asked young people for their opinions, so that the types of recognition offered to Venturers would be what they felt was needed.

WHAT IS RECOGNITION?

Recognition is simply an acknowledgement by an individual, a group, or an organization of the achievements of a person or group of persons. It can be gained either by completing certain specified tasks, such as those required for a driver's license, marksman award, power boat certificate or public speaking diploma, or being significantly involved in certain activities such as school basketball team.

6

Recognition provides a way for a Venturer's peers and adults who know him well to signify their opinion of his development, involvement, knowledge and capability in some complimentary way.

THE VENTURER SCHEME

Both the Venturer Handbook and the Venturer Advisor's Supplement list the nature and framework of Venturer recognition, pointing out the four distinct groups of awards available to company members:

1) Agency Awards

These awards are crests, certificates or licenses that are made available by organizations or agencies outside of Venturing. Examples are: provincial governments, who issue drivers' licenses; the Canadian Red Cross Society, who issue certificates and crests for swimming; Royal Life Saving Society, certificates, crests or medallions for life saving techniques; and the Canadian Amateur Ski Association, for those interested in qualifying for their badge or emblem.

The symbols of recognition of such organizations are well-known and accepted, and because they are skill achievement awards of a personal nature, they will have a strong appeal for members of Venturer companies.

2) The Venturer Award

This award consists of six sections, each representing a specific experience area: Exploration, Service, Vocation, Competence, Culture and Fitness. Any section of the Venturer award can be presented

to a Venturer by his company, as recognition of his involvement to a significant degree in a particular experience area.

The fact that this award is made by Venturers to Venturers carries with it certain responsibilities, of which Venturer companies must be aware and which, if necessary, should be brought to their attention by their advisors. It would be easy for the executive or members of a company to set requirements for sections of the award so high that they discourage interest in the awards. Conversely, sections handed out without consideration of the effort and involvement of a member could make the section awards meaningless.

If the awards are to have any value to the members and if the Venturers are to wear them with pride, then the company must be sure they are awarded only for recognizable effort.

3) The Queen's Venturer Award

This award is given to a Venturer who has shown by his actions and involvement that he has the character, ability and desire to be of significant service to others. On the recommendation of the executive or members of the company, the award is approved for the Boy Scouts of Canada by the provincial commissioner or his appointee, usually the district commissioner.

The question of acceptable standards to qualify a Venturer for this award is extremely important. The requirements for the award are listed in the Venturer handbook and are reasonably straightforward. They are, however, only a guide and should be adapted to suit local conditions and resources.

The recommendation of an application for this award must be complete and leave no doubt in the mind of the provincial commissioner or his appointee as to the suitability of the candidate for the award. Consideration of skills acquired and an evaluation of a Venturer's attitude by the company executive will ensure a confident recommendation being made on behalf of any of the members.

The advisor must provide any guidance necessary to the company when a member is being considered. If the advisor himself requires guidance, he should look to his District Venturer Advisor or Support Service Team.

4) Religion in Life Emblem

This Emblem is awarded to a Venturer when he has completed the requirements prescribed for his religious denomination. There are four stages to the Emblem. A Venturer chooses the stage he will earn, based on his knowledge, spiritual growth and active participation with his particular organization. He may work towards this recognition either as an individual or together with other members of the company.

WORTH: Recognition In Venturing

What is "Significant" Involvement?

Defining involvement is not easy, since it must be measured against the task each Venturer sets for himself, the experience area in which he has chosen to work and the conditions under which he does this work.

Some companies have set up standards against which all its members are measured in order to qualify for a certain award, and while this in itself is a reasonable practice, the danger lies in not considering extenuating circumstances that may arise, either as a result of the project or the ability of the individual.

A Venturer who spends three months, going every Saturday morning to teach bicycle safety to a group of eight to ten-year-olds at a local park, is significantly involved in public service. Another Venturer who spends three days, with little food or sleep, beating the bush as a member of a search and rescue party looking for some lost child is also significantly involved in public service.

Involvement should be judged by a company against other factors. A young man who does well in school, has no homework problems and so has lots of time to become active as a Junior Red Cross worker, is significantly involved.

But so, too, is another young man who does not do so well in school, has lots of homework and is able to devote a lot less time to his Junior Red Cross activities.

Involvement must be weighed against many factors: ability, time available, interest in his project, school work commitments, home life, the type of project he is working on and the end result—not only in terms of how successful it was for other people involved, but also how successful it was for the Venturer.

If standards are to be set by a company, the advisor should be aware of all the variables involved and should be quick to point out any requirements that may tend to work a hardship on any member. He must also be ready to suggest circumstances where a particular rule should be waived.

Finally, significant involvement or the ability to qualify for an award is a personal and private matter and should be the responsibility of the company. Don't use standards set by a district advisory council or another company just because they sound good or because acceptance of them is the thing to do. Every company should set their own requirements, ones that are attainable and can be respected by each member of the company.

The Award Sectors

No one award sector should take precedence over any other. The sector for competence is just as important to the wearer as the one for vocational

interest or service to the public. The recommended method of placement on the sash helps add an element of uniformity, but that is all that is intended.

The question of how much time must be spent on each experience area is often asked, but shouldn't cause any undue concern. An alert advisor can help a company plan its affairs in such a way as to permit some activity in each area every year.

Suppose a company is primarily interested in camping. Activities in this field will automatically take the members into the experience area of **fitness**. In order to plan a trip of some kind, resource people may be interviewed to plan routes for the trip (exploration), money raised to finance the trip through a theatre night (culture), and the successful conclusion of the trip by **company** standards will undoubtedly result in the area of **competence**.

Another company, one interested in collecting stamps, may choose to attend a philatelic convention in another city. Preparation for the trip takes them into **exploration**. In financing the whole affair, **culture** again comes in; an ability to discuss stamps with an expert brings in the area of **competence**.

In either of the examples above, **service** can also find a place. In planning the camping trip, perhaps some conservation project could be considered, and at the stamp collectors convention the company could volunteer to act as runners or tour guides to the visiting public.

The main point is that it isn't necessary for a company to divide the year into six neat blocks allotting an experience area to each. Most of the activities in which Venturer companies become involved overlap experience areas quite readily. The advisor can point this out and, where they don't overlap, very easily suggest ways to help it happen.

The whole idea behind recognition in Venturing is to provide Venturers with the opportunities to honestly appraise their fellow members against standards they feel can be met. Adult values **forced** on younger people can quickly become burdensome, but those values established by themselves—either by their own careful consideration or as a result of advice from a clear thinking advisor—will more likely be sought after, observed and solidly defended by the members concerned.

The earning and wearing of Venturer awards may be encouraged by advisors and accepted by Venturers as a normal practice within the life of the company. But more important than the awards is how they were earned and why. Recognition must be considered "for what it's worth" to each of us. Only then will its achievement have any real meaning. ■

WHAT IS CAN-CARIB?

Operation CAN-CARIB originated last fall with a request to the Boy Scouts of Canada from the Inter-American Region of the Boy Scouts World Conference. Canada was asked to provide the services of a Field Commissioner who would work for, organize, promote, supervise and administer Scouting in the following Caribbean Islands: Guyana, Surinam, Trinidad, Barbados, Dominican Republic, Haiti, Antigua, Jamaica, Anguilla, Bahamas, Bermuda, Dominica, Grenada, Montserrat, St. Kitts, St. Lucia, St. Vincent and Belize, the capital of British Honduras.

The present Scout population in the Islands totals 33,612—ranging from Jamaica with a Scout population of 8,015 to Montserrat with 121. Each island has different needs because of differences in local cultures, size of organization, and local economic conditions.

Supervision of Operation CAN-CARIB has been undertaken by the Operations Committee of the Inter-American Region. Canadian Scouting is represented by A. W. Denny, former Vice-President of the Goodyear Tire and Rubber Company and a Vice-President of the National Council of Boy Scouts of Canada, and J. Percy Ross, Chief Executive of Boy Scouts of Canada.

SCOUTING'S SUCCESSSES

Scouting has had a great impact on these Caribbean countries, as evidenced in the following list of former Scouts: five government ministers, five senators and the Roman Catholic Archbishop in Trinidad; the Prime Minister, his deputy and the Minister of Education in Barbados; the Governor General and the Minister of Health in Surinam; the Premier, his Permanent Secretary and the Minister of Local Government in Dominica; the Governor General and the Ombudsman of Guyana; and the Governor General, the Chief Justice and several government ministers in Jamaica.

Novelist Sam Selvon and West Indies Cricket Captain Sir Frank Warrell have both publicly recognized the influence that Scouting has had on them. In the Trinidad and Tobago Coast Guard, 40% of the men and 75% of the officers are former Sea Scouts. And Scouting has earned a good reputation in the Islands through projects such as: blood donations by boys attending a Queen's Scout service in Jamaica, a bridge built by Scouts in Surinam, and those Scouts who, because of their training for their fire-fighter and ambulance man badges, are members of the Fire Brigade and Red Cross auxiliaries. In all the Caribbean countries Scouts provide assistance at all public and state occasions.

