

THE CANADIAN

OCTOBER 1970

leader

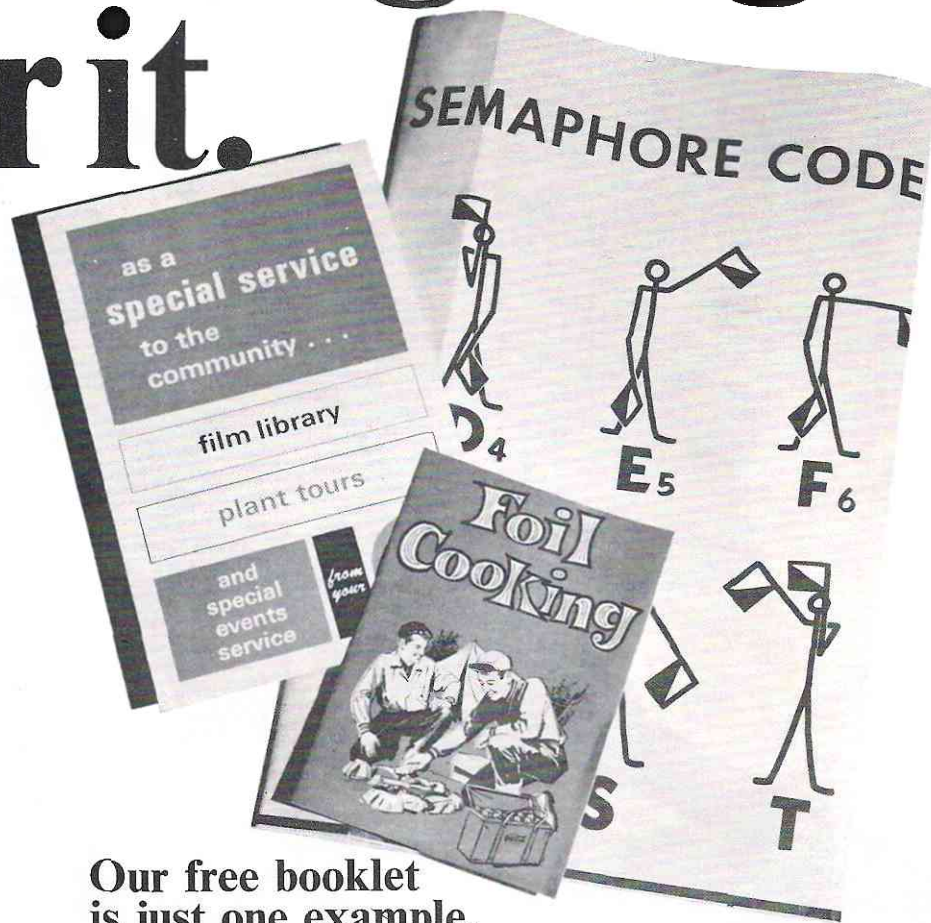


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JAMES F. MACKIE, Editor

BEATRICE LAMBIE, Assistant Editor **MICHEL PLANT**, Editorial and Advertising



COVER This Scouting "Robin Hood" is just one of over 240 boys who spent thirteen days this summer at what is probably Canada's most unique Scout camp. **The Canadian Leader** visited Anderson Sports Camp at Choisy, Quebec, on a hot Sunday in July and had the opportunity to see the boys participate in just about every sport you can think of, plus a few more, and hear over 200 parents and friends marvel at "how things have changed since we were Scouts and Guides." For more on Anderson, see **A WORLD OF CHOICE**, page 4.

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SUPPLY SERVICES NEWS

The **70/71 Catalogue** will be available to all leaders and new members through Scout dealers in October. (Boy members will receive a catalogue in the October **Canadian Boy**.) Pages 19 & 20 of the new catalogue list some interesting new **handicraft items**:

Handy Holder Kit Electric Motor Kit
Aluminum Tooling Kit Pirate Chest Kit
Bird Feeder Kit Electric Magnet Kit

On page 21 there are **Activity Crests** for

Fishing Baseball Music
Basketball Football Soccer

We are pleased to announce **two new dealers**: Jack Fraser Stores, Kipling & Albion Road, Toronto and Boy Scouts Central Alberta Region Office, Red Deer.

Has your group taken advantage of the opportunity to raise funds with **Scout Calendar '71**? If not and you need funds, order from your local Scout office.

Need suggestions for **Christmas gifts**? Send for our list of suitable catalogue items or get a copy from your dealer or Scout office. It will solve many gift problems.

A good buy at \$2.95 is the **Stamp Collector's Outfit**. It includes 100 different stamps, a special surprise package of topical stamps, perforation gauge, magnifying lens, nickelplated tweezers, stamp hinges and an illustrated album.

The **Signalling Set, catalogue 71-287**, rugged and dependable, with a realistic telegraph key, simple to adjust, complete with batteries, makes a good buy at \$4.95.

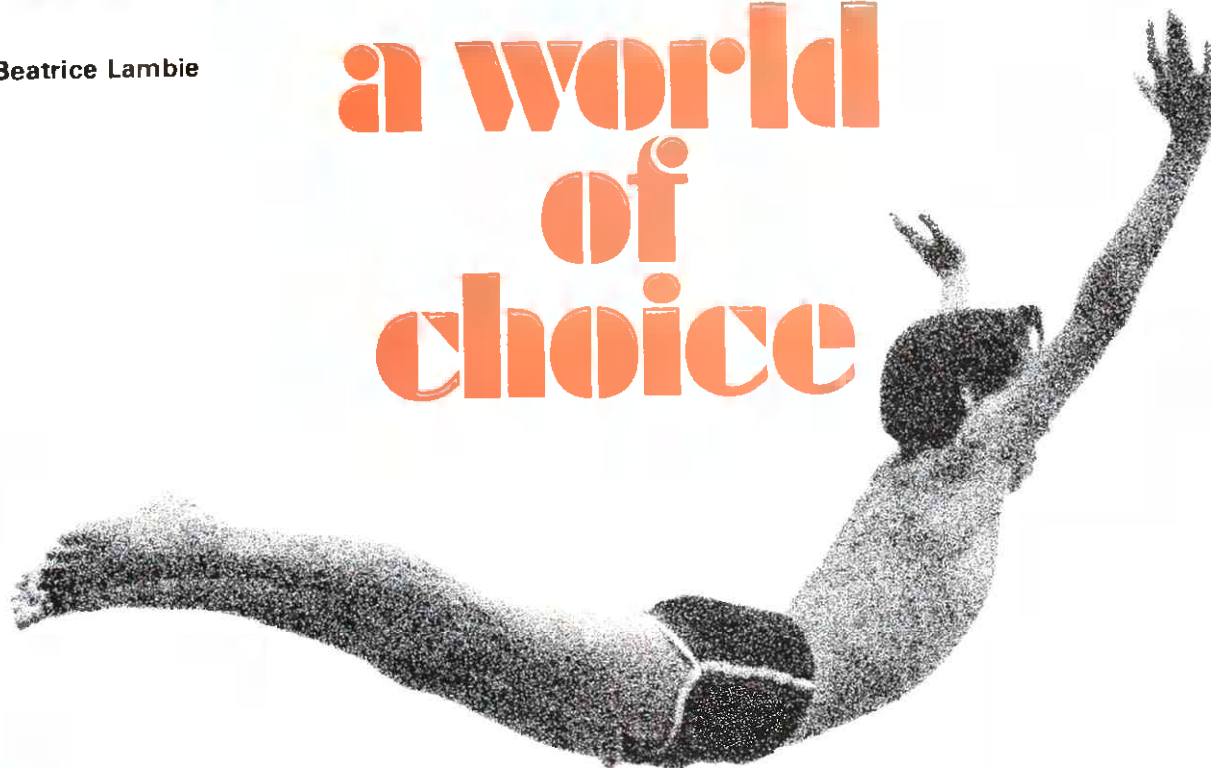
Initial reaction to the new **Venturer slacks** is excellent; they are moving quickly and prove to be a good multi-use item.

Due to circumstances beyond their control, The Retarded Children's Association no longer make our **Kub Kar Kits, catalogue 71-105**. We have an alternative supplier for this popular item.

In response to requests we have extended the range of **leaders' maroon jackets** to include chest sizes 30, 32, 34.

Camp Fire Guide (20-603) and **Camp Fire Song Book (20-602)** are no longer available. For disposal: a quantity of **World neckerchief slides**; these are circular, 1 1/2" diameter, with flexible metal adjustable clamps, World crest in silver on purple enamel background. Available **only** from Supply Services or through your Scout office; 50¢ each (catalogue 60-271).

a world of choice



Fun and noise emanate from what is "almost a peninsula" where boys 11 to 16 years spend their days in a world of sports. On the Lake of Two Mountains, in the village of Choisy, a French-speaking community 30 miles from downtown Montreal, lies Anderson Sports Camp—unique in the North American camping world, for it offers instruction in almost every sport. Accredited by the Quebec Camping Association, it is the only Boy Scout sports camp in North America.

Sports at Anderson are divided into major and minor categories. Major sports include football, baseball, basketball, golf, archery, sailing, canoeing, water skiing, and swimming in the Olympic-size pool. Under minor sports come lacrosse, volleyball, badminton, horseshoe pitching and horseback riding. Each boy chooses the sports he wishes to do.

Prior to his arrival at camp each boy is mailed an activity selection sheet which lists all the camp's activities. He is asked to make his choice, in consultation with his parents, and then return the selection sheet to camp. A personal program is developed specifically for each boy to meet his needs and wishes. If a boy has a change of heart before arriving in camp and wishes to change his selection, he is free to do so. He is allowed to play four major sports and any number of minor sports.

