

## THE ILLUSTRATED LONDON NEWS



SATURDAY, JUNE 9, 1900.



MAJOR-GENERAL BADEN-POWELL

## SUPPLY SERVICES



May we remind leaders that the **Maroon Blazer**, illustrated on page 14 of the catalogue, is available only from Supply Services — it should not be ordered through Scout dealers. This information will be included in the next edition of the catalogue.

Judging from the number of enquiries we receive, there appears to be a resurgence of interest in the "plume" style badges for wearing on the broad-brimmed leader hats. These were discontinued several years ago and most of them have been sold. We still have them available for **Rover Leaders (green); Rover ADC (white); and Cub ADC (white);** at \$1.25 each.

A new printing of the "Duty to God" program folder (26-406) should be available for Scout Week — because of printing problems, production has been delayed.

We have recently added the following to our long list of **Interpreter**

or **Language Badges:** Eastern Eskimo (cat. 01-119) and Western Eskimo (cat. 01-120); they are available through your Scout office at 30¢ each.

We still have a small quantity of **Queen's Scout silver rings** in sizes 6½, 7, 7½, 8, 9, 10 and 12, at \$9.95 each. Orders should be sent direct to Supply Services; these rings are not listed in the current catalogue.

The **discontinued items being sold at "give-away" prices**, announced in the November *Canadian Leader*, are disappearing very quickly. If you or your group are interested in obtaining some useful items at bargain prices, a selection of which is listed below, send to Supply Services for a complete list.

Navy corduroy Trousers 24 to 32 1.99

Grey trousers (lined)	22 to 32	1.99
Ski caps	6½ to 6-7/8	.75

Tan shirts (assorted styles)	12 to 14½	1.65
Navy wool hose	9½ to 12	.75

We no longer are able to obtain **plastic lanyards** and **neckerchief slides** and, consequently, are having to discontinue these items.

**Leaders broad-brimmed hats** were discontinued several years ago and

our stock is completely exhausted. There is little possibility of their being re-introduced in the future as there is no known source of supply.

**Scout hats** in sizes 7¼ and 7-3/8 also have been discontinued for the same reason. **All other sizes are available** in considerable quantities.

### ANOTHER QUESTION ANSWERED

**Who is responsible for the operating policies of Supply Services?**

*Answer* — A Supply Services Committee, appointed by and acting under the authority of the National Council, Boy Scouts of Canada, is responsible for the policies governing the operation of Supply Services. It may not, however, alter the design of the official uniform except with the prior approval of the National Council.

The Committee, which usually meets ten times each year, is composed of volunteer members, each of whom is experienced in one or more aspects of business: management, purchasing, warehousing, selling, development, fabric research, advertising and customer relationships. This experience covers the range of merchandise with which Supply Services deals: textiles, camping equipment, leather goods, jewellery, award items, etc.



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THE CANADIAN

FEBRUARY 1973 VOLUME 3 NUMBER 6

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JAMES F. MACKIE, Editor

BEATRICE LAMBIE, Assistant Editor

MICHEL PLANT, Editorial and Advertising

## COVER



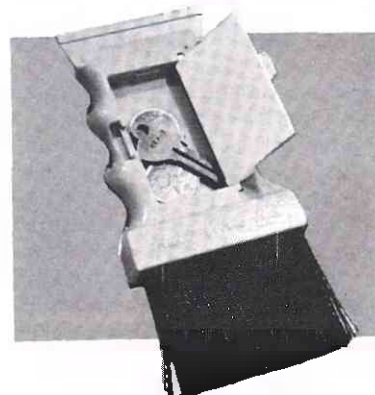
At exactly 5 p.m. on October 11, 1899, the South African War began and the Commanding Officer of Her Majesty's Frontier Force, Colonel R.S.S. Baden-Powell, declared martial law in the town of Mafeking. On October 11, 1899, both Baden-Powell and Mafeking were virtually unknown to the outside world. On May 17, 1900, after a successful 217-day siege, both were world famous. Mafeking soon returned to its lot as a sleepy town on the South African landscape while B.-P. went on to world fame. This is the cover of the famous magazine, *The Illustrated London News*, which saluted B.-P.'s accomplishment and promotion to Major-General.

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## By Beatrice Lambie

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A project was needed — to involve all boys in Scouting in an effort they would feel was worthwhile...to bring the public fresh news of Scouting on a national basis and one that would keep the image of Scouting permanently alive...to raise necessary funds for Scouting at all levels. An idea was supplied by Deputy Chief Scout Wally Denny, and Trees for Canada was undertaken as a pilot project early in 1972 by the Mississauga and Georgetown Districts.