ITS PROBLEMS

But despite this record of achievement, Scouting in the Caribbean is facing many problems today in terms of organization and program. There has been a strong history of volunteer leadership in the entire Caribbean area, but the Movement is now too large to be administered solely by volunteers. With over 33,000 members in 18 countries, there is a real need in at least seven of these for Field Commissioners and office staff to provide more effective administration and generate greater support at the local level for such an operation.

Training of Scouters, too, is a serious problem. While some countries have training camps, they are hindered by inadequate equipment and facilities. Scouters from smaller areas are finding the cost of travel to courses prohibitive and training must be taken to them. Experienced trainers, both English and French, are needed to run courses for local trainers.

In some of these countries, boys cannot afford books or uniforms, even when they are available. Many Sea Scout troops cannot afford a piroque (a dugout) for their activities.

Probably their most important need is to develop a Scout program that is specifically designed for the Caribbean boy, one that is meaningful to him and his environment. Studies on this have now begun, but help will be needed to complete this major task.

Scouting in the Sun



**SHERMAN K. RAMSINGH
FIELD COMMISSIONER FOR THE CAN-CARIB
PROJECT**

One of the first steps taken on the road towards this goal was the appointment last year of a full-time Field Commissioner for the Caribbean, Sherman K. Ramsingh. He is a 46-year-old native of Trinidad who has been active in the Movement in the Caribbean since he was a boy, first as a Scout, later as an Assistant Scoutmaster and Group Scoutmaster. He has represented Trinidad and Tobago at several international Scout gatherings. At the time of his engagement for this project he was District Scout Commissioner for the Pointe-A-Pierre district and Deputy Camp Chief (Leader Training) for Trinidad and Tobago. He is married and has six children.

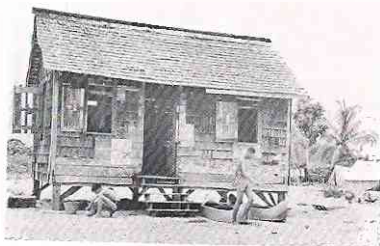
Educated at Naparima Teachers' College, Ramsingh later passed the Licentiate College of Preceptors and in 1960 went to England on a British Council bursary to study Scouting at the Gilwell International Leader Training Centre, where he took Wolf Cub, Boy Scout, Senior Scout, Rover Scout and Training Team Courses. While he was abroad, he also attended the Blair Athol Jamborette in Scotland and the Rover Moot in Holland.

In 1963 Ramsingh attended University College at Swansea, England on a government scholarship, where he studied sociology and psychology, later serving on the training staff at Gilwell International Training Centre for Scouters.

In 1968 he took the course for Scout executives at the Boy Scouts of America national school for executives at the Schiff Scout Reservation in Mendham, N.J.

Prior to taking up his post, Ramsingh was principal of a primary school and a lecturer at the San Fernando Technical Institute evening classes. He was also supervisor of the Gasparillo Adult Education Centre.

As Field Commissioner for the CAN-CARIB project his headquarters will be at St. Ann's, Port of Spain, Trinidad and Tobago.



1. S. K. Ramsingh
2. Training Ground at Camp Jubilee, Guyana.
3. Minister of State for Planning and Development, Trinidad, visits a wood badge course.

Photos from Barbados High Commission and S. K. Ramsingh

YOU CAN HELP

CAN-CARIB is a four-year project. Ramsingh's job is, literally, to make his job redundant. He is doing this by helping these countries identify and solve their problems of program and organization. Field Commissioner's salary, travel expenses, administration costs, office and secretarial help will cost \$10,000 each year. We have budgeted \$40,000 for four years. Note: The Boy Scouts World Bureau has agreed to meet other operational and administration costs not listed above.

This annual budget of \$10,000 is being met in three ways—a government grant, assistance from corporations operating in the Caribbean, and donations from the Canadian Brotherhood Fund. The Canadian International Development Agency has agreed to assist in this project and many Canadian firms have made significant contributions.

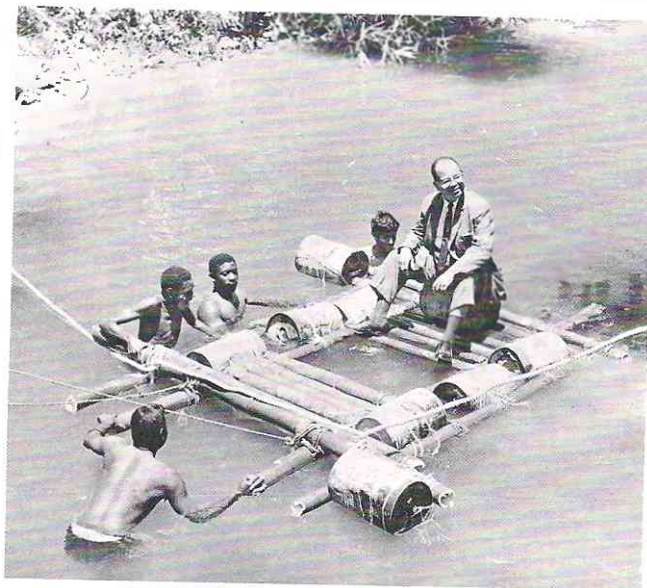
But, it's up to Canadian Scouts and Scouters to show what we mean by brotherhood. Is it a word, or is it an action? Our response will show how much we believe in brotherhood.

If each of our more than 300,000 members were to donate to the Brotherhood Fund, we could do more than provide Ramsingh's services. We could help supply training, books and equipment and send specialists to help them solve their many problems.

If each of us gave 5c we would raise \$15,000 each year—10c would mean \$30,000!

Neither of these sums is extreme. Less than the cost of a badge! The dues for one week! Yet, it would mean that Operation CAN-CARIB would be truly a Scout operation—with ample funds to provide the resources to do the job.

Get your group to support OPERATION CAN-CARIB! ■



Operation Can·Carib

The Brantford Expositor



Canadian Fur Display at Detroit Scout-O-Rama '68

Canada was represented at Scout-O-Rama '68 in Detroit last summer by the St. Joseph's 40th Troop of Brantford, Ontario and their display of Canadian furs and fur woggle-making. Scout-O-Rama is an exposition held every second year by the Boy Scouts of America. About 30,000 boys plus adults participate in the event; and visitors usually number about 250,000 in a three-day weekend.

Organizers of Scout-O-Rama '68 reported that the St. Joseph's exhibit was one of the best-organized and most popular displays at the exposition: "... the boys were extremely well-informed on all furs native to Canada and the pioneer methods of trapping versus the modern methods. They actually had many pelts with them and some of the boys were engaged in making fur woggles and pioneer caps. Their area had a continuous flow of extremely interested American Scouts and visitors who found the Canadians outstanding in every respect."

Montreal Scouts win Rifle Competition

For the second year in a row the "A" and "B" teams of the Estonian Kalev Scout Group in Montreal have won first and second places in the Senior Section of the 1967 Duke of Connaught Challenge Shield for Rifle Shooting Competition, and their "C" team won second place in the Junior Section of the Competition. A letter from the Commonwealth Department of The Scout Association in Britain described the victory in this world-wide Scouting competition as a "really fine achievement."

The first place team will have their names engraved on the challenge shield and will receive silver medals to commemorate their achievement. Members of the two second place teams will receive bronze medals.

Town Receives Medal of Merit

For the first time in Canada, the Boy Scout Medal of Merit has been awarded to a town. The town of Milton, Ont. received the award, usually given to individuals for "good services to Scouting," for the help that Milton citizens gave to some 2,500 Scouts and their leaders when the Ontario Jamboree camp nearby was wiped out by a severe wind and electrical storm last summer. In presenting the award, the Chief Scout, Governor-General Roland Michener spoke of how the town's residents had "quickly and cheerfully opened their hearts and homes" to the boys and their leaders.



"Gang Show" For United Appeal

More than 100 Wolf Cubs, Scouts, Venturers and Rovers presented their 1968 Gang Show as a highlight of Toronto's United Appeal Revue last fall. Wolf Cub Brian Davis, 10, is shown being measured for his costume for the show by Scouter Don Hamilton while Miss United Appeal, Arlene Day, looks on.