Baseball was Anderson's most popular sport last year, but this year there were some surprises - golf unquestionably was top choice, followed closely by water skiing, baseball and football. Swimming, sailing and canoeing were close runners-up.

Emphasis on the enjoyment of sports and on team work has governed the staff who man Anderson. John L. Paquet is the Camp Director and the person responsible for the sports camp idea. Camp Pro-

gram Director is Brian Harris, a physical education graduate from University of Toronto. Football coach is fullback for the McGill Redmen, Michael Ranger. All swim coaches are from swim teams in the Montreal area.

Anderson Sports Camp must have real athletes for coaches and, because of this, the camp's salary range is higher than most Boy Scout camps and higher than many private camps. Hundreds of inquiries for staff jobs have been received but because of the requisite high athletic standards, acceptable staff members are difficult to obtain.

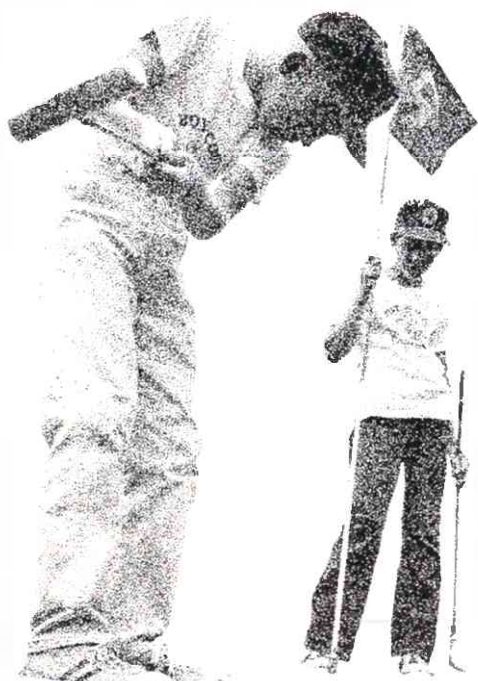
The staff include ten full-time councillors, plus seven councillors-in-training. The councillors-in-training are staff members brought up through the ranks. They must have been campers at Anderson and they can become candidates for councillors-in-training at 15 years. The remainder of the staff range in age from 17 to 25. Councillors are selected for athletic skill, appearance, ability to get along with young people, and their interest and involvement in the Boy Scout program.

The camp was built in 1945 by the federal government as a naval training centre but the war ended before it was used. It was given by the federal government to the Quebec Navy League and used by the League as a sea cadet camp until 1959 when they put it up for sale and it was purchased by the Quebec Provincial Council. Initially it was used as a combined, year-round, weekend Cub camp and, during the summer months, a Scout camp operated for one-week periods. In 1969 the Boy Scouts turned Camp Anderson into Anderson Sports Camp and 1970 was the second operational summer.

The boys live in dormitory-style chalets, ten boys to a building. Two councillors bunk with each ten boys. This ratio of 1:5 means the boys are under

constant supervision and no boy is allowed to feel left out. At Anderson all pull together as a team. Morning begins at 7.30 with a swim, followed by calisthenics, then breakfast and cabin clean up. After that the boys are on the football field, baseball diamond or at the archery range. The full day proceeds at a fast-moving pace. The boys are in bed by 9.15 at night, happily exhausted under this stimulating, strenuous routine.

Meals are prepared by a cook and served to the boys in a dining hall. Their only chore is washing their dishes. Boys come to Anderson for 13-day periods, the camp capacity is 60 boys per period and there are four camping periods during a summer. Last year, Anderson's first, the camp registered 115 boys; this year that total was more than doubled.



Since the camp is almost surrounded by water there are two major waterfront areas. On one side the sailing and canoeing program is centred. Tied up there are fourteen canoes and ten Petrels, aluminum sailboats with 100-square feet of sail that go like lightning and are outstanding for young people to sail. The waterfront is manned by three experienced staff members who are exceptional sailors and canoeists. All are members of sailing and yachting clubs in Montreal. Boys using canoes and sailboats are given instruction in their use. They must wear life jackets for these sports.

Water skiing is tremendously popular and the second waterfront area is base for the water skiers. Anderson has a 15-foot fibreglass runabout, with a 60-hp electric motor on the back. Three boys can ski at a time and a slalom course has been developed.

Two full baseball teams and three football teams are a highlight of life at Anderson. These are 12-man teams. The boys are supplied with uniforms, complete in every detail. There are practice uniforms for daily wear and uniforms used for Parents' Day and special games. Despite the variety of sizes and

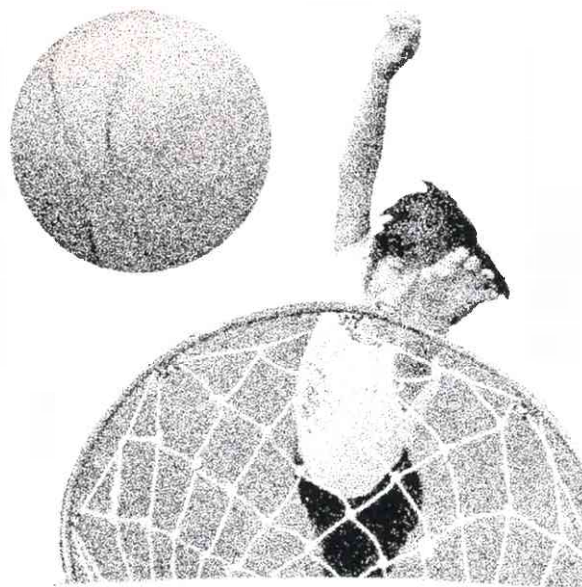
shapes required, the boys are outfitted with all uniform items.

Even on rainy days at Anderson there is plenty to do. Golf tournaments are favourites and sailing and canoeing are permitted, provided there is no thunder or lightening. Rainy days also are good times to show educational sports films and films from Grey Cup games and National Hockey League finals. "We can keep the kids pretty busy," John Paquet observes, "even when it rains."

Anderson has developed a special rapport with the village of Choisy. Its 33 acres, fronting in the middle of the village, are unfenced, yet vandalism is not a problem. "We have developed a feeling of belonging to the community," reports John Paquet. "We have made our swimming pool available to Choisy residents at hours when we do not require it." The pool is used by the community from noon until three. There is also an evening class for adult, would-be swimmers who prefer to learn when there is a measure of privacy. The pool is lit for these evening classes.

Anderson encourages families to visit. The middle Sunday of each camp period is designated as Parents' Day. Relatives, friends and neighbours, all are invited. Attendance on Parents' Day averages between two and three hundred visitors. At 2 o'clock the afternoon begins with a football scrimmage, the boys in full uniform, followed at about 2.45 with a baseball game, again with all boys in complete uniform. A water-ski show begins at the waterfront at 3.30 and following this the sailboats and canoes come out. Parents can join their sons in this activity.

(continued on page 23)



What is a camporee and what is its purpose? To the experienced Scouter this may be an unnecessary question. To the new Scouter, and possibly the not so new, it may be an unexplained term and an event in which he has not participated.

Let's start by looking at the purpose of a camporee and the question as to what it is, should answer itself.

Camporees involve two or more groups. They range from the district or regional event, organized for all groups within the area, to the small inter-group camporee.

The focus of a camporee can be:

Competition — with patrols or companies assessed on their camping abilities; points awarded for skills displayed during the camporee.

Service — with activities geared to provide service to the community or Scouting.

Educational — with training sessions offered by skilled Scouters or resource people; subjects can range from simple woodcraft skills, like axemanship, to ecology.

Adventure — with activities geared to tax participants' ingenuity, skill and stamina.

While fun must be a key word in the planning of any camporee, it can also provide a focus. Fun can be the theme, with all activities designed to give participants a bang up time and hang the learning bit.

No one person carries the responsibility for initiating and organizing a camporee. While district commissioners and their staff have tended to be the men behind the show, there is no reason why it can't be planned and executed by two or three Scouters and their groups. If the event is of a district or regional nature, it is far better if the organizing tasks are shared around. Depending on the size of the event, some of the jobs to be filled are:

- a) Co-ordinator or camporee chief
- b) Deputy or assistant co-ordinator
- c) Chairman of the judging
- d) Program director
- e) Health and safety chairman
- f) Site selection chairman
- g) Publicity and awards chairman

that events move ahead. Too few judges result in poor adjudicating, a slowdown of the pace of the camporee and a general raising of the frustration level.

The program director will require people with special knowledge and skill. What this knowledge and skill must be can only be decided when the purpose of the camporee has been ascertained. The program specialists need not stay for the full camporee. They can conduct their part of the schedule of events and depart. This approach is most useful in securing the assistance of professional people. It lends itself well to the camporee with training or education as its focus.

The health and safety chairman is responsible for setting up a first aid station, securing personnel to man it and obtaining the necessary supplies. He also will check the water supply and general camp sanitation. St. John Ambulance usually can be counted on to help. Don't overlook Venturers or Rovers with St. John Ambulance qualifications. Military corpsmen and nurses are also possibilities.

The site selection committee usually consists of two or three whose task is to locate a site suitable for the camporee. The purpose of the event must be kept in mind when selecting the location. Water, fuel, toilet facilities, areas for planned activities, distance to be travelled, access to actual site, are just a few of the things which must be taken into account.

Patrol, troop or company sites are usually staked out and numbered. The location of the camporee headquarters should also be marked. Sites can be assigned or allotted by draw.

The job of the publicity and awards chairman is to ensure that all eligible participants know about the event. This can be done through community papers, local radio and television stations, letters, posters, announcements by Scouters, word of mouth and council bulletins. Use of a variety of approaches will usually increase the degree of success in securing participation. Use local officials for ceremonies such as presentations, camp openings, closings and as guests of honour at campfires.