Cubs, Scouts, Venturers and Rovers would seek sponsors...for so many cents a tree (rather than for so much a mile) and each boy was to state his objective: Mississauga was to aim for 50 trees per boy; in Georgetown each boy was to aim for a maximum of 100 trees. Some people thought big trees were to be planted and were incredulous when a Cub stated he planned to plant 100. The recommendation of the Department of Lands and Forests was 100 trees per boy. The trees were seedlings about ten inches high and very easy to plant.

Rovers undertook to lay out the areas; the Venturers and Scouts would dig the holes and the Cubs would do the planting. This would be Planting Day. But many weeks of planning and involvement by group committees, district committees, Department of Lands and Forests personnel, news media, *Scouting fraternity* and parents were necessary prior to the planting days.

Areas for planting had to be secured; the public had to be informed; and the areas visited by Lands and Forests personnel to be sure the proper type of tree would be planted. The trees had to be ordered and arrangements made to have them collected and delivered to the site on the correct day. And the pledges had to be collected.

Both Districts agree now that it takes many months to organize properly. The Department of Lands and Forests was most helpful. Departmental personnel came to



district-council and Scouters' Club meetings and visited various groups to instruct, to show how to dig a hole in the ground and how to plant the trees. Private property owners had to be contacted and their permission secured in writing for planting trees on their property. In the Georgetown District, the Halton County Conservation Area donated trees; another conservation area charged one cent a tree.

The more boys involved in the project, the more acreage must be obtained. Areas to be planted must be visited by each group prior to planting day. It must be remembered that the land used for planting usually is not much good for anything else. It will have a thick layer of dead grass on it and the ground will be difficult to get through. The boys must be prepared for heavy shovel work.

Since moving trees from one place to another is not good for them, arrangements must be made to have the trees delivered to the property on planting day by direct delivery service.

Public enthusiasm was raised mostly through newspapers — dailies and weeklies — in editorials, cartoons and through advertising. Cable TV gave time. In future, contacts through various social and service clubs and churches would be helpful. The easiest people to interest were the boys. And one enthusiastic leader equalled a very enthusiastic group of boys. (continued on page 35)





## **INFORMATION SHEET ON "TREES FOR CANADA" PROJECT**

1. Uniform to be worn.
2. Boys to wear hard-soled shoes.
3. Each boy to bring garden spade.
4. Each boy to bring pail for carrying trees.
5. Please mark your equipment.
6. Please bring rainwear.
7. Please bring lunch and beverage.
8. Each boy, leader or adult will have only *one* planting day.
9. Boys to be in groups of five, with adult in charge of each group.
10. Each group to arrange own transportation; drivers to stay with their boys to help supervise the planting of trees.
11. Planting to start at 10:30 a.m.
12. Lunch at 12:30 p.m.
13. Project should be complete by 3:30 p.m.
14. Time permitting, and if requested, a game period will be held.
15. Number of trees to be planted by each boy — 50.
16. Each boy and adult taking part will receive a crest.
17. Trees to be planted in accordance with the Department of Lands & Forests instructions.
18. Method of planting: insert spade in ground; shove spade forward; insert seedling; remove spade and press earth down with heel.
19. Boys to plant in pairs, taking turns spading and inserting trees.
20. Boys will get sponsors the same as for Walk-a-thon last year.
21. Sponsors will be solicited during the month of April.
22. As each boy will be planting 50 trees, a sponsor is asked to give whatever he chooses per tree, for 50 trees.
23. All money collected to be turned over to your Group Committee Treasurer, for forwarding to the District Office, 2529 Hurontario St.
24. Receipts will be issued to all sponsors of \$5.00 or over, if requested.

Bill Simms  
Chairman of "Trees" project  
233-6527

February 1972.

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## **BOY SCOUTS OF CANADA — MISSISSAUGA DISTRICT "TREES FOR CANADA"**

This is to certify that ..... has registered for the "Trees for Canada" project, to be held on Sat. April 29th, May 6th, May 13th, 1972, and has permission to approach sponsors for pledges to raise funds for Scouting. Each boy will plant 50 trees. Note: Receipts will be issued for Income Tax purposes, if requested, for all contributions of \$5.00 or more.

### **Headquarters use only:**

This is to certify that ..... of ..... Group has successfully planted 50 trees.

Supervisor's Signature .....

Boy Signature .....  
Bill Simms, Chairman "Trees" Project

### **SPONSOR FORM**

NAME	ADDRESS	Pledge Per Tree	Pledge earned	Amt. Rec'd.	Receipt Req'd.
.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....

# SKATE



6

By Bruce Hopson

Forty miles per hour on skates? HA! With this rig, **you** may have the last laugh.

Have you ever skated on a windy day with a stiff breeze at your back and opened your jacket to let the wind carry you down the ice? Well, here's a way to harness that wind and make it blow you in just about any direction you want to go, much as a sailboat does. Skate sailing can be enjoyed on any large stretch of ice: on rivers, lakes, canals or icebound bays. You need not be an expert skater, but you should know the basics of sailing a small boat.