Astronauts were Scouts

The three American astronauts who were the first men to circle the moon in December are all former Boy Scouts. Frank Borman was a Scout in Tucson, Arizona during his childhood; William A. Anders, a Life Scout, did his Scouting at La Mesa, California; and James A. Lovell, Jr., who was a Scout in Milwaukee, Wisconsin achieved the rank of Eagle Scout (the American equivalent of Queen's Scout) and is a member-at-large of the National Council of Boy Scouts of America. ■



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

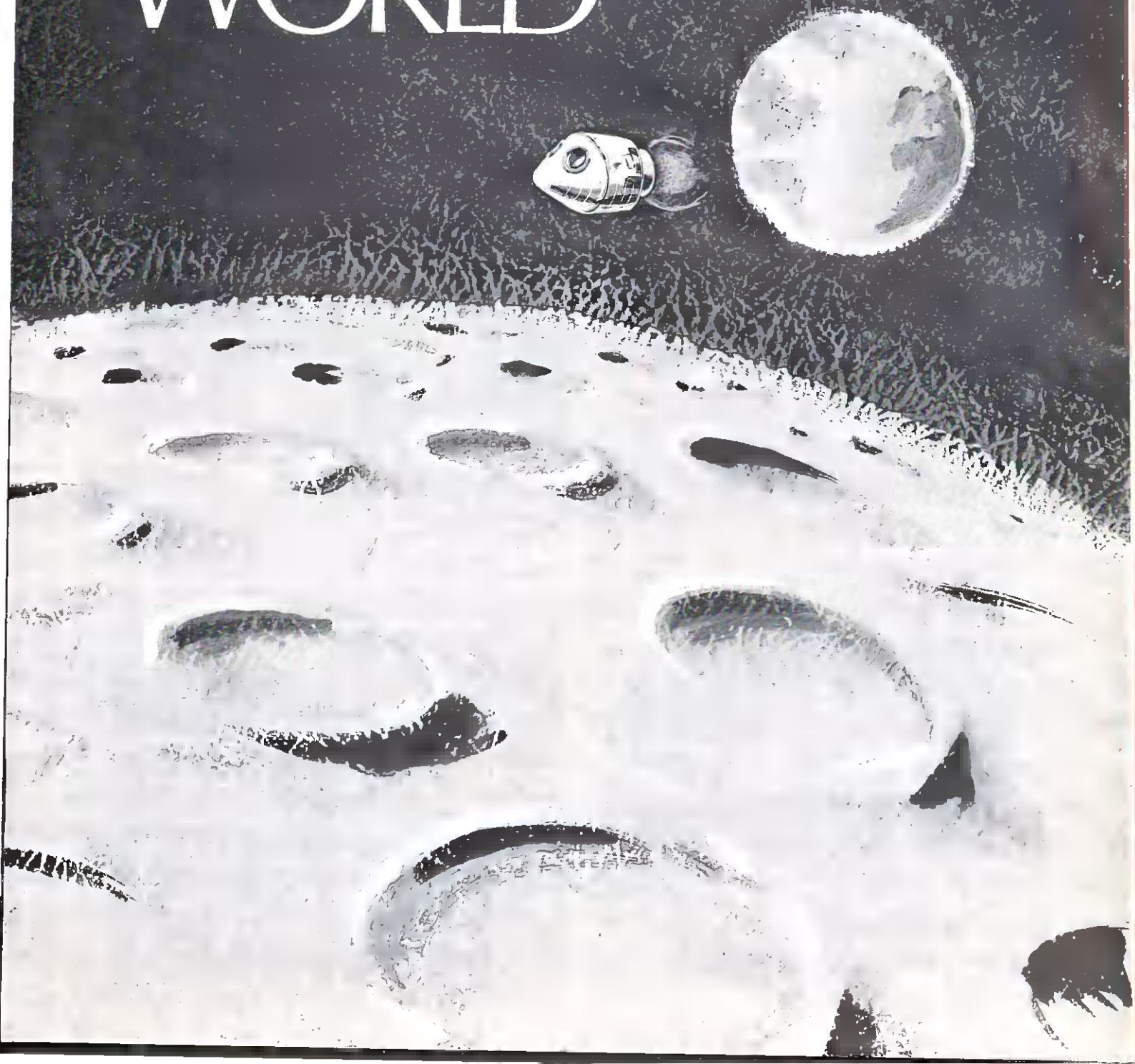
1031 LILLIAN STREET • WILLOWDALE, ONTARIO

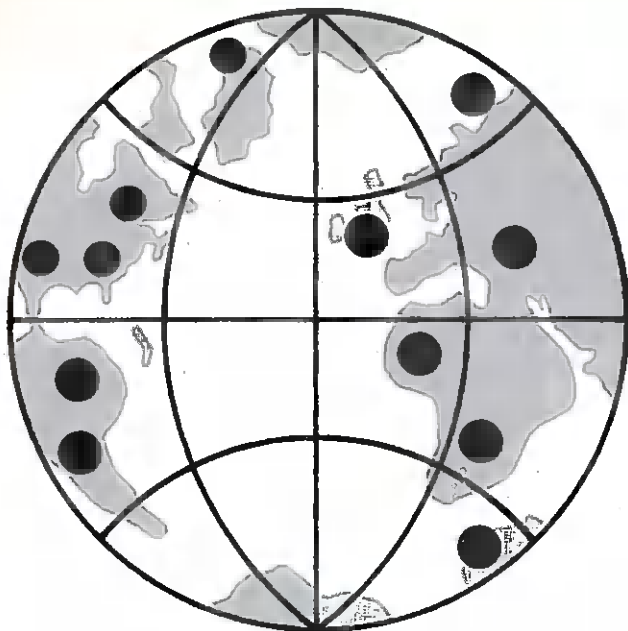


CHALLENGE 'EM TO OUR WORLD

We live in an exciting time — a time of change, a time of exploration, a time for growth, and it sometimes seems children cope better with these times than adults. It is mainly their world — most of our young members will see the new century. How can we help them (and ourselves) to make the best use of these exciting times?

There are three simple approaches to the exploration of our world: meet people, go places, do things.





Meet People

How do people live in this and other countries?
What do they eat?
What work do they do?
How do they play?

These questions should stimulate lots of activities and ideas. If there are foreign embassies or consulates in your city, they can be a good source of material on how people live in countries outside of Canada.

Trying out different kinds of food is a painless way to introduce the idea of different national customs. Have dinner for your group at a Chinese restaurant—a lesson eating with chopsticks is fun (you can always give up and revert to a fork if things get too difficult).

How to use chopsticks:

Pick up one chopstick and hold it as you do a pencil, between your thumb and your second and third fingers, about half way down the chopstick. Then pick up the second chopstick and slide it through the V formed where your thumb joins your hands. This chopstick is balanced against your fourth finger. The chopsticks should now be parallel. The lower chopstick always remains steady; you



manipulate the upper chopstick with your thumb and second and third fingers to pick up bits between the two chopsticks. Remember, to get results you must keep the ends of the chopsticks even.

Your boys might like to try an adventure in Italian eating by preparing an Italian meal for their parents. Spaghetti with meat sauce is fairly simple to make, but they might try lasagna as an interesting variation. You can use this meat sauce recipe for either.

Italian Meat Sauce

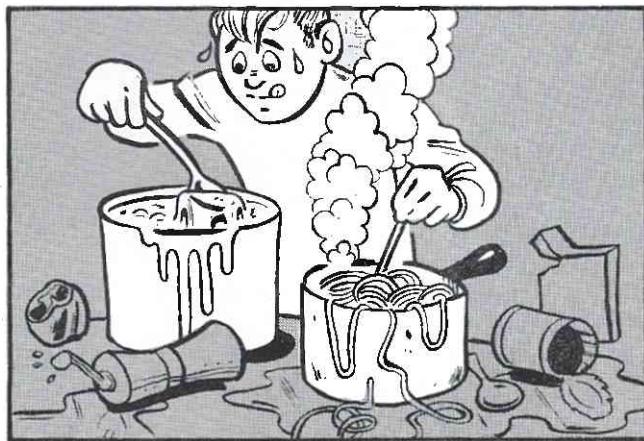
Brown in oil:

- 1 clove chopped garlic
- 1 lb. hamburger

Add:

- 1 large can tomatoes (32 oz.)
- 1 can tomato paste
- $\frac{1}{2}$ cup canned beef bouillon
- $1\frac{1}{2}$ teaspoons salt
- black pepper and cayenne to taste
- 1 teaspoon sugar
- 1 teaspoon oregano leaves

Mix well and simmer over low heat for an hour. You can add sliced mushrooms (fresh or canned) for the last half hour. This makes enough sauce for about five to six portions of spaghetti.

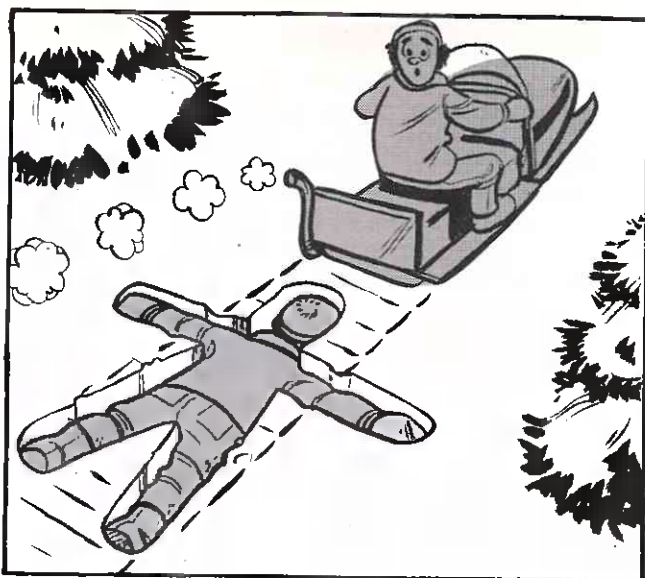


To make lasagna, cook the broad lasagna noodles in boiling water as per package directions. Then build up your dish in layers: first a layer of lasagna noodles, then a layer of meat sauce, then thin slices of cheese—either pizza cheese (Mozzarella), or the packages of sliced processed cheese you use for sandwiches—and grated Parmesan cheese, then start all over again until you fill the casserole dish. An 8" x 10" casserole, about 3 inches deep, filled to the top, serves four easily.