This committee is also responsible for securing

CAMPOREE FUN

The specific number of people required in each of the noted job areas will depend on the size of the event.

If the camporee is to be a large one, the co-ordinator will appreciate an assistant or deputy. Judges can be selected from among Scouters, interested parents and a variety of professional and community service groups.

Engineers, foresters, teachers, police, firemen, the Junior Chamber, service clubs, the Legion, are but a few of the groups which can be approached for judges. Ensure that there are sufficient judges so

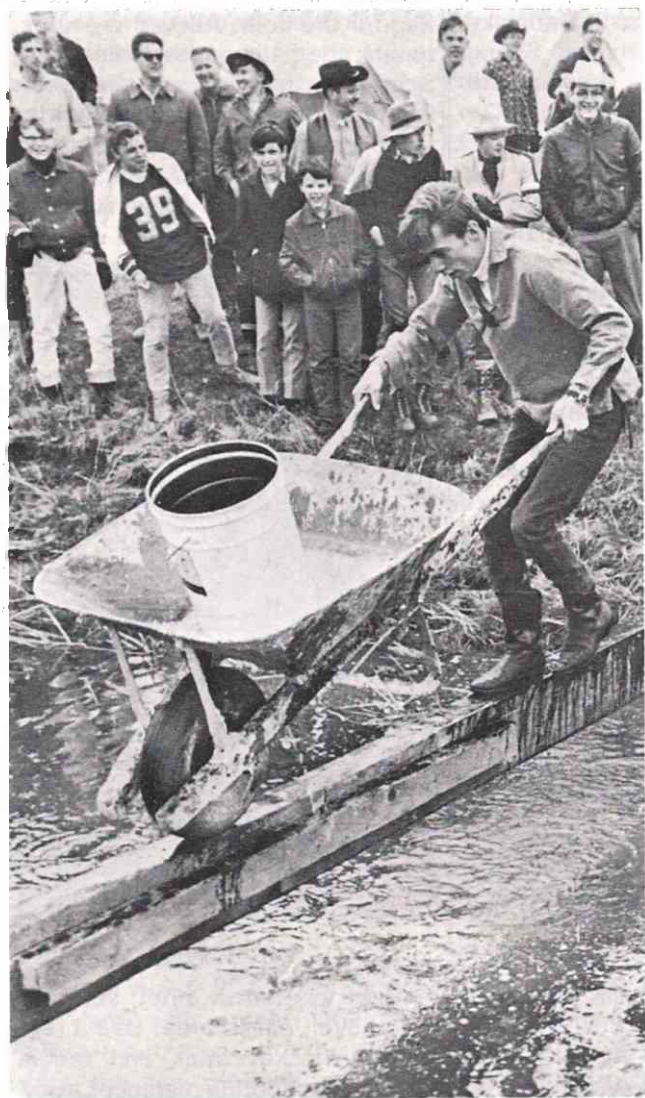
awards or prizes which may be given. Supply Services offers a number of reasonably priced trophies and a selection of crests which can be utilized for this purpose.

When should a camporee be held? Spring? Summer? Fall? Surely not in winter! Well, any season is suitable. Spring is an ideal time to test all the theory learned and introduce the new Scout to camping. While the summer shouldn't be ruled out, it is usually the time of group camps and council operated campsite camps. Fall camporees provide an excellent method of getting the ball rolling for

the coming season. Don't rule out winter. It provides unique adventure.

The actual program or activities can be as imaginative as you can make it. Staffing can be drawn from adults or senior sections (e.g. at a Scout camporee use Venturers and/or Rovers and at a Venturer camporee use Rovers).

Camporee programs can concentrate on a water



(PHOTO BY JOHN MAHLER)

by Donald H. Swanson

theme. Sailing, canoeing, swimming and water skiing provide the basis. Underwater treasure hunts, canoe slalom races, voyageur racing, sailing regattas, sponge tag (the team who is "it" must toss a wet sponge into the cockpit of another sailboat or canoe), war canoe races and jousting are but a few of the kinds of things to be done. How about a campfire built on a raft with the participants in canoes? Precautions must be taken to ensure all don't drift out to sea, of course.

Map and compass work offers activity for a camporee and can be organized for varying skill.

Cooking contests can provide an excellent test of skill and knowledge. Provide each patrol with the same ingredients, each to produce a meal in a given time. Assess on the quality of cooking, creativity in preparation, timing, appearance of food and service.

A camporee organized around the theme of service would have a series of service projects to be carried out. These wouldn't have to be outdoor projects but this does tend to seem more logical. Projects could range from clearing hiking trails, to service projects at the council camp. Ideally, projects should be of a nature that will permit participants to complete them in an hour or two. Try to provide a variety of projects and allow participants some choice.

Survival or disaster always lend themselves well as themes for camporees. Train a team of Rovers or Venturers in the art of casualty simulation (an excellent resource is the book "Casualty Simulation" published by the Queen's Printer). Use older Cubs as your victims. Patrols or companies must locate the "casualty victims" and carry out appropriate first aid and rescue techniques. Victims can be placed in the woods and their location indicated on a map. Rescuers are provided with a map indicating victim, and a story outlining why the person is in that area. The rescue teams must draw the necessary equipment and effect a rescue. The victims can't move around much or they will disturb the "wounds," so a good rule of thumb is to place them in position just prior to the arrival of the teams.

While camporees are for the enjoyment of the boys participating, it is important that the adults have fun, too. Why not include one or two events where Scouters and boys take part or stage an exhibition game with the Scouters as players? Whatever the event, permit a maximum number of Scouters to participate.

During the course of the camporee, provide time for a campfire. These tend to fall into two types — the small, intimate campfire and the large, massed group gathering. Anything over thirty participants should be considered as a large gathering.

These two types of campfires really call for different approaches. The small group is more personal and has an air of spontaneity. The large gathering should be handled as an arena show. Both require preparation. Experience indicates that the campfire requires as much planning and preparation as any other program event, if it is to be successful.

Let's summarize briefly. A camporee is a week-end, outdoor event for one or more groups. It can fulfil any number of purposes. The purpose and use of the camporee is consistent with the program objectives of the Rover, Venturer or Scout section. And on top of all this they're fun!

In a future issue of **The Canadian Leader**, we will enlarge on suggestions for programs.

We can use your help. How about sending in your favourite camporee event and we'll share it with other Canadian Scouters via this magazine. Jot your idea or favourite camporee event on a card and mail it to National Headquarters, marked for the attention of Don Swanson.

FIELD DAY

TRICKS

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In the crisp autumn air of a sunny Saturday a sports carnival can be a great pack activity to generate enthusiasm for the new season. This type of carnival gives the non-athletic boy a chance to try various sports, some of which may be unfamiliar to him.

Distances given for these sports have been set for Cubs. If the carnival is planned for Scouts, or will include them, leaders may wish to increase the various distances.

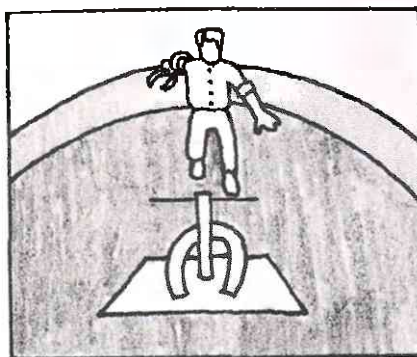
Approach fathers and friends to instruct and/or coach the different projects, to referee and keep score. Score sheets can be kept simple. Boys might fashion tin cans into cups for the champs in each event.

Safety factors must be given special attention, especially for fly casting, discus throwing and horseshoe pitching. Set up safety lines to protect viewers.

HORSESHOE PITCH

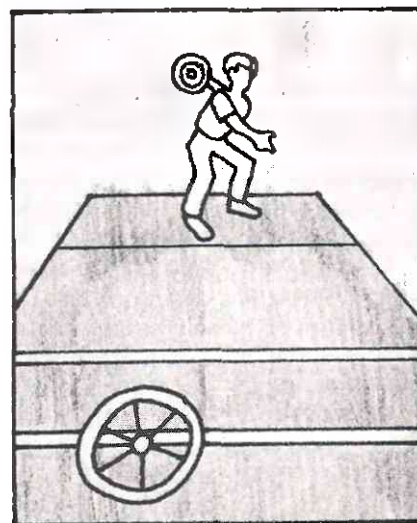
Required: two regulation horse-shoes. Hammer a stake into the ground so that it is 12 inches above ground level. Mark throwing line 20 feet from stake. Each player gets two throws. Hold horseshoe, open end up, in front of face; take a sight at the stake through open end of shoe. Swing shoe down and back, then forward and throw.

Only ringers count; each one earns five points. A ringer is declared when shoe encircles stake so that both bottom outside edges of shoe - the calks - can be touched at the same time with a measuring stick. If a second throw knocks a ringer off the stake, player loses the five points it would have earned. Observers must stand well behind player who is pitching. Each boy retrieves shoes after his turn and hands them to next player.



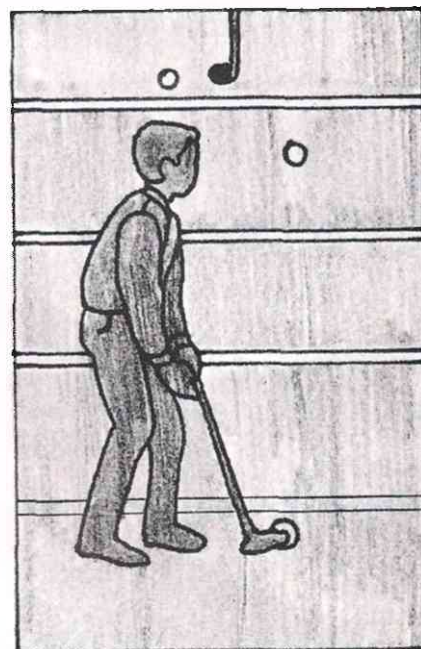
DISCUS THROW

Use a small tricycle wheel or make discs, about 8 inches in diameter, from 3/4-inch or 1-inch plywood. Mark throwing line at 40 feet. Score one point for each foot over the 40-foot line.