Here is a sport for which you can equip yourself in a day or two and, provided you have some skates, you can go skate sailing on the first windy day. It is not nearly as dangerous as ice boating and, if the wind dies, you simply fold up your sail and skate home. By the way, it's cheap, too.

Here are some ideas for building your own skate sail. **Materials:**

- 3 bamboo poles, 8' long x 1" diameter,
- 1 bamboo pole, 5' long x 1/2" diameter,
- 1 piece unbleached sheeting, 81" x 108" or, since this

is double-bed sheet size, acquire one sheet from a benevolent mother, strong waxed cord for lashing.

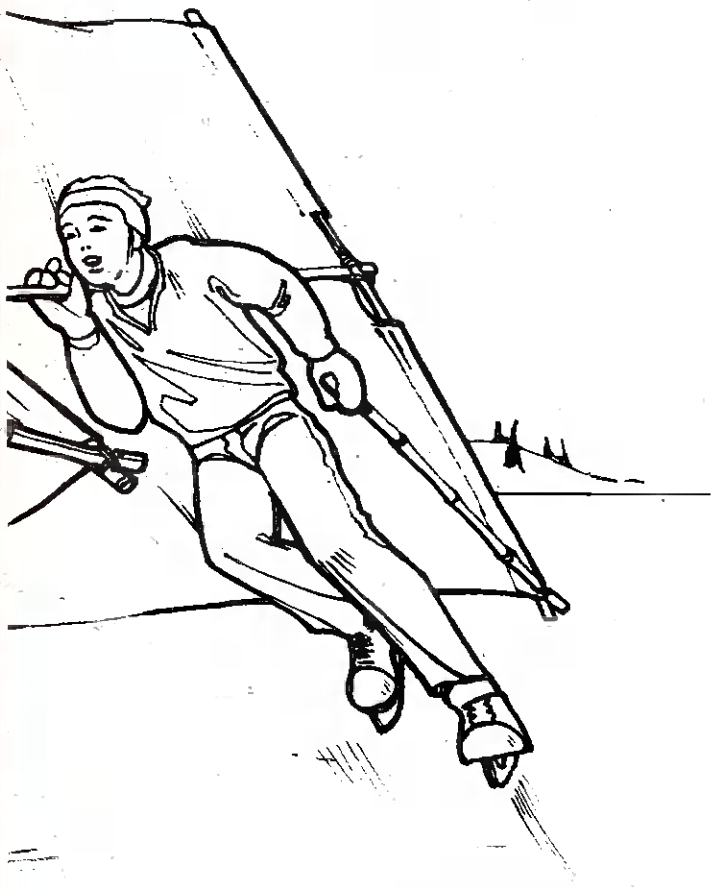
A pattern for your sail is shown in Figure 1.

Take the sheet and cut it to the shape illustrated. This reduces the amount of area at the top of the sail so that the sail does not become top heavy and blow you over in a sudden gust. Sew a one-inch hem across the top and bottom of the sheet. Down each side sew a double hem, wide enough to form a casing through which the vertical spars may be passed.

You will have to lash the boom or cross-piece to these spars, so cut a piece out of this casing, about six inches below your shoulder height, to expose each spar. If you cut out a fairly long piece, you may adjust the position of the boom according to the height of the user so that the sail does not touch the ground when the boom is in position on your shoulder.

For a more durable sail, we suggest sewing in a reinforcing piece at each of the four corners of your sail. Use the two triangles you have cut from the sheet to make these pieces. This will give added strength where

# SAILING



most of the wind stress will be taken by the sail. Thumb-tacks at each corner will prevent the sail from slipping on the spars.

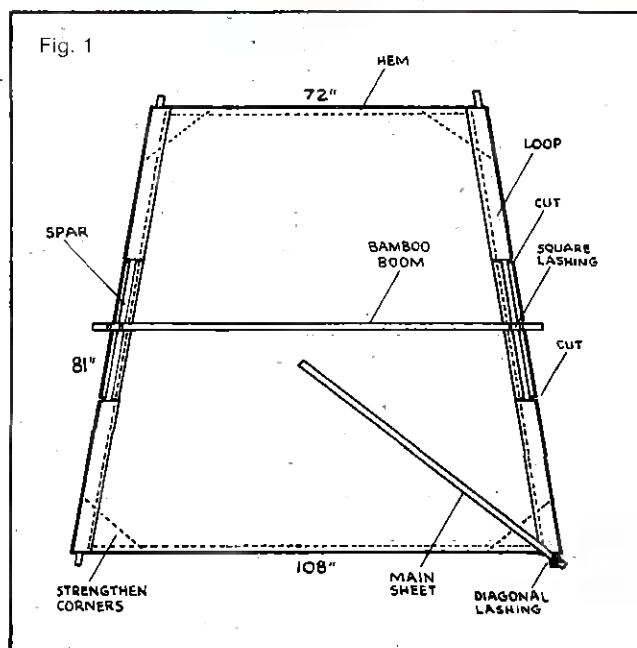
When you have completed making the sail you may wish to dye it a brilliant colour or tie-dye it for a special effect. If your patrols undertake this as a project you may wish to give a prize for the most attractive sail.