As another food-oriented project, have your boys do research on what a typical Roman banquet was like, or have them find passages in Dickens that describe a meal in Victorian England (A Christmas Carol, Pickwick Papers).

There are lots of sources in your own community for a look at the different ways people work. You can always find a policeman or fireman or teacher willing to talk about his work. And visit a garage mechanic or television repair man in his shop, and ask him to give a demonstration of his work while he is explaining it. Or the boys might like to find out about the work of a recreologist, one of the new emerging professions in this modern world.

You can start an exploration of how people play by having a group snowmobiling evening (snowmo-



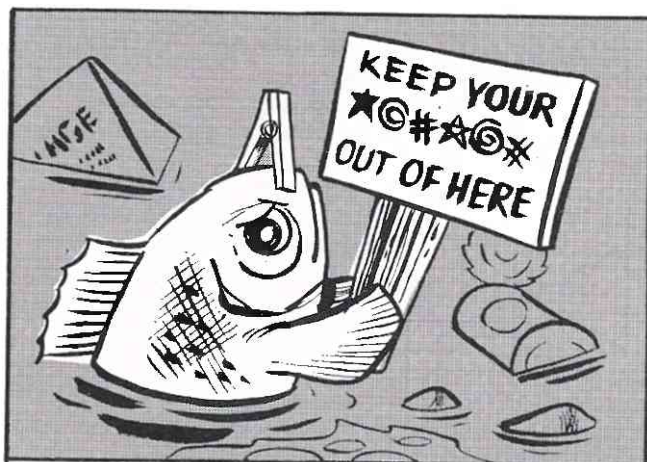
biles can be rented in most areas) or a sleighride; then suggest the boys themselves find out what boys are doing for fun in Australia at this time of year when it's summer on the other side of the world.

Places To Go

Take a look around your own town or city for ideas to stimulate discussion on modern urban problems. Visit your local garbage dump, then talk to someone in your local sanitation department about the problems of garbage disposal. Is garbage burned or buried? How much land is taken up every year just to dispose of garbage? What new kinds of container are available? What's the size of the problem going to be in 20 years time? Then take a look at an "automobile graveyard" and let the boys have a discussion on the problems of conservation and garbage disposal.

Is there a sewage treatment plant in your town or city? Are there large industrial plants in the area, and, if so, what do they do to treat wastes before adding them to local rivers and lakes? Your boys can do a little research to compare the level of water pollution in your area with that in any large Canadian or American city on the Great Lakes (eg., Detroit, Toronto).

To stimulate discussion on architecture, start off with pictures of some of the buildings at Expo '67 — Buckminster Fuller's geodesic dome that was the U.S. pavilion and Habitat, a possible solution to



modern apartment living. Then have a look at some of the suburban developments, apartments, or row housing complexes in your own city or town — the contrast should provide plenty of food for discussion.

Pay a visit to your local library with your troop or pack and find out about films and records that can be obtained there — it may be a revelation to your younger members that libraries are for more than books. And if facilities are available where you live, visit a museum. It doesn't have to be the Royal Ontario Museum — there are many excellent smaller museums across the country with displays of things like pioneer implements. Have your boys relate some of the tools used earlier in the history of this country to the life they live today.

Other suggestions:

- A microscope or telescope, if you have access to either, can open up new worlds for boys.

- An explanation of how the human body works — most boys are interested in how they work, grow, think. And don't overlook this chance to introduce a discussion on the questions of smoking and the use of drugs and their effects on the body.



13

- Space is an exciting new area for exploration with the recent voyage around the moon by the American astronauts. Consider the implications of the trip to the moon by Apollo 8 and proposed follow-up by Apollo 9 and Apollo 10 with the possible intention of landing on the moon sometime in the middle of 1969. Discuss the pros and cons for such a drastic and expensive move into space. You could even make your own papier mâché moonscape as a group project.

- **Canada 2067:** There is an excellent book called "Target 2067 - Canada's Second Century" dealing with the possible conditions in Canada in the year 2067. These ideas could provide suggestions for section meetings. By 2067, Toronto may have year round controlled temperature due to a dome covering the entire city. Wall-sized television will be common. Work will be on a twenty-hour week. Workers may live in the country and commute by their own three hundred mph hovercraft. Robots will be available to do housework. Oceans will be harvested for food.

Things To Do

Encourage your boys to have a close look at our world. Taking your group on a hike or ramble could provide the opportunity to start nature collections — of rocks, bugs, leaves. Or for a project, the boys could grow a household plant or a chemical "plant" (see "The Way to the Stars, pages 13-15). And if someone has a pet turtle, snake, newt, toad or salamander he would like to build a home for — it's a fairly simple matter to build a terrarium, and finishing the interior leaves plenty of scope for a boy's imagination.

How To Build a Terrarium

An old fish tank makes a good terrarium (don't worry if it leaks — you're not going to fill it with water), but if you haven't one of those handy, you can make your own from panes of glass.

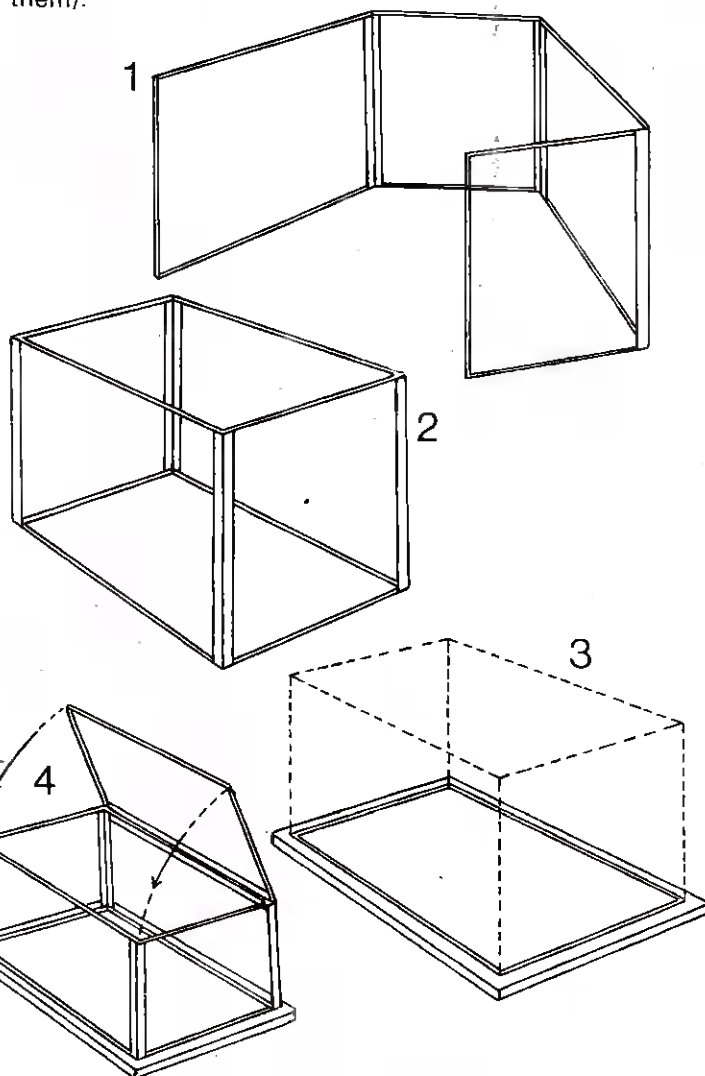
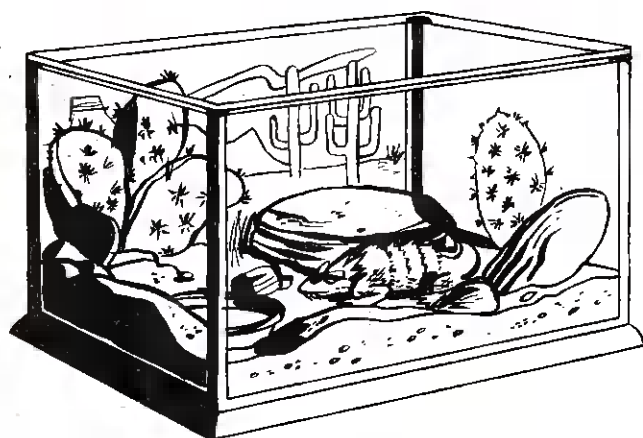
You will need: two equal size pieces of glass for the sides, two equal pieces for the ends, a piece of glass for the top, a wooden board for the bottom, a roll of 1" masking tape and some rubber washers.