GOLF

Mark off a well-grassed area. A small plug, that can be replaced, is cut out of the lawn for a hole. Lay out course with putting distances from 25 to 5 feet apart. Cut fairway around the hole with a lawn mower. Cubs can make a flag for the hole. Allow three turns to sink the ball from each distance. Score five points for a sink from 25 feet; give a special five points for a hole-in-one from 25 feet; four points from 20 feet; three from 15 feet; two from 10 feet; one point from 5 feet.



HOCKEY

Make or borrow a net; set it up on a level, paved area. Use a regulation hockey stick and tennis ball. Mark shooting distances away from the net: 30 feet, 20 feet, 10 feet and 5 feet. Each boy shoots from the various distances, plus one shot by stick handling within 5 feet.

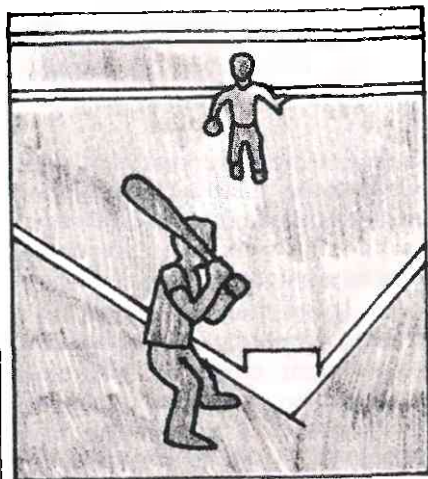


BATTER UP

Set up home plate. Mark first and third base lines 100 feet out from home. Draw lines connecting the 50-foot, 75-foot and 100-foot marks on first base line with corresponding 50-, 75- and 100-foot marks on third base line.

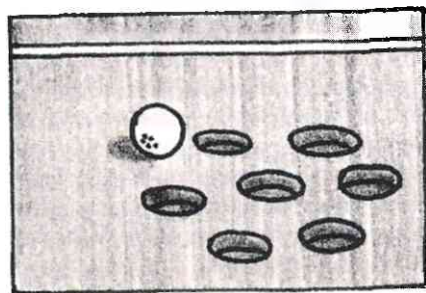
Use a regulation softball and softball bat. Pitcher tosses three slow balls to each batter. Hit the ball as far as possible, keeping it in the playing area. Score five points if ball comes to rest short of 50 feet; ten points, between 50 and 75 feet; fifteen points for 75 feet and beyond.

When hitting, stand with feet apart. Keep hands close together, as far down the bat as possible. Keep eyes on the ball at all times.



TIN CAN BOWLING

Punch holes in the bottoms of six large-size juice cans (48-ounce); put them into the ground with the top of each can level with the surface. Put one can in the centre and the others in a circle around it, not nearer than 18 inches. Mark a bowling line 20 feet away from the circle. Use tennis or croquet balls. Each boy in turn bowls two balls. Score five points for balls that fall into centre can; one point for the other cans. Winning score is twenty-one.



FREE THROWS

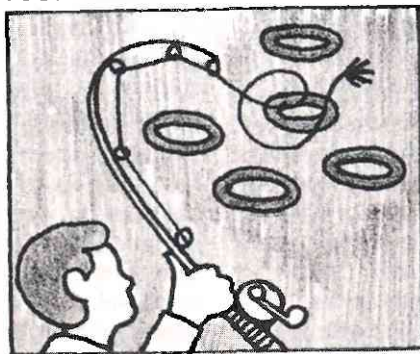
Remove the bottom from a bushel basket; fasten basket 8 feet above ground to a tree or pole. Mark the throw line 12 feet away from a point directly under the basket.

Use a regulation basketball or volleyball. Each player gets three throws. Stand with feet apart, toes touching the throw line. Use the two-hand, underhand shot. Spread fingers of both hands on the sides of the ball. Cock the wrists, swing the ball back through open legs, then out toward the basket. Keep eyes on front rim of basket. As the ball comes forward, rise on toes, stretch and let the ball go toward the basket. Score five points for each ball that goes into the basket.



FLY CASTING

Section off 100 feet in length and at least 20 feet in width in field or playground. Set up safety lines to protect viewers. Use a half-ounce casting weight and five target circles, 30 inches across. Set these up at 20, 30, 40, 50 and 60 feet. Each player makes ten casts, two at each target. A point is taken away for each foot away from the target. These are taken from a starting score of 100.

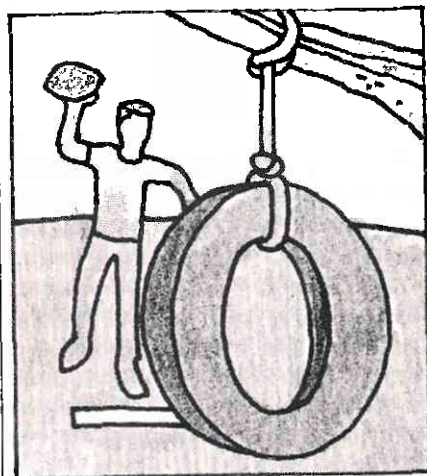


QUARTERBACKING

From a tree suspend an old rubber car or bike tire. Mark throw line 15 feet from tire target. Each boy gets three passes with regulation football.

Spread feet apart. Place foot forward on the side opposite pitching arm. Fit ball snugly against fingers for their entire length; grip with thumb or finger tips on the laces and behind the middle of the ball. Hold ball close to the side of the head with both hands. Keep forward end of ball slightly up and pointed at centre of circle. Throw with a short motion and snap of the wrist.

Score five points each time ball goes through target. If tire turns, one boy can hold it in position.



BROAD JUMP

Dig a shallow pit: 6 inches deep, 4 feet wide, 15 feet long; fill with sawdust or sand. Place a takeoff board 6 feet from front edge of pit; anchor to ground with stakes. Each boy takes a running start 20 feet back from takeoff board. Hit the board with one foot, jump up and toward pit. Keep balance with arms. Keep feet up, pointed toward end of pit. As heels touch pit, drop chin on chest, lean forward. Swing arms down and back to keep from falling.

With tape measure the judge marks distance from edge of takeoff board nearest pit to point in pit where boy's heels hit ground. The number of feet equals points earned. Score for the nearest whole foot. If a boy falls back he may jump again until he lands on heels only.

ON TARGET

By A.R. Todd

This is the second of two articles on sports shooting and the construction of rifle ranges by A.R. (Bob) Todd, Shoo

10

The most frequently encountered obstacle in rifle club organizing is a range, or suitable space in which to construct a range. Several important factors must be considered when a new range is being planned, the first being an adequate backstop to ensure the safety of people in the vicinity as well as the shooters. The most suitable backstop is a high hill, with no gravel or stones exposed on the surface in the area in which the bullets strike. Fencing or other barrier around the range is required to keep people from straying into the line of fire.

A 22 Long Rifle bullet will travel almost one mile when fired at an angle of about 30° , so the effective height of the backstop must be great enough, or the area beyond the backstop completely untravelled, to avoid danger to anyone in the direction of shooting. In cases where a high hill is not available, the upward movement of the rifles may be restricted by means of a rail or barrier just forward of the firing point.

A sodded earth bank will stop bullets without any danger of ricochets and requires a minimum of maintenance. Sand is also good but needs a certain amount of regular work to keep the slope face in shape. Board or timber retaining walls directly behind the targets should be avoided as the regular pounding from even small 22 calibre bullets will quickly cut through the wood and continual replacement of pieces would be needed.

Where a natural backstop is not available, a satisfactory arrangement can be made using steel plates, supported at a 45° angle, behind the targets and with a sand box under the plate area to prevent bullet ricochets. This is particularly desirable for use in front of a wooded hill, or where there are many stones and rocks.

A light wood frame with posts in appropriate locations and two horizontal cross-pieces is sufficient for

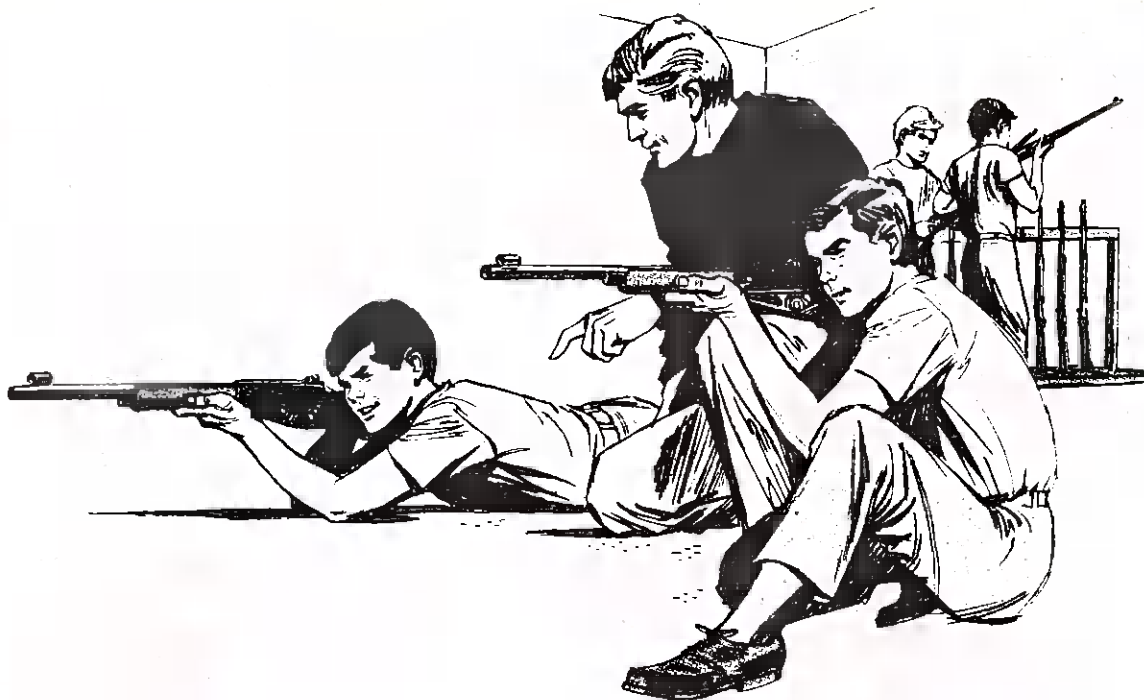
a target holder. The targets themselves are tacked or stapled to squares of fibre board which are then hung on the upper cross-piece of the frame by means of two nails, while the lower cross-piece supports the lower end of the boards.