To assemble your skate sail, pass the spars through the casings at each side of the sail. Use a square lashing to fasten the boom to each spar. The boom should spread the spars so that the sail is taut. Ensure that your lashings are tight and that you use WAXED cord; otherwise, when you get out on the ice and the wind catches your sail, it may become slack.

You should have one piece of bamboo left. Here's what it's for. Lash one end of this piece to the bottom corner of one of the spars. This will be your "main sheet" and will help you point your sail in the right direction.

When assembled, with one hand, place the boom on your shoulder at its mid-point, and hold the "main sheet" in the other hand.

Now you are ready to sail.



You will be steering with your skates, so make sure your rudders are well sharpened before you start out. The most important thing to remember is to keep the sail between yourself and the wind. The easiest manoeuvre will be to sail before the wind. To do this, rotate the sail so that it is behind you, and roughly in line with your left shoulder (assuming you are carrying the sail on your left shoulder). Pull your main sheet forward to steady the sail. If the wind is behind you, it will catch the sail and push you down the ice, providing quite an unusual sensation. As this is really the basic "point" of skate sailing, you will do well to practise this for a while until you get accustomed to balancing yourself and steering. This is also the fastest way to skate sail so it might be useful to learn how to stop. First, bring the sail around so that it points in your direction of travel. Then do a smart turn-around INTO the wind.

You may also sail to windward after you have become accustomed to balancing on your skates. To sail to windward, pivot the sail so that it is about 45 degrees into the wind. Steer yourself in the same direction as the sail is pointed. By zigzagging or tacking back and forth you can sail into the wind. This requires considerable practise, but the essential point to master is "coming about." With the rig illustrated and, moving rapidly with the sail between him and the wind, the skater transfers the sail to the other shoulder, while turning into the wind, by passing the sail across the front of his body. A rope tied from the main sheet to the boom will prevent the boom from falling to the ice when it is let go, and it may be retrieved easily by the free hand opposite the sail.

Skate sailing is a skill which, as in most sports, takes practise to acquire. You may wish to experiment with shapes of sails and types of support frames. Aluminum tubing makes excellent spars, but is costly compared to bamboo. Polyethylene film makes strong, light, sail material but you must fasten it to the spars with grommets and cord.

The skate sail idea presented here is designed to be built as cheaply as possible, with a minimum amount of labour and time. As a patrol project, it is likely that it could be built one weekend, and sailed the next — if the wind is right and the ice is clear of snow.

If every one of your patrols builds one, you can have a troop regatta after everyone has mastered the technique.



# Orienteering



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By J.A. (Al) Cralg



One dictionary definition of ORIENTATE is "place or exactly determine position of with regard to points of compass, settle or find bearing of." It is finding one's way through unknown territory using two basic instruments — a map and a compass.

Orienteering is a fundamental skill of Scouting. Stressing, as it does, activities in the out-of-doors: hikes, rambles and camps away from built-up areas, **Scouts** need to develop their skills in finding their way through unknown territory. Orienteering has developed in many countries to an active, outdoor sport enjoyed by thousands of people of all ages. Clubs have sprung up in great numbers and inter-club competitions and rivalries reach a fever pitch.

### The Map

One of the two basic tools you must be familiar with: large-scale maps are the best and the National Topographic Series in the 1:25,000, 1:50,000 or 1:125,000 scales are the most practical. These may be obtained from the Department of Energy, Mines and Resources, Map Distribution Office, Ottawa, Ontario. Some of the large chain, stationery stores sell them, too.

### LEARN TO INTERPRET YOUR MAP

#### Conventional Signs

You'll find them all over your map and they try to represent as closely as possible what they show on the ground. They are divided into four classes and are colour coded: blue for water features: sea, lakes, rivers, ponds, streams, marshes, swamps; green for vegetation features: trees, shrubs, forests; black for man-made features: houses, stores, schools, churches; red for roads; brown for relief features: mountains, hills, cliffs, slopes and depressions. What each symbol actually represents is usually shown in the map "reference" at the bottom or on one side of the map.

#### Contours

These brown lines that wiggle all over your map are important to you. They show that, anywhere on that line, the ground is a certain number of feet above sea level. Just remember that the closer the contour lines are together, the steeper the terrain becomes. You may have to detour around or avoid such areas so that you won't be scaling cliffs. Depressions in the ground are shown with broken brown lines. You'll want to avoid these, too.