1. Tape the four pieces of glass together with one-inch wide pieces of masking tape.
2. Put together as a glass-sided box.
3. Place on the board, mark outline of glass sides and cut $\frac{1}{4}$ " groove to set sides.
4. Tape a glass lid so that you can raise and lower it. If you use an old fish tank, place a glass top on it over rubber washers to allow air space be-

tween the top and sides (you will need only two washers if you have taped on your own glass lid). 5. Next, place dirt, stones, etc., in the terrarium and plant growing plants that will duplicate the natural surroundings of your pet. Add a small dish of water for drinking or swimming.

6. Paint a scene on the back of the terrarium, or you can cut appropriate scenes from a magazine and paste them on (paint or paste scenes on the **outside** or your pet will scratch and soon ruin them).

14



RESOURCES

Books

"1984" — a grim novel by George Orwell of what our world could be like in 1984.

"Target 2067" — an imaginative view showing how new and startling discoveries in science are likely to affect the daily lives of Canadians as they move into their second century.

Films

Universe, 26 min. 10 sec., b & w, 35 mm & 16 mm. A triumph of film art, creating on the screen a vast, awe-inspiring picture of the universe as it would appear to the voyager through space. Realistic animation takes you into far regions of space; beyond the reach of the strongest telescope, past moon, sun, Milky Way, into galaxies yet unfathomed. Starting point for this journey is the David Dunlap Observatory, Toronto.

Alouette, Canada's First Satellite, 14 mins., b & w, English, French, produced by Crawley Films for the Defence Research Board, 1963.

This film opens with an animated explanation of the ionosphere. The construction, testing and functioning of the satellite are described in detail and there is discussion of how Alouette measures such factors as ionization in the upper atmosphere. Animation explains the means of launching the satellite on a Thor rocket and the film concludes with scenes of the launching of Alouette.

Expo '67: A Preview, 25 min., 42 sec., colour, 16 mm.

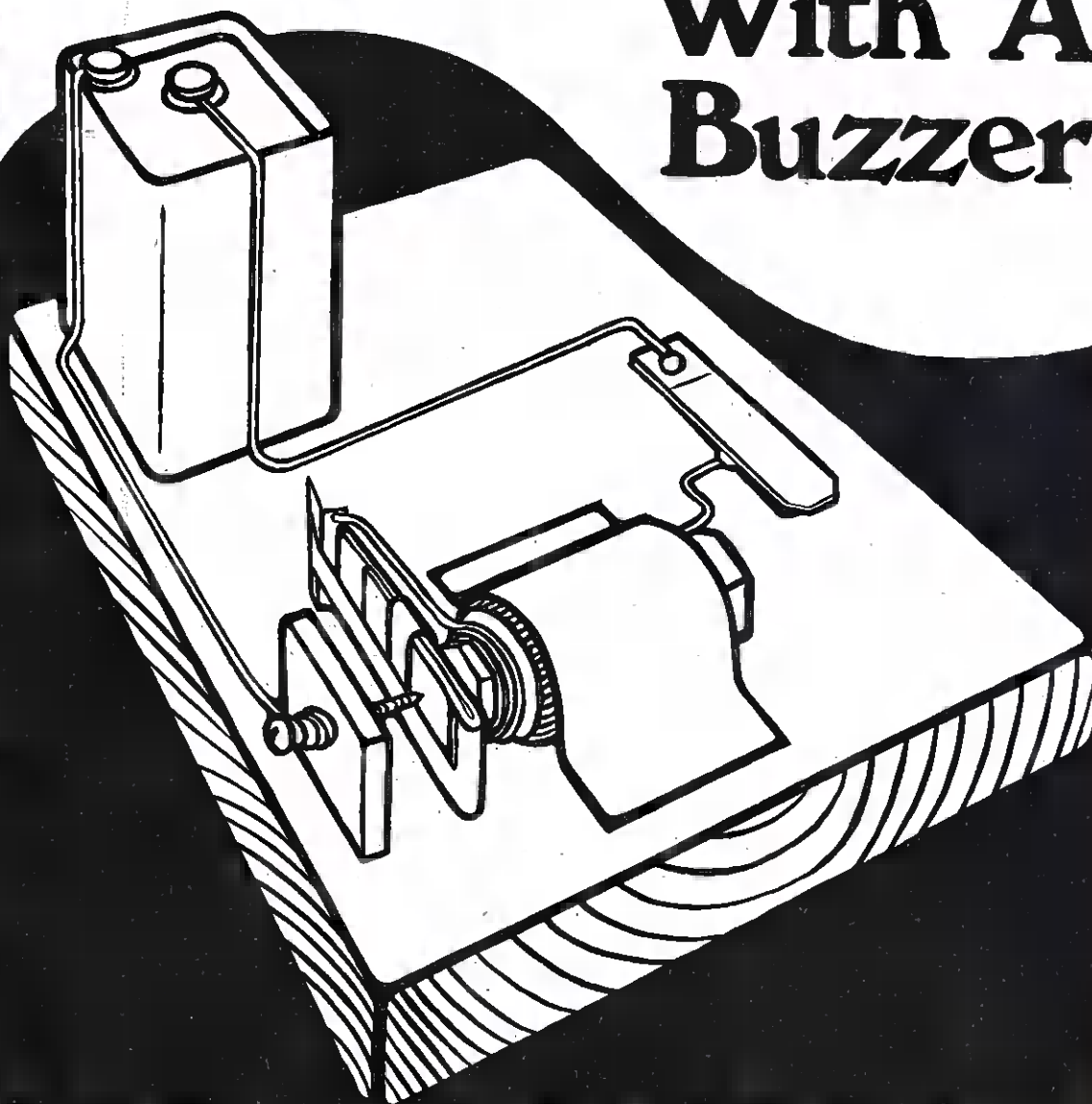
This is an enticing view of the main event of Canada's centennial year, showing the situation in Montreal of the fair, the buildings of many of the participating countries, and the theme, Man and His World.

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

"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.

©1967. Thomas Alva Edison Foundation, Inc.

Coded Messages With A Buzzer



An interesting example of an electromagnet at work is the buzzer. This is the device that operates the common doorbell, the kind that rings steadily as long as you hold the button in.

How do we send coded messages with a buzzer? It's easy. We hook a homemade buzzer and code key in series with a six-volt battery. The code key is a simple form of doorbell button. By pressing the code key for a split second, we produce a short buzz. And by holding the key down a trifle longer, we produce a longer buzz. These short and long buzzes can be combined in different ways to represent letters of the alphabet. The Morse code, a sound language used by radio operators all over the world, tells us what combination of short buzzes and long buzzes (dots and dashes) stands for each letter. We'll get into that a little later.

How Does a Buzzer Work?

It is based on the same general principle as the secret electromagnetic lock: Current passing through a wire creates a magnetic field about that wire. In this case, though, instead of the wire being coiled around a nonmagnetic tube, as with the lock, it is coiled around a solid iron bolt. The bolt thus becomes an electromagnet.

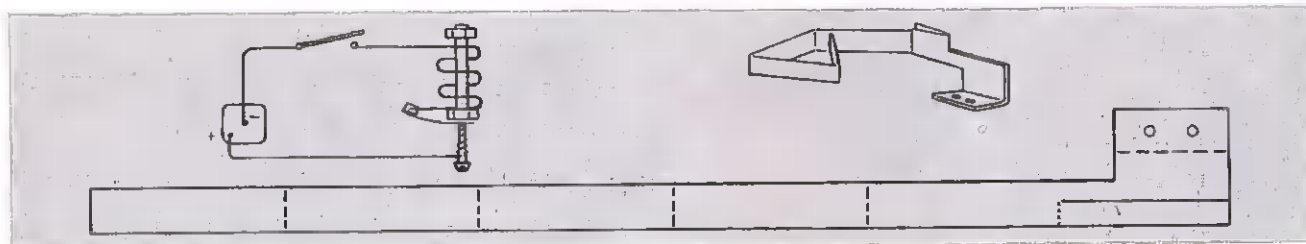
not hard to make. For each set you will need the following materials.

- . Bolt and nut, $\frac{5}{16}$ " by 2"
- . 35 feet of bell wire
- . Tin-can strip for vibrator arm, 1" by 10"
- . Brass screw for contactor, 1" long
- . Wood holder for contactor, 1" by 1" by $\frac{3}{8}$ "
- . Tin-can strip for code key, $\frac{1}{2}$ " by 3"
- . Base board, 7" by 9"
- . Tin-can strip to hold electromagnet, $1\frac{1}{2}$ " by $3\frac{1}{2}$ "
- . 6 tacks, 4 or 5 round head screws, 2 thin nails
- . 6-volt battery

How to Build the Parts

Winding the Electromagnet: Screw the nut on the machine bolt so that it just covers the end of the bolt. Starting at either end of the bolt and leaving about six inches of wire for making connections, begin coiling the wire around the bolt. Carefully wind one layer along the length of the bolt and another layer back toward the starting point. Keep doing this until about 200 turns of wire have been put on. Plan to finish the winding at the opposite end from which you started. Cut off all but six inches of wire. Now wrap some tape around the coil to keep it from unwinding.