The firing point is a smooth, level mound at least 6 feet from front to rear and raised above the range ground level. A slight slope at the top is permissible, but it should not be greater than $\frac{1}{2}$ " per foot. Sodding the surface will cushion the firing point somewhat and will also help to retain its shape. Large numbers directly in front of the firing point and on the target frame mark each firing position. The range distance, normally 20 yards, is measured from the front of the firing point to the target frames.

A railing or fence well behind the firing point will provide separation of the range and the spectator area, and only the shooters, range officers and coaches are permitted to be on the range. Rifle racks should be placed just inside the fence.

Outdoor rifle shooting is limited by weather conditions and distance from homes to ranges. During the fall, winter and spring, indoor ranges are used, and rifle clubs are generally most active in the indoor season. The ranges are located in schools, armouries, community centres, churches, agricultural society and fair buildings, rod and gun clubhouses and shooting clubs, police stations, fire stations and probably some other buildings.

If an indoor range is not already available, the first step is to locate suitable space which could be converted. The area has to be at least 10 feet longer than the distance from the front of the firing line to the target, to allow space for the firing point and backstop. Seventy feet will provide a 20 yard range, while 55 feet is sufficient for the altern-



ting Promotion Representative in Ontario for Canadian Industries Limited. See August/September issue for Part One.

ative standard of 15 yards. Each shooter requires a minimum of 4 feet of width, and a double firing range can be constructed in a room only 8 feet wide.

Many modern buildings are built without a basement but with a crawl space under most of the floor area. This kind of space is ideal for a range. Generally all that is required is excavation to obtain sufficient head room, and the installation of a partial floor, lights and a backstop.

A gymnasium or similar large room with a solid wall can be turned into an "instant" range by adding a portable backstop and lights. Both of these units can be stored away when not needed, then the backstop mounted on casters can be rolled into place, the lights in metal shields set on the floor a suitable distance in front of the targets, and gym mats used to pad the firing line when shooting time comes.

In past years it was the practice to shoot from sloped wooden platforms and indoor ranges were kept completely dark during firing except for the target lights. It has been found more practical to eliminate the platforms and to use suitable padding placed directly on the floor. Thin, military surplus mattresses are very good for this purpose. Thinking has changed on lighting, too, and now ranges are fully lighted, ideally with the amount of light lower at the firing line and increasing toward the targets. This system eliminates unnecessary eye strain and results in better scores. In addition, operating under lighted conditions makes range conduct and instruction easier and better.

Generally speaking, where there is an existing rifle club in a community, it is best to co-ordinate Scout shooting with the activities of that club. There are obvious mutual advantages in this kind of arrangement, especially since the club will have a

range, experienced instructors and, probably, rifles. Admittedly, there may also be good reasons why a separate Scout club should be formed, and some of these would be incompetent operation or instruction, or the lack of a properly organized program.

The legal formalities in organizing a rifle club or building a rifle range are very few. It is now permissible for anyone under the age of sixteen years to use a rifle or shotgun under direct adult supervision on a shooting range, although they are otherwise not permitted to be in possession of a firearm. Most municipalities have by-laws regulating the discharge of firearms, and information concerning any local restrictions should be obtained from the municipal office. In some instances inspection and approval of the range by the police department is required, or a by-law amendment may be necessary. When some such form of permission is needed for a range, generally it is readily given providing the appropriate application procedure is followed.

General information on club organization, range construction, marksmanship and the awards program is available free from CIL Shooting Sports, P.O. Box 10, Montreal, P.Q. Assistance in solving problems, or answers to specific questions can also be obtained from Canadian Industries Limited, either through inquiry to CIL Shooting Sports, or to one of the Sporting Arms and Ammunition sales offices located across Canada.

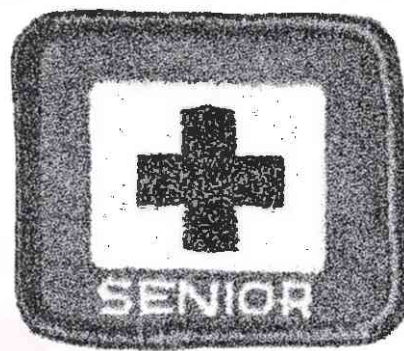
Often when a rifle club is in the initial planning stage, a range has not yet been located, rifles are not available and money is not on hand to buy ammunition. Only enthusiasm is in good supply. This enthusiasm will carry on into the club's activities, providing there is a good, sound program of training and competition that permits the full expression of target shooting's appeal.



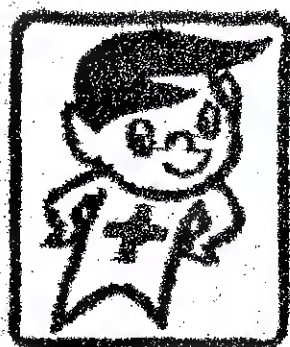
Pre-Beginner



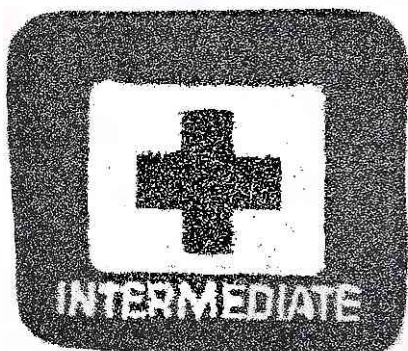
Junior



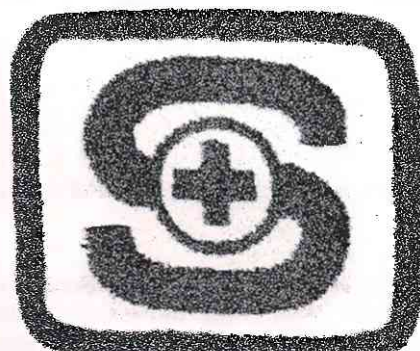
Senior



Beginner



Intermediate



Survival

SURVIVAL SWIMMING

The Canadian Red Cross Society recently announced new levels and awards in their water safety and swimming program. There are six awards:

Pre-Beginner, Beginner, Junior, Intermediate, Senior and Survival Swimming.

The Boy Scout Swimming Badge is based on the new Red Cross requirements at the Junior (Bronze Stage), Intermediate (Silver Stage), Senior (Gold Stage) levels.

If Scouts are examined by Scout examiners, the Scout badge at the appropriate level may be awarded. In this case Scouts are not eligible for the

Canadian Red Cross award even though the requirements are the same.

If the Red Cross award is also expected, Scouts must be examined — and in most cases instructed — by certified Red Cross examiners.

The Survival Swimming Award is not part of the continuing series of Pre-Beginner to Senior and can be taken any time. It is, therefore, an excellent choice for a troop specialty badge program.

In order for Scouts to achieve the Survival Swimming Award, candidates must be taught by an accredited Red Cross instructor, pretested by the in-

structor and then examined by a qualified Red Cross examiner. Thus it will be necessary for a troop to make contact with Red Cross officials first, then commit themselves to the training program laid down. Successful Scouts would then receive the Red Cross Survival Swimming Crest, a card and (if the troop decides on the program) the Troop Specialty Badge.

Survival Swimming

Of paramount importance in the Red Cross Water Safety Service program is the course in Survival Swimming. It was created because research has shown that over sixty percent of drownings result from accidental entry into the water. Designed for children, youth and adults alike, its objective is an incentive program to teach:

1. Water safety knowledge specifically related to problems reflected in current drowning statistics.
2. Safe rescue procedures and artificial respiration.
3. Basic swimming and self-rescue skills which will provide a minimum measure of safety for people associated with various aquatic activities.
4. The value and use of a life jacket.
5. The problems and experience of performing while wearing light clothing.

Duration of the course may vary from about 20 hours for non-swimmers to 1 - 2 hours for those with advanced knowledge and skills.

Instruction by qualified Red Cross personnel includes sessions on the many emergencies which can occur in, on or under water and the theory of artificial respiration.

Last year many thousands of Canadians received the Survival Swimming Crest as successful graduates in the course. New entries in the Canadian Armed Forces are required to qualify in the Red Cross Survival training.

This program should be made available to every member of the troop — swimmers and non-swimmers. The fact that over sixty per cent of drownings result from accidental entry into water should concern all members of Boy Scouts of Canada. The program is designed for all ages, children and adults alike, so everyone can participate.