#### Map Date

All maps show the date when they were prepared and printed. Don't let features you see that are not shown on your map throw you. Cities grow larger, new buildings are built, roads are widened, new dams are being built all the time. No map can ever be truly up-to-date. If you come across a new feature, mark it on your map to keep it accurate.

#### Scale

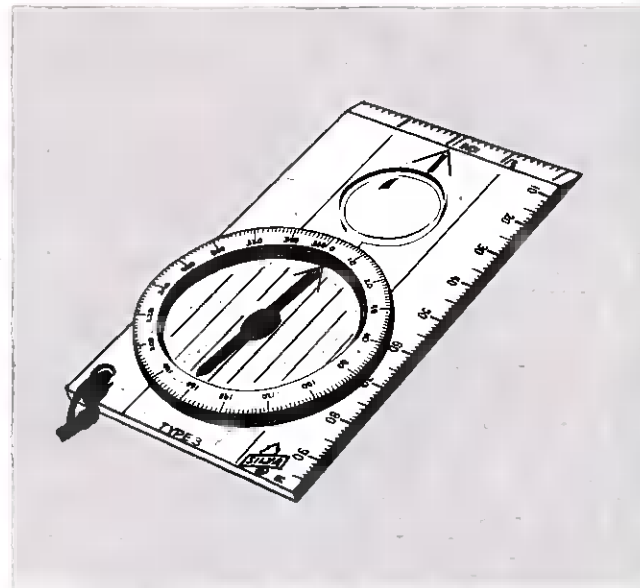
Developing a feel for the scale of your map can make your orienteering adventures more interesting. Your map will show the scale used expressed either as a ratio, 1:25,000; as a statement — 1 inch equals 4 miles; or by a printed bar scale.

Most maps show the scale used in at least two of the three ways mentioned above. A better feel for scale can be developed when you remember that a map in the 1:25,000 scale shows 25,000 inches of ground in one inch on the map. That means 2 ½ inches measured on the map equals one mile on the ground. Detail can be

quite specific on maps of this scale. The 1:50,000 scale shows one mile of the ground in 1 ¼ inches on the map, and so on.

Two articles on "How to Read Topographic Maps" in the April and May, 1972, issues of *The Canadian Leader* covered the subject of maps in great detail. These interesting articles provide a sound basis for understanding maps and their use. It is suggested you read these articles to give you basic information that will be of great assistance to you in pursuing the fun and challenge of orienteering.

### Your Compass



There are many kinds of compasses you can choose from but probably the most economical and easy to use is the Silva.

Economical, practise compasses are available which enable you to let every boy have one to practise on and to develop his skill with a compass through compass games. (See games on Page 29.)