16



Look at the circuit diagram. Imagine that you've just pressed the code key down. Let's see what happens as we trace the path of the current. Starting at the corner terminal of the battery, the current shoots downward to the brass contactor screw. Since the screw is touching the vibrator arm, the current continues on its way into the coil. Out of the coil it streaks past the closed code key and back to the battery. Instantly a magnetic field builds up around the iron bolt. Having become an electromagnet, the bolt attracts the vibrator arm. But as the arm starts to swing toward the bolt, it opens the circuit. Hence, the current stops. At the same time, the magnetic field collapses, allowing the vibrator arm to spring back against the contactor. With the circuit now restored, current starts flowing again... and away we go.

No matter how quickly we press and release the code key, the current will still make several round trips through the circuit. And because of the resulting rapid motions of the vibrator arm, a buzzing sound is heard.

Materials Needed to Build the Code Set

Not only is the code set fun to build, but it is even more fun to use, especially with a fellow operator. So that both of you can send as well as receive messages, you will want to build two identical sets of buzzers and code keys. They're really

Forming the Vibrator: Finish cutting and folding the 1" by 10" strip according to the sketches above. Tap the folded ends with a hammer to keep the layers of metal close together. Punch two holes in the base so the arm can be mounted.

Making the Contactor: Since you will have to experiment to find the best spacing between contactor and bolt head, the contactor should be adjustable. That's why a screw is used. A one-inch brass screw with the point filed flat makes a good contactor.

To prepare the holder, lay the 1" by 1" by $\frac{3}{8}$ " piece of wood flat; and in the exact center drill a hole slightly smaller than the screw. Drive the screw halfway through the wood.

Cutting Out the Code Key: Once you've snipped a $\frac{1}{2}$ " by 3" strip from the tin can, the code key is practically made. All that remains to be done is to punch a hole about $\frac{1}{2}$ inch from one end so the key can be screwed to the base board. If you want a fancier key, you can attach a small wooden knob to the sending end. With a round head screw, fasten the knob to the key by screwing from the bottom up. In that way the screw head can serve as a key terminal.

Mounting the Parts on the Base Board

Using the drawing of the completed buzzer as a reference, position the parts accordingly. The electro-

magnet can be held down a dozen different ways. A simple, yet professional looking way requires a tin-can strip about 1½" by 3½". Shape the strip around the coil, and bend the ends outward, so that they lie flat on the board. Punch a couple of holes in each end, then tack everything in place.

Next, locate the wooden holder for the contactor about ¾ inch from the bolt head. Secure it in place either by gluing or by nailing from the bottom up with thin nails.

To install the vibrator arm, proceed as follows: Line up the arm so that it is parallel with, and touching, the face of the bolt. Pound a tack part way in the hole that is nearer the bolt. Push the rear of the arm sideways so that the arm swings away from the bolt, causing the thin strip on the other side of the arm to press firmly against the contactor screw. The thin strip and the screw must make full contact with one another. While still pressing against the rear of the arm, put a tack in the remaining hole; and pound both tacks all the way in.

Finally, mount the code key using a screw. Bend the key so that the free end is about ½ inch above the board. You will need a contacting terminal on the board directly under the free end of the key. Use a small round head screw. If you've put a knob on the key, the base screw should be directly beneath the knob screw. If you didn't use a knob, be sure the contacting portion under the key is scraped clean, to the bare metal.

Hooking up the Circuit

This is the simplest part of the whole project. Just make the connections as indicated on the circuit diagram. In all cases, bare metal should be touching bare metal, and the connections should be tight. It would be best if you could solder the wire leading to the contactor screw. If you can't, wrap the wire around the screw and twist it with a pair of pliers. In either case, allow enough wire for the screw to be turned. For the base of the arm, lift one of the tacks just enough to tie the wire around it. Then pound it back down.

Both wires to the code key should be looped clockwise around the loosened screws. After tightening the screws and connecting the battery, you are ready to try out the set.

Adjusting the Set

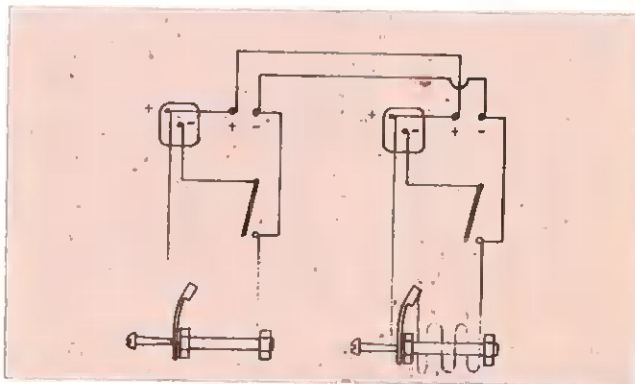
Start with a gap of about ⅛ inch between vibrator arm and bolt face. Tap the code key a few times. You should get some kind of response. To find the best setting, adjust the contactor screw and the spring force of the vibrator arm against the screw. You can also vary the sound of the buzz with a slider clip, a ⅜" by 1" piece of metal bent in half and placed on top the vibrator arm.

Note: Arcing between the contactor screw and vibrator arm is normal. But it will dirty the contacts, which can in time stop the current. So, occasionally clean the screw with a file and scrape the arm with a knife.

Connecting Two Sets

As it now stands, the set can be used by itself. And it will provide hours of fun for anyone interested in learning the Morse code. But let's assume you've got a code buddy and that the two of you have made identical sets, each with its own battery. What now?

First, you will have to add two more terminals to each set (see diagram). Use screws. Add a wire from the + terminal of the battery to one screw and mark the screw +. Add another wire from the open end of the code key to the other screw, and mark that screw -. Upon connecting the two sets, run one wire from + screw to + screw and the other wire from - screw to - screw. Now when you tap the code key, your set will work and so will your buddy's. And vice versa. In that way, the sender can hear what he's sending.



A Few Words About Morse Code

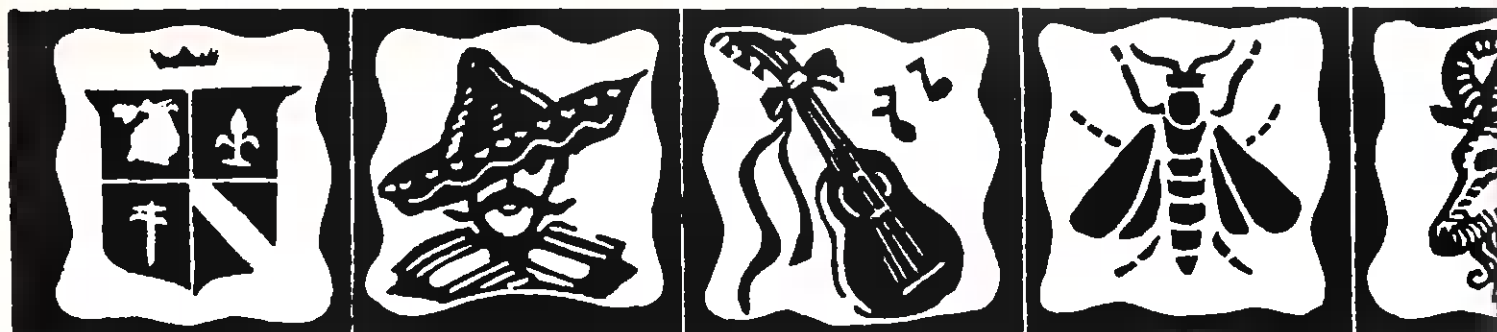
Did you know you could "talk" Morse code as well as send it by key? For example, in pronouncing the letter a (.-), an experienced radio operator would say, di dah. For the letter b (-...), he would say dah di di dit. Knowing the sound of each letter in this manner helps in learning the code.

A	.-	M	-. -.	Y	-. -.-
B	-... -	N	-. -. -	Z	-.- -.-
C	-.-.-	O	---	1	.- -.-
D	-.- -	P	-. -.-	2	.-.- -.-
E	.-	Q	-. -.- -	3	.-.-.- -.-
F	.-.- -	R	-. -.-	4	.-.-.-.-
G	-.-	S	...-	5	.-.-.-.-
H		T	-. -	6	.-.-.-.-
I	..	U	..-.	7	.-.-.-.-
J	.-.-	V	..-.-	8	.-.-.-.-
K	-.-	W	-. --	9	.-.-.-.-
L	.-.-.-	X	-. -. -	0	-----
COMMA	..--	PERIOD	..--	OVER	..--
				OUT	..--

When sending a message, allow a little time between letters and more time between words. The message "good night" should go like this:

G O O D N I G H T

If the sender of this message wanted a reply, he would wait a moment and tap the letter k (-.-). This is code talk for "over." In effect it means, "It's your turn to send." If the sender expected no reply, he would tap out the letters ar (-.-.-), without a pause between letters. This is also code for "out." And this, in effect, means, "I won't be sending or receiving any more, for now."