Now under review is a suggestion that the Scout section create a badge to cover these requirements. It is recognized that many Scouts do not get the Swimming Badge and as a result do not get the kind of training necessary for a novice who engages in water activities such as boating. In the meantime, troops are encouraged to arrange with the Red Cross for Survival Swimming courses as a troop specialty. Even without the Specialty Badge, Scouts will get recognition from the Red Cross and the crest can be worn on a jacket. The important thing is the training and if it takes some form of recognition to get the troop started on this activity, then why not a troop specialty?

The Canadian Red Cross Water Safety Service co-operates enthusiastically with other organizations. Through a special agreement our Scout badges are patterned on the requirements of the Red Cross awards. Scout troops should use their local Red Cross services whenever possible. In some locations this is difficult and thus we are listing the require-

ments of the Survival Swimming Award as taken from the Canadian Red Cross test sheet W.S. 286 "Survival Swimming."

A reminder that this does not automatically qualify the Scout for the Survival Swimming Award, as candidates must be examined by a qualified Red Cross examiner. Some troops may be located far from this particular Red Cross service but have other instructors available who can take them through the training. Recognition, if needed, will have to be provided by the troop or through the Troop Specialty Badge; the Survival Swimming Award crest is a Red Cross award.

SURVIVAL SWIMMING TEST ITEMS

1. *Water Safety Knowledge* — Candidate must be aware of hazards in, on or around the water and should know how to react when in trouble. He should be aware of safe rescue measures such as artificial respiration and reaching assists.

The test may take the form of an oral, written or practical examination or any combination suitable to the age and maturity of candidates.

2. *Reaching Assists* — The candidate must demonstrate his practical ability in the use of any reaching assist.

3. *Water Skills* — Candidate will be required to take the following test items continuously in the sequence shown wearing summer type clothing.

- a) Forward Roll Entry - The candidate should fall in with a forward roll.
- b) Tread Water - Candidate will tread water for one minute for reorientation.
- c) Don Life Jacket - Candidate will be required to don a life jacket in deep water. The jacket must be properly tied and be D.O.T. approved.
- d) Front Swim 20 Yds. - The candidate will be required to swim 20 yds. on the front wearing the life jacket. A variation of the side stroke is the recommended method.
- e) Rescue Breathing in the Water - The candidate will pick up a waiting subject in shallow water and perform rescue breathing in shallow water.
- f) Remove Life Jacket - The candidate will remove the life jacket at this point in the sequence.
- g) Back Swim 25 Yds. - The candidate will be required to swim 25 yds. on the back using the elementary backstroke or using a flutter kick in combination with a finning or sculling action of the arms.
- h) Drownproof 3 Minutes - The candidate will be required to drownproof for 3 minutes in deep water.
- i) Travel Stroke 25 Yds. - The candidate will be required to perform the travel stroke for a distance of 25 yds. The travel stroke at this level need only be basic.

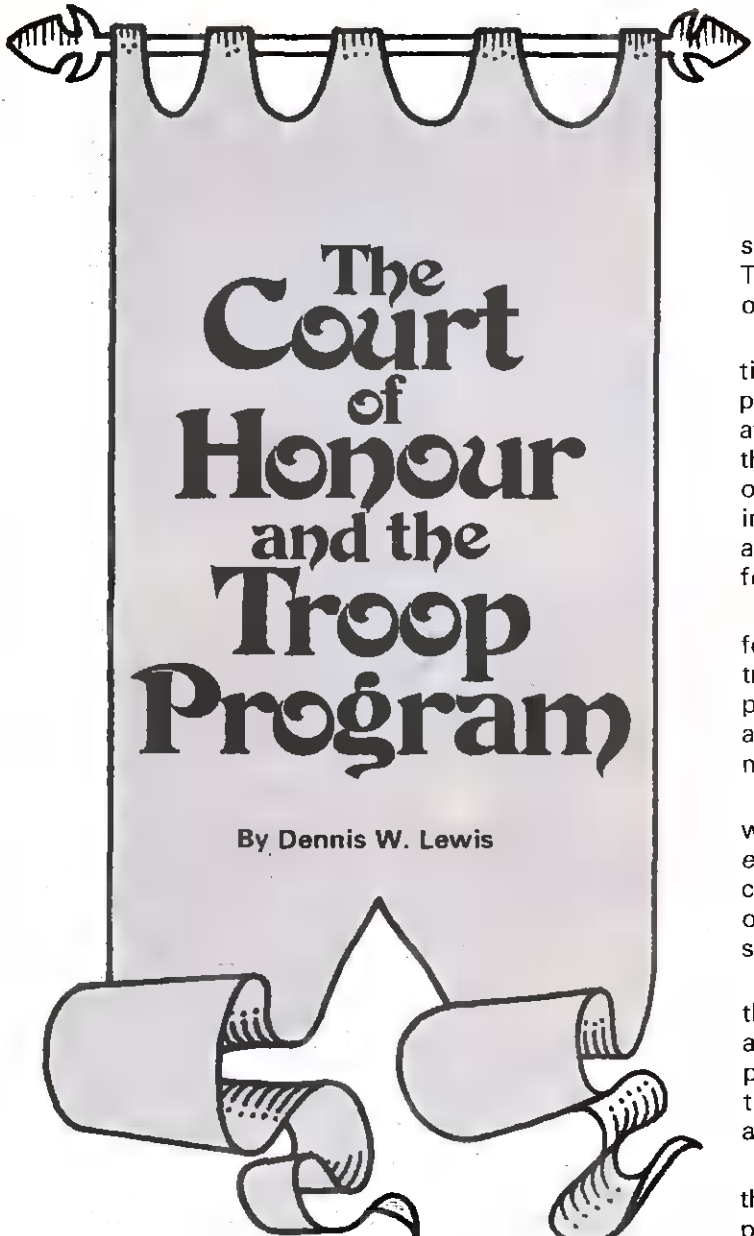
FOR THE RED CROSS AWARD:

Candidates for Survival Swimming must be taught by an accredited Red Cross instructor.

Candidates must be pretested by instructor prior to examination.

Candidates must be examined by a qualified examiner.

Award - Presented by the Red Cross:
A CARD and CREST



The Court of Honour and the Troop Program

By Dennis W. Lewis

14

With the patrol as its basic unit, the Boy Scout section has always focused on patrol activities. In the past patrols operated with varying degrees of success and, while most troops had patrols, much of the program was operated on a troop basis. Those troops who did operate a successful patrol system found the Court of Honour an ideal place for the patrol leaders, and possibly seconds, to meet together with the Scouters to discuss patrol and troop programs.

Whether we now call it a Court of Honour, patrol representation, or a patrol leaders' council matters little. It is the operation of the patrol, and the opportunity given to the boy leaders of patrols, to meet at the troop level with adults, that really matters.

The patrol has been referred to as: "A small group of boys working together under the leadership of one of their own number. The Scout patrol is democracy at work on a small scale."

Baden-Powell's reference to patrol representation in troop affairs made the point that: "It is not so much to save trouble for the Scoutmaster as to give responsibility to the boys."

Patrols usually consist of a group of friends of the same age and with similar interests and abilities. The patrol compares to a team in sports - a group of people working together in an activity they enjoy.

The Scout program still focuses on patrol activities. However, there is value in group life with other patrols and in programs as a troop. Patrol representation and troop programs can still best be handled through the Court of Honour, patrol leaders' council or a troop committee. The program for troop meetings is best developed by Scouts - with the assistance of Scouters. Some troops assign responsibility for troop meetings to patrols, on a rotation basis.

As with patrol meetings, the troop meeting should focus on activities that interest members of the troop. Representatives on the Court of Honour, or the patrol responsible, should try to plan troop programs around the interests of the members. This doesn't mean, of course, that new ideas can't be tried.

The Court of Honour should not be bogged down with administrative routine matters. The troop Scouter is responsible to the group sponsor and group committee for the troop. He co-ordinates the work of the Scout counsellors and, with them, is responsible for troop program and troop administration.

The troop program should **add** to the programs of the patrols, because patrols can have their representatives speak for them. Thus boys will have the opportunity to discuss and present the views of those they represent, as they work with adults and arrive at decisions.

The Court of Honour can help Scouters to assess the needs and interests of the boys. It can be a place for an exchange of ideas by patrols, where a co-operative approach can be made for community resources; where Scouters and boy leaders can focus on program goals and learn to share the leadership role.

Troop programs can cover a number of interests:

- camps, hikes, visits, tours, adventure schemes
- fun nights, sports, games night
- sharing resources: films, speakers
- demonstrations, special instruction and special schemes
- displays, presentations or ceremonial nights
- competition or challenge nights between patrols

There are also many ideas for troop meetings in the Achievement Badge requirements.

The Court of Honour doesn't have to be a formal affair to get work done. Everything done with this group is training and education of some sort and a leader's enthusiasm is essential. One of the greatest satisfactions for a troop Scouter comes when his boy leaders start developing their patrols and the Court of Honour into a smooth-running operation.

Few Scouts have had experience running their own affairs. Many come from situations where all decisions are made by adults; few have had any op-

portunity to express themselves to adults, test values and make decisions.

"Patience" is the key word. If we are really interested in helping our Scouts grow we must have patience. Things won't happen overnight. Early in the game, when boy leaders are asked to suggest things to do, they may respond with suggestions that are farfetched or impractical. Don't be disappointed! They may also be slow in any kind of response; they may want to test us first to see whether we really mean what we say. Some boys may have reason to distrust adults, and when they are suddenly faced by someone who promises to help them "do their own thing" and stand by their decisions, they may play it cool. It will take ingenuity and patience to get young people into the habit of making suggestions, then voting on them and assuming their share of responsibility for carrying out what the majority decides.