#### Magnetic Variation (or: declination)

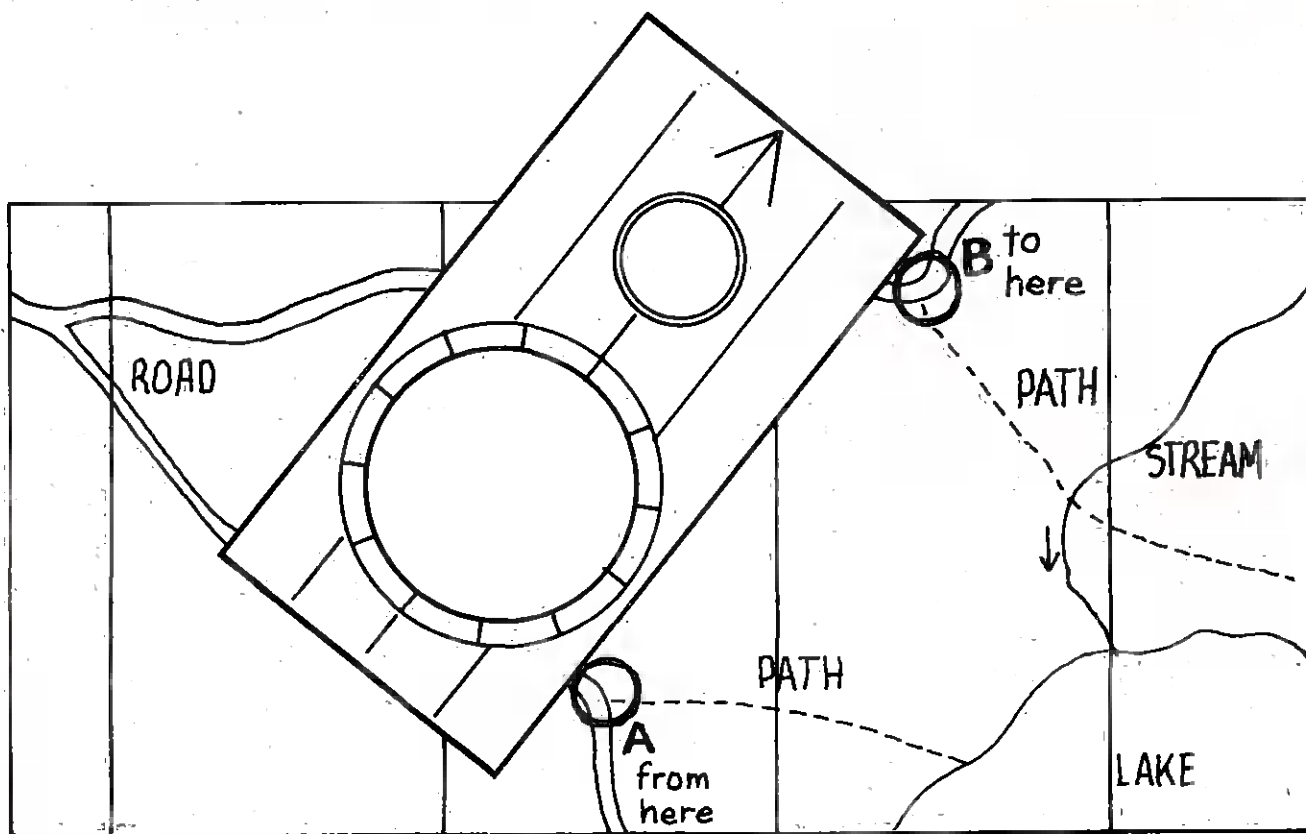
The magnetic needle on your compass is attracted to the Magnetic Pole and does not indicate true bearings. Since magnetic variation in North America can range from 20° E to 25° W (depending on where you are) you have to compensate for this variance. Your map will show the magnetic variation for that area in the Reference on the side of the map. Say it shows a variation of 10°W (Ottawa area), here's how to correct your compass bearing.

1. Once the compass is set and aligned to show you the direction of travel from A to B, read at the base of the compass ring, where the line of travel arrow joins the ring, the number of degrees. Say the reading is 045°.
2. ADD the variation if it is WEST, SUBTRACT the variation if it is EAST.
3. With a variation of 10°W you would turn the ring of the compass until it read 055° at the base of the direction of travel arrow.
4. Once again, hold the compass steady in front of you and turn your whole body until the red end of the magnetic needle is over N on the compass ring.
5. Your compass is now reset and your direction of travel arrow is now pointing to the TRUE bearing between points A and B.

(continued on page 10)

### How to Take your Compass Bearing

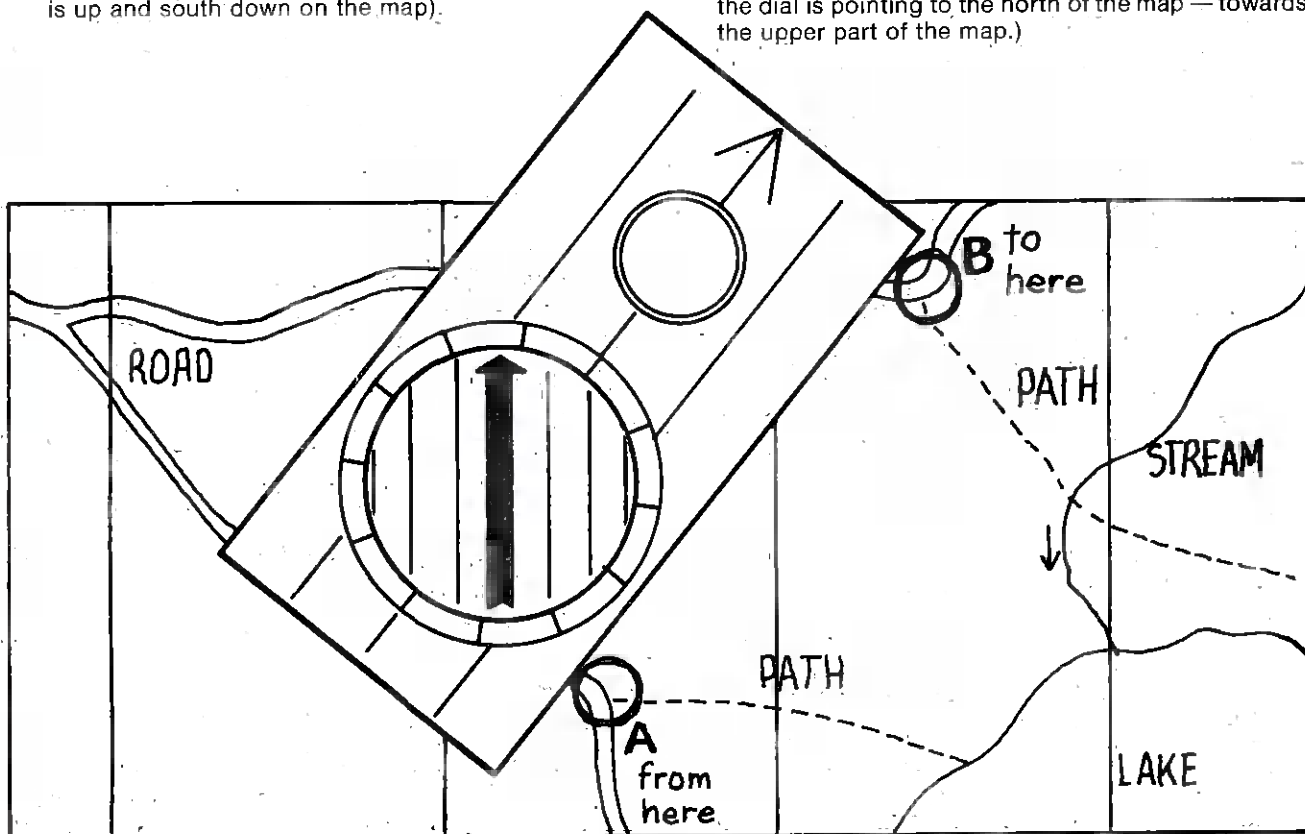
1. Place a compass on the map with one of the two edges along the desired line of travel (from A to B).