BLOCK PRINTING

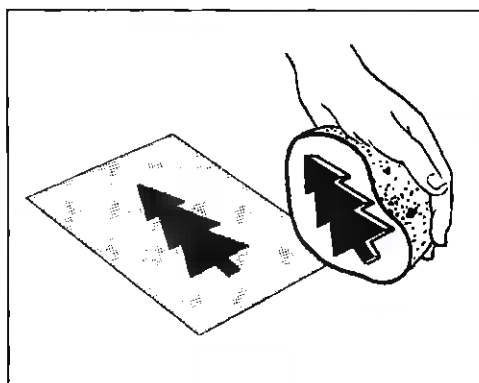
18

**fun!...
easy!...
profitable!**

by Mary Ellen Perkins

Block printing is an excellent craft for your boys to explore and develop this summer — a versatile craft, projects can be adapted to suit any age group; boys can work on projects either individually or as a group; materials are inexpensive and easy to come by.

Block printing involves only a few basic skills — once these are mastered, the boys will derive great enjoyment and satisfaction from printing their own greeting cards, invitations, posters, etc. In producing these items, whether for their own use or for sale, they will quickly learn the importance of good craftsmanship and take great pride in their work.



Potato Printing

When working with your group, it would be best to have the boys experiment first with a simple method of block printing, such as potato printing. This will help them to understand the basic techniques involved and prepare them for more complicated methods. Potato printing will appeal to very young boys, too — it is easy to do and projects can be completed in a short time period.

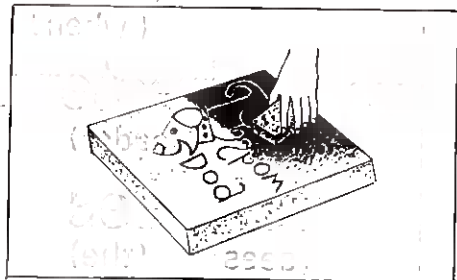
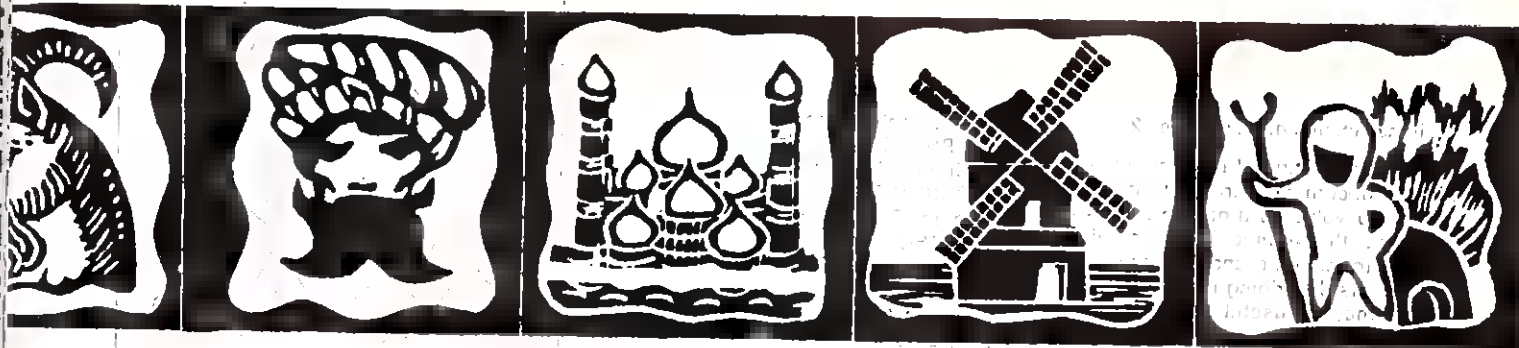
Many fascinating items can be printed using the "potato" method — greeting cards, invitations, book jackets, wrapping paper, etc.

Just three simple steps: —

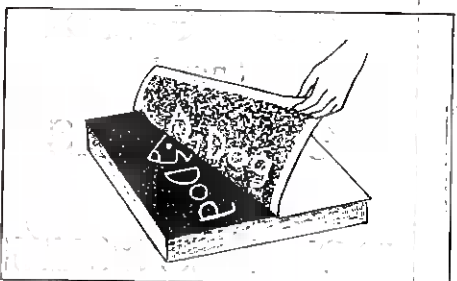
1. Cut a potato in half, and in pencil, outline a design on the cut surface.
2. With a pocket knife, cut away the background to a depth of $\frac{1}{4}$ " , so that the design stands out in relief on the potato's surface.
3. Apply water colour or tempera paint to the raised design area and, holding the potato as you would hold a rubber stamp, print the design on paper. (Because of the water content of potatoes, only water soluble paint can be used successfully.)

For printing greeting cards, book jackets, etc., an absorbent paper such as construction paper is best — it is inexpensive and available in a variety of colours.

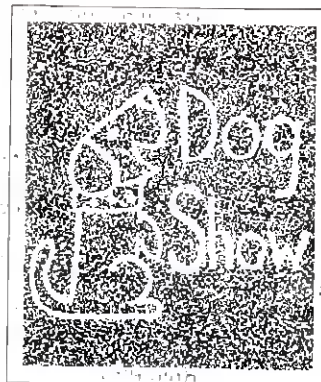
For beginners it would be best to begin carving and printing simple geometric designs. Once they have mastered this simple skill, have them go on to more complicated designs — for example, the Boy Scout insignia, initials, etc. (**Remember:** in relief printing, the original design must be carved in reverse!)



Apply the paint with a sponge



Gently peel the paper off.



Styrofoam Printing

Printing with styrofoam is one of the easiest methods of block printing. Styrofoam is easy to carve and large prints such as posters can be made with greater ease (and less expense!) than with linoleum or wood blocks.

When carving a design on styrofoam, simply outline the design with deep "V" cuts about $\frac{1}{4}$ " wide. Do not attempt to cut away the background. The "pebbly" surface of the styrofoam will give the printed project a unique, textured appearance! With a sponge, apply paint to the styrofoam surface (as most lacquer and oil base paints will attack styrofoam, it is best to use water colour or tempera paint — more economical too!). Spread the paper over the styrofoam block, rubbing it with your hands. Gently peel the paper off and let it dry. Almost any type of paper can be used, but it is best to print a few "trial runs" on inexpensive newsprint to check colour intensity, etc.

Too simple? — Try painting different areas of the block in different colours of paint!

In this type of printing, the design should be kept simple and stylized because it appears in "outline" rather than in solid blocks of colour. Posters advertising special events are very effective and eye-catching when printed from styrofoam.

Linoleum Block Printing

Printing from linoleum blocks is perhaps the best-known and most popular method of block printing practised by everyone from grade-school children to professional artists. The basic materials are inexpensive and professional results can be obtained with a little practice. A well-illustrated instruction book (such as **Linoleum Block Printing** by F. J. Kapka, \$2.95) will fully explain this method of printing — materials, techniques, care of equipment, etc.

The printing possibilities are endless — greeting cards, note paper, invitations, pamphlet covers, posters, and so forth.

Rather than have your boys do block printing merely as a pass-the-time activity, why not let them turn their efforts to profit-making projects — taking on the job of printing posters to advertise local school and church events, charity drives, etc. will teach them the responsibilities of being junior businessmen while they are enjoying themselves at a craft that is basically just "fun to do." All it takes is a few inexpensive materials, a little practice and lots of enthusiasm.

All the materials mentioned in this article (with the exception of potatoes) are available from Lewiscraft and from most hobby shops across the country.

We thank Lewiscraft of Toronto for this interesting article on block printing. More information can be secured by writing them at 284 King St. West, Toronto 2B.

ADULT EDUCATION PROGRAM

Training documents available -25c each.

With the exception of instructional techniques documents, training documents are of no value to a person who is not familiar with the topic. They are trainers' guides to content and methods only. Documents describing instructional techniques may be useful also to Scouters prepared to use them with boys. If you feel a need for training in any of these or other topics, be sure to let your local council know at once.

Documents primarily for the use of councils concerned with administration of adult education programs:

AT08-96002
Plan for Adult Education
AT08-96003
Classification and Coding of Training Documents
AT08-96004
Administration of Training Records
AT08-96005
Form and Content of Adult Training Documents
AT08-96006
Style Guide for Adult Training Documents

Documents primarily for the use of adult trainers:

HL18-96007
The Role of the Section Scouter
IZ18-96008
Getting to Know Boys
OS98-96009
Converting to the New Boy Scout Program 1. Concepts
OS98-96010
Converting to the New Boy Scout Pro-

gram 2. Implementation
TI08-96014
Training by Consultation
TP08-96015
Designing Training Events
OZ18-96016
Programming
OZ18-96017
Working with Boys
HS38-96019
Role of the Troop Scouter
OV38-96020
Working with Venturers
HC38-96021
The Role of Pack Scouters
TA09-96023
Training Aids for "Getting to Know Boys"

Documents for the use of section Scouters and adult trainers:

RH08-96011
Coping with Change
TI08-96012
Films and Tape Recording
TI08-96013
Paired Interviews and Triads
TI08-96018
Group Observation and Evaluation Techniques
TI08-96022
Role Play



CANOE TRIPS
ALGONQUIN PARK
ONTARIO

Complete Outfitting Service & Base for Canoe Trips in Alg. Park; 2100 Lakes in 3000 Sq. Miles of Wilderness Area; 3 hr. drive from Toronto; Special Rates for Scouts & Groups; Open May 1- Oct. 15; Write—**ALGONQUIN OUTFITTERS, Box 5, Oranburg Lake, Ontario**

extremely difficult to meet the demand in the several colours of materials required. We hope to catch up very soon. The same applies to the **Scout green shirts**, size 12-12½.