They also have to learn how to represent others and find out whether we are really listening to their concerns.

These are all steps in the learning of self-government by Scouts.

The Court of Honour operation should be lightly structured in terms of the business to be handled. Our aim should be to establish a **boy** chairman (for a set period of meetings or where boys take turns - whatever suits the situation). In a young troop, the Scouter may have to do a little more work to get things going, but he must take care not to "take over" permanently.

Some simple rules for operation should be established. The role of the chairman should be understood by all members and a periodic review made to keep members aware of the chairman's function.

A few guidelines might also be drafted but there is no need to burden Scouts with heavy documents of constitutions and/or by-laws; this could blow the whole thing. A model structure of a meeting agenda,

as a guide, might be made for the boys to follow.

One example of an agenda is as follows:

COURT OF HONOUR MEETING AGENDA

1. Call to order — chairman.
2. Business from the last meeting. (Reports on previous jobs assigned, etc.)
3. Patrol leaders' reports. (Scouters can take note here and listen for concerns or where help is needed.)
4. Next troop program activity: discussion and assignments.
5. Special projects and troop Scouter's report.
6. Open discussion.
7. Other business.
8. Troop Scouter's and counsellors' comments.
9. Next meeting and follow-up action.
10. Adjournment by the chairman.

Opening and closing the meetings can take various forms according to the wishes of the boys and the acceptable procedure established.

Any meeting can be killed if allowed to drag on too long. Dealing with program and establishing a level where a true exchange of views between boys and adults can take place are of main value in a Court of Honour.

The follow-up on assignments, and on the decisions made, may have to be done by the troop Scouter and patrol counsellors because many Scouts may be slow to follow through on the actual work. This would be a very important phase of development in the beginning because, while Scouts may fall short on assignments at the start, they will still look for progress at their next meeting which acts as an encouragement to continue.

Key consideration is to help these young people GROW. Time and skill are required of the adults involved. Growth won't take place overnight and it won't be easy. But then nothing worthwhile ever is easy, is it?

Troop Specialty Badge

In a future issue of *The Canadian Leader* it is hoped to exchange a number of Troop Specialty Badge programs with you. If you have a patrol or troop program outline for your Scout Specialty Badge, send it in. Please be brief. List program, number taking part and highlight requirements. Don't forget to add your troop number, town and province.

A number of requests to change the Troop Specialty Badge have been received. Suggestions have ranged from sewing name flashes (anchors) under the badge showing the specialty to providing the same badge in three different colours to cover at least three specialties per boy.

The anchors or activity name flashes are rather impractical for stock purposes because there are so many different activities.

The easiest and cheapest way may be to provide the same badge in three different colours. This would cover at least three different troop specialties during the years of a Scout in the troop.

Many troops have only one specialty. It may be camping or a special winter activity. Others like to change their specialty each year to provide a different challenge for the same boys who remain in the troop for several years.

What do you think of the three different colours for the same badge for those who have more than one specialty?

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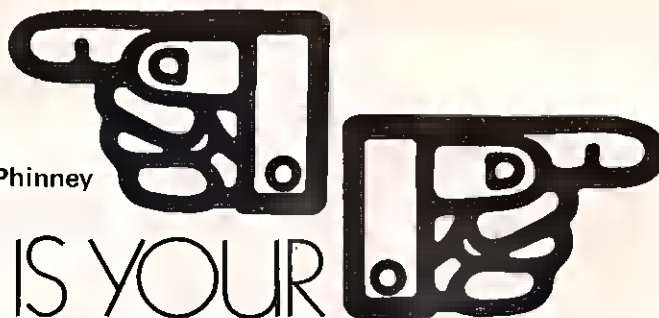
- don't disappoint any boy, every group can accept a few more.



LET'S GROW

Set an example.
Remember
the Pied Piper,
he too wore
a uniform.

by R. W. Phinney



WHICH WAY IS YOUR COUNCIL GOING??

Wendell Phinney was reappointed National Growth Co-ordinator by the National Council at its May meeting in Winnipeg. Wendell, a former provincial commissioner, Nova Scotia, will be working closely with P.J. "Pat" Horan, Program Services, National Headquarters, to continue the development and maintenance of a policy of Growth for the expansion of the Movement.

SORRY — GROWTH WILL HAVE TO WAIT!

In our Council —

- GROWTH? What's that!
- A Growth Co-ordinator! Just another job and we have trouble filling the present jobs.
- SORRY - other things have priority over Growth — gotta get those summer camporees out of the way.
- WE are too involved in keeping things going — never mind expanding.
- OUR basic concern is implementing the programs, and we are having a tough time doing that.
- All we need to do is recruit boys, and leaders will follow.
- WE can't get enough leaders to look after the boys on our waiting list.
- WE are having a difficult job getting and holding good people, especially on the council level.
- WE have been asked but never seemed to be able to get into some sort of social action work in our community.

GROWTH IS OUR THING

In our Council —

- GROWTH is now an integral part of our long range development plans.
- WE use a vice-president as our Growth Co-ordinator - he is in charge of our development group and this experience will be invaluable when he takes over as president next year.
- GROWTH helps us to plan ahead — to keep in touch with United Fund personnel; to allow for expansion of our camp facilities; to help select and orient new Service Team personnel to work with our many new leaders/sponsors.
- WE found that Growth is based on retention — making effective use of present personnel — as well as allowing energy and resources to be channelled into new areas of development.
- OUR basic concern is implementing the programs, and it is a real challenge to us as new leaders are allocated, properly oriented and serviced to help them provide more opportunities for boys.
- WE found that when we went after leaders/sponsors first, we had less trouble getting and holding boys.
- WITH more available sponsors and sections properly staffed and serviced, we were able to cut down on waiting lists.
- WE found that through careful planning, selection and orientation we can expect to have a most effective council team by next year.
- WITH the advice of our Social Planning Council we planned and are now operating a successful scheme of bringing Scouting to inner city youth — social action that we can do and that is recognized by the community.

- WE have tried to bolster our commissioner staff by promoting section Scouters, but it doesn't seem to work.
- WE have selected Service Team personnel from within and from outside Scouting. Careful orientation is provided to help them see their key role as advisors, not supervisors.
- OUR Executive Committee directed that Growth would have to wait until our big regional camporee was out of the way.
- OUR vice-president in charge of development (Growth) showed the executive committee that Growth was a top priority in council operations.
- OUR O & E men claim that churches and other such sponsors are closing down in parts of our community.
- OUR Growth group is going after new potential sponsors as well as the traditional sponsors. We found that credit unions, high schools, apartment complex managers, tenants' organizations are interested in hearing what Scouting can do with their youth.
- WHY should we worry about Growth? We can't handle boys on waiting lists.
- WE feel that Scouting is for all boys who want it, so we developed special plans to take in and handle boys who were interested enough in Scouting to sign up on waiting lists.
- OUR Finance Committee wonders if Growth is a drain on already meagre resources.
- WITH the co-operation of our United Appeal contact and the assistance of a local service club, we found extra money to help us finance Scouting in the inner city as well as provide funds for some camperships.
- WE found that many of our leaders were dropping out after a year and there was little we could do about it.
- WE remembered that our leaders are human beings seeking recognition and security and the feeling of doing a good job. So we made a practice of providing frequent recognition, seeking their co-operation on new ideas, and in general letting them know the importance of their roles.
- SOME of our key people say that Growth places boys lowest on its priority and that is wrong.
- OUR vice-president on development made it clear that boys are the end result of planned Growth and can best be reached and retained when certain prior steps are effectively tackled and accomplished.

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which is your council?



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paksak

EXTENSION MEMBERS OF THE WOLF CUB SUBCOMMITTEE

A year ago the Subcommittee decided they needed closer contact with the "grass-roots" if they were to continue to develop worthwhile programs of appeal to Cubs. It was decided to ask an experienced Scouter in each province to be an "extension member" of the Subcommittee.

The major purpose is to develop flexible, responsive communication between the Subcommittee and pack Scouters on a two-way channel with a steady stream of ideas, results, problems and evaluations coming from local communities and being interjected into Subcommittee thinking and action and shared nationally through the "Paksak."

This channel is to share program change (and the reasons for change) and updating with extension members to provide them with **firsthand** information to share in turn with their colleagues. This could be done via Scouters clubs, formal or informal training sessions, conferences, breakfast meetings, coffee klatches, council bulletins and any other effective means.

A second major purpose is to have extension members meet with groups of Scouters and others to develop ideas of what is feasible in Cubbing for the "Soaring Seventies."

Some initial tasks suggested included: checking effectiveness of training units

related to Cubbing; promoting the Pack Scouters Series of books; checking the effective use of junior leaders; encouraging the effective use of parents and community resources; considering the use of the elderly; relating training to the Pack Scouters Series.

These tasks were areas of concern originally identified during the biennial reviews of the star and badge schemes.

Some ideas already fed back to the Subcommittee by extension members include: Comments on the training unit scheme which have been passed to the Adult Leader Training Subcommittee; Stan Beaton and Brian Lawson have provided ideas for the eventual up-dating of the Promise and Law; active steps taken to see that the Pack Scouters Series becomes the key resource on training sessions; Don King is acting as a "Visiting Akela" seeking a link between the new ideas of Cubbing and their presentation to boys and leaders; Todd Smith has provided articles on Cub programming such as Five Star Carnival, including full use of parents and community resources; Elizabeth Daniels provided a copy of an address to her regional conference entitled "Growth and Programming." This will be shared with others as an article in **The Canadian Leader**; Newfoundland has shared the results of a survey of pack Scouters conducted at their annual conference, dealing with the effective use of leaders, pack organization and pro-

gramming; Prince Edward Island has sent some innovative ideas on "child drama," one of the creative activities of Cubbing; many members are helping personally to explain how to use ideas like shared leadership, choice, flexibility, some of the principles behind the star scheme and the need to promote creative activities (acting, crafts, games, music, stories); H.D. Jamieson sent a list of activities carried out by local packs, including a special combined camp for sixers and a joint Christmas party with parents, brothers and sisters of all the sections in his group; Lyle McManus has been promoting the creative activities of Cubbing as "a great way to learn and understand the personality and comparative growth development of the boys." Lyle is also actively checking the effective use of junior leaders.