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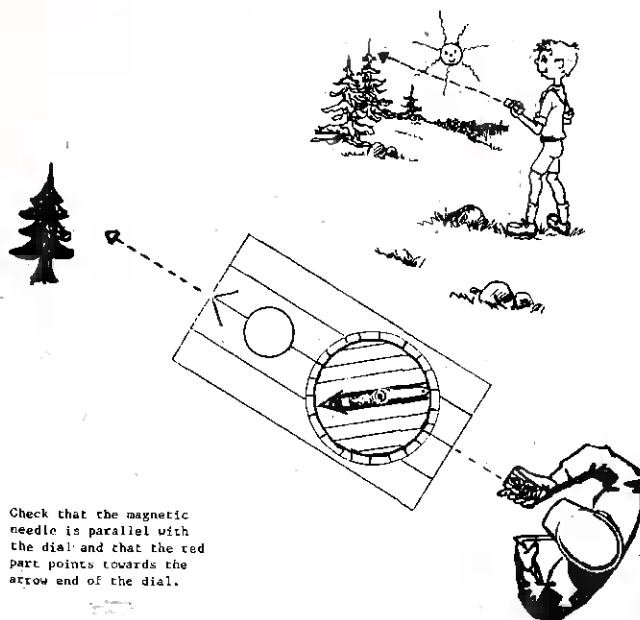
2. If you look at the map you will see parallel lines running from the top of the map to the bottom. These are meridians and have a north-south direction (north is up and south down on the map).

Turn the dial of the compass until the compass meridian lines on the transparent bottom are parallel with the meridian lines of the map. (Make sure that the dial is pointing to the north of the map — towards the upper part of the map.)





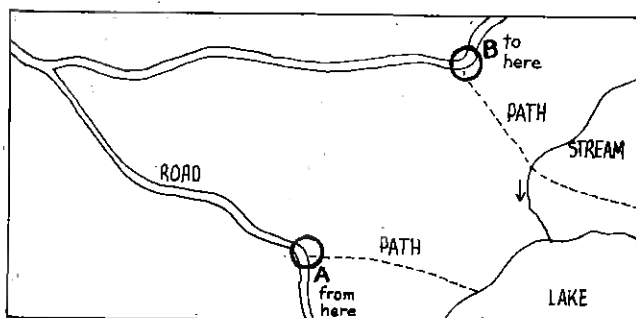
- Without changing the dial setting, take the compass horizontally in your hand and hold it in front of you (see figure), then turn yourself until the red end of the magnetic needle is over N and parallel with the dial. Both the dial and the magnetic needle are now pointing northwards. (Keep your compass far enough away from your belt buckle so that it doesn't affect the reading.) Your direction of travel is now indicated by the arrow on the compass.



- Look straight ahead (the further the better) and choose a landmark or a spot which is in the direction you are facing, as pointed out by the direction of the travel arrow on the compass. Walk towards your landmark without looking at the compass. When you get there, repeat the procedure, using the compass to locate the next landmark, etc.; until you reach your destination.

### Choosing the Best Route

In travelling from A to B there are three possible routes open to you.



- Take the road — you are sure of finding the way, but it's the long way round.
- Take the path, follow the shoreline, the little stream and then the other path — a little difficult but a shorter distance.
- Take a compass bearing from A to B and go across country. The shortest route — but one must know how to use a map and compass.