The new **silver grey shirt** and **grey trousers** are, of course, the official wear for **Rovers** and can now be ordered by them. These should be worn with the **red beret** and **red tie** which are also available. The trousers, as with leaders, must be ordered direct from the manufacturers.

Leaders can now purchase the attractive **maroon and silver blazer crest**, catalogue number 60-207, price-\$1.95.

Elsewhere in this magazine will be found our first advertisement of **Scout Calendar '70**. This item is fast becoming the recognized fund-raiser for groups all across Canada. Write your Scout office today for further information and free promotion material.

Judging from the extremely heavy demand, almost every Scout in Canada has ordered the **red sash**. In spite of increased effort by the textile mills we have been unable to avoid a back-order situation - sorry to temporarily disappoint so many.

SUPPLY SERVICES



The response to the new **Adult Leader Uniform** is very favourable, if the number of orders received is any indication. The several neck and sleeve sizes for the **silver grey shirt** poses some problems - your Scout dealer should be stocking the following sizes:

14-32	15-32	16-33	17-34
14-33	15-33	16-34	
14½-32	15½-33	16½-33	
14½-33	15½-34	16½-34	

Other, less popular, sizes are available at Supply Services but should be ordered through your Scout dealer.

Sorry to have to keep so many Venturers waiting for the **long sleeved tan shirts** - the textile mill is finding it



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

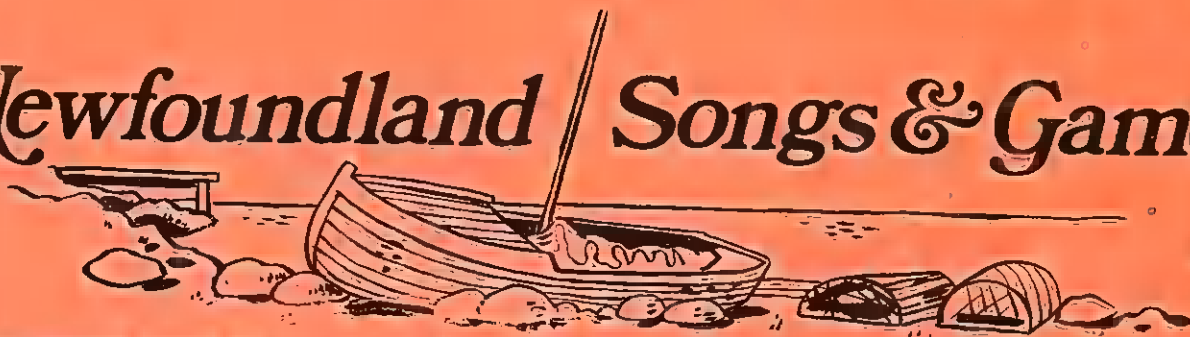


STANLEY A. GRANT LTD
134 Park Lawn Rd Toronto 18/255-3421

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.

Newfoundland Songs & Games



Our regional songs this month are from Newfoundland, which is one of the richest sources of folk music in the country. The versions of the songs used here are taken from "Old-Time Songs of Newfoundland," Third Edition, 1955, published by Gerald S. Doyle Limited, St. John's, Newfoundland, and are reprinted here with the kind permission of Gerald S. Doyle Limited. The tunes are generally well-known ones, particularly in eastern Canada, but if you don't know them, the music can be found in the book mentioned above or almost any other book of Canadian folk songs available in your local public library.

This month's games are not, strictly speaking, Newfoundland originals, but we've tried to adapt some so you can, if you wish, use them in conjunction with the songs for a Newfoundland program night. The first three games are suitable for Cubs, the latter ones probably better for Scouts. ■

SQUID-JIGGIN' GROUND

- Oh! this is the place where the fishermen gather
With oil skins and boots and Cape Anns
battered down
- All sizes of figures with squid lines and
jiggers,
They congregate here on the squid-jiggin'
ground.
- Some are workin' their jiggers while others
are yarnin',
There's some standin' up and some more
lyin' down,
While all kinds of fun, jokes and tricks are
begun
As they wait for the squid on the squid-
jiggin' ground.
- There's men from the Harbour and men from
the Tickle,
In all kinds of motor boats, green, gray and
brown;
There's a red-headed Tory out here in a dory,
A runnin' down Squires on the squid-jiggin'
ground.
- God bless my sou'wester there's Skipper
John Chaffey.
- He's the best man at squid-jiggin here, I'll
be bound.
Hello! What's the row? Why, he's jiggin'
one now —
- The very first squid on the squid-jiggin'
ground.

- A. R. Scammel.

FISHING GAMES

- There are an infinite variety of games
that can be made from a hook, a line and
a pole that will leave the contestants as
breathless and open-mouthed as a fisher-
man's true story.
- Fashion the hooks from coat-hanger wire,
paper clips and open safety pins. Make the
fish from cloth, inner tubes, cardboard, bal-
loons, or wood. Use a cardboard carton,
nail keg, barrel, or dart board for the ocean
bottom or trout stream.
- The Cubs can catch the "fish" by hooking
them, lifting them, trapping them, or spear-
ing them (with darts). They score by standing
in the center of a circle and casting into
several different ponds, by standing on boxes
or stools and trapping the fish, or by just
catching as many as they can out of one
"lake." Each "fish" could contain a message
describing some task that a Cub has to
perform before he can return to fish again.
Or each fish could have a point value written
on it; winner could be either the six or
the individual Cub with the largest score at
the end of a given period of time.

FISH AND NET

Have three to five players join hands to
catch "fish" by surrounding individual play-
ers. Those who are caught become a part of
the "net." The last five fish caught make up
the net for the new game.

FOR ALL OUTDOORMEN!

Whether you are a hiker, climber, cyclist or canoeist Blacks have a unique range of equipment you must see. Blacks manufacture their own light tents, sleeping bags and outdoor clothing. They also import a wide variety of pack frames, rucksacs, stoves, mess kits and climbing hardware.



Send NOW for new 1969 catalogue to:
225 Strathcona Ave.,
Ottawa, Ontario.

SHOULDER FLASHES PRINTED

47 503	3 DOZ	\$1.50
47 506	6 DOZ	\$2.00
47 509	9 DOZ	\$2.50

"WOVEN FLASHES"
6 DOZ \$7.50
DELIVERY APPROX. 6-8 WEEKS

ONTARIO RESIDENTS
ADD 5% RETAIL TAX.

Cash's

Canada Labels Ltd.

P.O. BOX 116, BELLEVILLE ONT



CROSSING THE ICE

The Cubs are going to race across the ice-floes to the Labrador shore. Cut the shapes for the icefloes from newspapers and put them in a line in front of each six. Some papers are large, some small, with one or two difficult jumps. The first Cub gets across, turns around and waves for the next. If they touch the sea they have to start again. The first six safely across wins.

WHALE HUNT

Two or more boat's crews are made up as for an ordinary boat race, i.e., straddling a Scout staff. The leader (coxswain) goes forward, the rest of the crew backwards, except for the last man (bow) who goes forward and is armed with a harpoon. The whale (design left to the ingenuity of the Scouts) is dragged by a Scout on the end of a fairly long rope.

FRIED FISH RELAY

Line up teams in single file; just in front of each team is a circle about one foot in diameter and another the same size at the other end of the course. Each team has a fan and a piece of thinnish paper cut out in the shape of a fish. Each player in turn fans the fish from one frying-pan to the other, without touching it in any way. The fish must be absolutely in the circle, not overlapping at all. First team to finish wins.

JACK WAS EVERY INCH A SAILOR

Now 'twas twenty-five or thirty years since
Jack first saw the light.
He came into this world of woe one dark
and stormy night.
He was born on board his father's ship as
she was lying to
'Bout twenty-five or thirty miles southeast of
Bacalieu.

CHORUS:

Jack was ev'ry inch a sailor,
Five and twenty years a whaler,
Jack was every inch a sailor,
He was born upon the bright blue sea.

When Jack grew up to be a man, he went
to the Labrador.
He fished in Indian Harbour, where his father
fished before.
On his returning in the fog, he met a heavy
gale,
And Jack was swept into the sea and swal-
lowed by a whale.

The whale went straight for Baffin's Bay,
about ninety knots an hour,
And every time he'd blow a spray he'd send
it in a shower.
"O, now," says Jack unto himself, "I must
see what he's about."
He caught the whale all by the tail and
turned him inside out.

OPERATION CAN-CARIB



*BROTHERHOOD
WITH A CARIBBEAN APPEAL*



DON'T BE FENCED IN!

SCOUT CALENDAR '70



CAN HELP
YOUR GROUP
BREAK
THE FINANCIAL
BARRIER

APPLY TO YOUR DISTRICT, REGIONAL OR PROVINCIAL SCOUT HEADQUARTERS
FOR FURTHER INFORMATION AND FREE PROMOTION MATERIAL