Extension members are local people who will listen, identify and pass your concerns to the Subcommittee, as well as being available for consultation and a source of current thinking on Wolf Cub programming.

Contact your local member to say hello and share experiences. Here they are: W. Bissett, 57 Huth Avenue, Penticton, B.C.; Douglas Gordon, 2646 West 3rd Ave., Vancouver 8, B.C.; Brian Lawson, 7937 Joffre Avenue, Burnaby 1, B.C.; Lyle McManus, 2249 Austin Avenue, Coquitlam, New Westminster, B.C.; R. Hall, 42 Mills Crescent, Saskatoon, Sask.; Herb Jamieson, 70-12th Street N.W., Portage La Prairie, Manitoba; Mrs. Elizabeth Daniels, 2611 Culp, Niagara Falls, Ont.; Marvin McKeown, 215-49th Avenue, Lachine, Que.; Jim Haliburton, 4 Gissing Drive S.W., Calgary 8, Alberta; D.R. King, Box 456, High River, Alberta; Mrs. D.E. Smith, 263 Brookside Drive, New Glasgow, N.S.; Mr. & Mrs. D. Livingstone, 120 Bunbury Road, Charlottetown, P.E.I.; George Peet, Pleasantville, St. John's, Nfld.



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songs & games

This month's games are especially suitable for Cubs and new Scouts. They are action games that help to let off steam. Two can be played indoors or out, depending on the weather. They are offered for those short breaks that keep a meeting going at a good clip.

Our songs we chose because the tunes must be familiar to most Scouters while the words may be appreciated by the boys.

A SMILE

(Tune: Auld Lang Syne)

A smile is quite a funny thing,
It wrinkles up your face,
And when it's gone you'll never find
Its secret hiding place.

But far more wonderful it is,
To see what smiles can do,
You smile at one, he smiles at you,
And so one smile makes two.

He smiles at someone since you smiled,
And then that one smiles back
And that one smiles, until in truth,
You fail in keeping track;
And since a smile can do great good,
By cheering hearts of care,
Let's smile and smile, and not forget
That smiles go everywhere.

SOMETHING ABOUT A WOLF CUB

(Tune: Something About a Soldier)

For there's something about a Wolf Cub,
Something about a Wolf Cub,
Something about a Wolf Cub that is
fine, fine, fine;

He may be a great big sixer,
He may be a sixer's second,
He may be a little Wolf Cub of the
line, line, line;

But there's something about his bearing,
The uniform he's wearing,
Something about his boots, all a
shine, shine, shine;

With his crest upon his chest,
He will always do his best,
There's something about a Wolf Cub
that is fine, fine, fine.

JUMP BELT RELAY

This is a good game for a small room as running space is not required. Form teams of equal numbers, no more than eight to a team. A belt or piece of rope is required for each team.

Line up teams in relay formation with an interval between players. Players 1 and 2 of each team hold the ends of the belt close to the floor, awaiting the starting signal.

At "go," Man 1 and Man 2 run to the rear, holding the belt just above the floor, while their teammates jump over it. When they reach the rear, Man 1 drops belt and takes his new place at the end of the line, while Man 2 returns to the head of the line. Here Man 3 grasps belt; Men 2 and 3 carry it to the end of the line, etc. Action continues and the last player in each team to carry the belt returns with it to the head of his line. Winner is the team with all players back in their original places first.

If space permits, let the last runner carry the belt forward across a line so everyone can see him. First man to cross the line wins. This game requires little time; run it by rounds; first team to win two rounds is champion.

CHARIOT RACE

For five or seven man teams. Neckerchief required for each team. Each team has four or six "horses" and one "driver." Players on a team grip hands, with the driver in the

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...for the late delivery of the August/September issue of **The Canadian Leader**. The magazine was off the press by August 15, but mailing was delayed due to technical difficulties in the installation and operation of the new computer labeling system.

centre to form a chariot. The chariots are arranged behind a starting line. Each one sets up a neckerchief, wigwam fashion, on the goal line at the opposite end of the field or room and waits for the signal "go."

The signal is given and the chariots start. As they approach the neckerchief on the goal line, the horses slow for the turn and the driver picks up the neckerchief with his teeth, without either driver or horses releasing their grip.

The chariot that crosses the finishing line first wins, provided no player on the team lost his grip during the race.

COMPASS RELAY

Line up teams in relay formation, parallel to each other. Opposite each team a compass is drawn on the floor, the points indicated but only the North lettered. The umpire calls out a point. No. 1 man in each team steps out and places a pencil on the compass, pointing in the given direction, before the umpire has counted six. If correct, the player falls in behind compass; if incorrect, he goes back and falls in at the further end of his team.

Another point is called and the No. 2's step out. The first team to fall in complete behind the compass wins.

There should be a referee for each team to avoid time waste in verifying the compass directions shown.

MARY HAD A WILLIAM GOAT

(Tune: London Bridge Is Falling Down)

Mary had a William Goat,
William Goat, William Goat,
Mary had a William Goat,
Its tummy was lined with zinc.

Chorus:

Oopsi, doodle, doodle, doo,
Doodle doo, Doodle doo,
Oopsi doodle, doodle doo,
Its tummy was lined with zinc.

It followed her to school one day,
And swallowed a bottle of ink.

Then it ate a line of clothes,
And an oyster can.

Clothes inside can do no harm
But an oyster can.

The can was filled with dynamite,
William thought was coke.

Flash, bang, up they went,
All went up in smoke.

STOUT HEARTED CUBS

(Tune: Stout Hearted Men)

Give me some Cubs who are stout hearted
Cubs,

Who work for the pack they belong,
Start me with four and we'll soon have
some more,

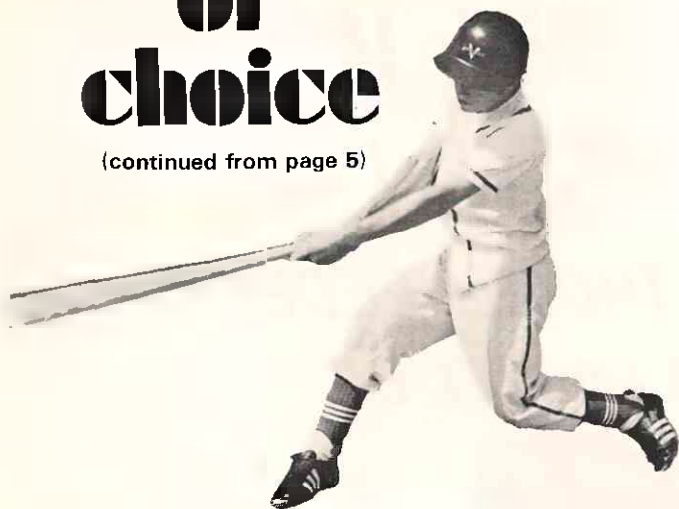
Till the whole of the pack's going strong,
Then shoulder to shoulder, and
bolder and bolder,

They grow as they go with a song,
For there's nothing in the world can halt or
mar a plan,

When stout hearted Cubs can stick together
man to man.

a world of choice

(continued from page 5)



A family swim in the Olympic pool is followed by supper on the lawn at Anderson. Everyone brings a picnic supper and gathers around the barbecue grills. The boys join their families for the barbecue and relate their adventures of the past week. Highlight of Parents' Day comes after supper — a baseball game between fathers and staff. The fathers have a habit of trimming the pants off the staff.

Christmas has special meaning for Anderson. The day after Christmas boys arrive at camp to stay until New Year's. Ice fishing is great at Anderson. The camp puts in its own hockey rink, and other features of the camp are snowmobiling and skiing on nearby Rigaud Mountain. Generally, many 'old boys' from the summer return but applications are accepted from all, space permitting. This year the camp will accommodate 100 boys. They are housed in four winterized buildings, 25 boys to a chalet, heated by oil space heaters. Fee for the 5½-day camp is \$40.

Last February an Anderson Sports Camp advertisement in "Canadian Boy" brought inquiries from every province in Canada and seven American states. This summer boys registered from Alberta, Saskatchewan, Ontario and Nova Scotia, as well as Quebec. Not all campers at Anderson are Boy Scouts. While the majority who have stayed there have been registered with the Scout Movement, this past summer brought four non-Scouts and it is hoped that more will camp at Anderson in future. Any boy from anywhere would be welcome. All parents need to do is put a boy on a plane, bus or train, notify the camp of his time and place of arrival and he will be met and taken to camp, reversing the procedure to send him home. Fee for the 13-day period is \$80. This includes use of all sports equipment, with the exception of baseball mitts which must be brought by the boys. The only extra charge is for horseback riding which is done at a local academy at nominal cost and for which supervision and lessons are provided.



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The camp has a large recreation hall where golf and sports clinics are held. These usually take the form of chalk talks and small tests that develop the boys' knowledge of the sports. "Here at Anderson we are not only teaching a boy how to play but how to play right," says John Paquet. "If the boys understand why a sport is played the way it is, they tend to have a totally different outlook."



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