### The Sport of Orienteering

This is competitive routefinding with map and compass.

Three things are essential:

- An area which to a large extent is wooded, but not so heavily wooded that it is impassable; where there are few roads or paths.
- A good compass.
- A good topographic map, either scale 1:25,000 or 1:50,000.

### Before the Event

All control points have to be laid out and clearly marked with a large, brightly coloured sign or flag. Since choosing the route is the competitive element for the participants, control points should be laid out so that each one can be reached by several routes.

The control points are not normally manned, so each one must have a stamping or marking device attached to it so that each contestant can mark his score card to prove he visited that control point.

### Running the Event

- All participants check in at the starting point, and be sure they:
  - are given a master map showing where all the control points are located;
  - are given a score card;
  - have with them a suitable compass.
- Each participant is started off at a recorded time. Recording this time is essential as completing the course in the shortest time and visiting all the control points determines the winner.
- To avoid bunching up, participants are sent out at intervals of three to five minutes.
- On completion of the course, time in must be recorded accurately and score cards checked to ensure all control points have been visited.

### Program Planning

Orienteering is related to the Scout Achievement Badge Exploring at the bronze, silver, and gold stages; the Challenge Badges Adventuring and Canoeing; the Wolf-Cub Green Star Test 12 and the Wolf-Cub Woodsman Badge.

### RESOURCES

- Contacts with your local orienteering club can be obtained through the Canadian Orienteering Federation, Executive Secretary, Helene Huculak, Box 6206, Toronto 1, Ontario.
- Pages 71 to 86 of the *Canadian Scout Handbook*.
- Orienteering*, Boy Scouts of Canada, Supply Services, Cat. No. 20-467, \$1.75.
- Be Expert with Map and Compass*, Supply Services, Boy Scouts of Canada, Cat. No. 20-461, \$2.75.
- Compass games in the section on Sense or Skill Training: *Games in Games Galore*, Supply Services, Boy Scouts of Canada, Cat. No. 20-667, 75¢.
- Scout Program Planning Guide, Page 16, Cat. No. 20-476, 45¢.
- See Page 9 of the Supply Services 1972-73 Catalogue, listing all the various kinds of compasses available from Supply Services or your local Scout dealer.

This article was adapted from an article of the same name by the Programme Service of the Boy Scouts World Bureau. We are indebted to them for permission to use their material as a basis for this article.

# Maintiens le Droit



Part II

RCMP patrol boat 'Burin'

By J.F. Mackie

In 1973, the Royal Canadian Mounted Police will celebrate the Centennial of its founding with a coast-to-coast birthday party to which every Canadian is invited. There will be touring exhibits, prepared by the Force and private concerns, performances by the internationally famous Musical Ride and RCMP Band, special films, newspaper and television coverage and "Open House" days at local detachments, to name only a few of the special events. All events will be publicized, so watch for announcements in and on your local media.

As a Scouter, you should plan to take advantage of every opportunity to bring your boys more information about Canada's only federal police organization and the law enforcement arm of the Canadian government. Not only will visits to special events help to increase the boys' knowledge of the Mounties but they will provide exciting programming for your section.

To the general public, the RCMP is possibly exemplified by the men who regularly patrol our highways in cars and on motorcycles or those who are on duty in the traditional scarlet coats on special occasions. But behind this group is a much larger body of experts and specialists in crime detection and prevention. For example:

The **Identification Branch** which is made up of a number of important sections, such as:

- the *Fingerprint Section*, founded in 1910, which works closely with all police departments across Canada, with the FBI in the United States and New Scotland Yard in England;
- the *Crime Index Section* which deals with all information concerning the criminal and the crime;
- *Crime Detection Laboratories* which are located in five parts of Canada and provide benefits of science to law enforcement;
- *Photographic Section*;
- *Firearms Registration and Identification Section*.

The **Marine Services** which patrol Canada's waterways and coastal regions and have ships of various size from 26 to 110 feet.

The **Air Division** which is equipped with such well-known aircraft as the King Air, Beaver, Beechcraft, Grumman Goose and Otter, and is employed in the transport of personnel, supplies and prisoners in all parts of Canada. They are also used in searches for lost people.

**Police Service Dogs**, a branch that will be of particular interest to boys, has been an important part of the Force's operation since 1935: in searches for lost persons, recovery of lost articles, guarding of property and

locating of illicit caches. Regular members of the Force volunteer to work with these dogs which are neither vicious nor ill-tempered.

This is only the briefest of outlines of the Royal Canadian Mounted Police of today; more information will be available to you locally as the year progresses.

You may want to run a series of programs on the RCMP theme, beginning with a campfire story on the history of the Force as contained in the January issue of this magazine. This can be followed up in a number of ways. Here are a few suggestions:

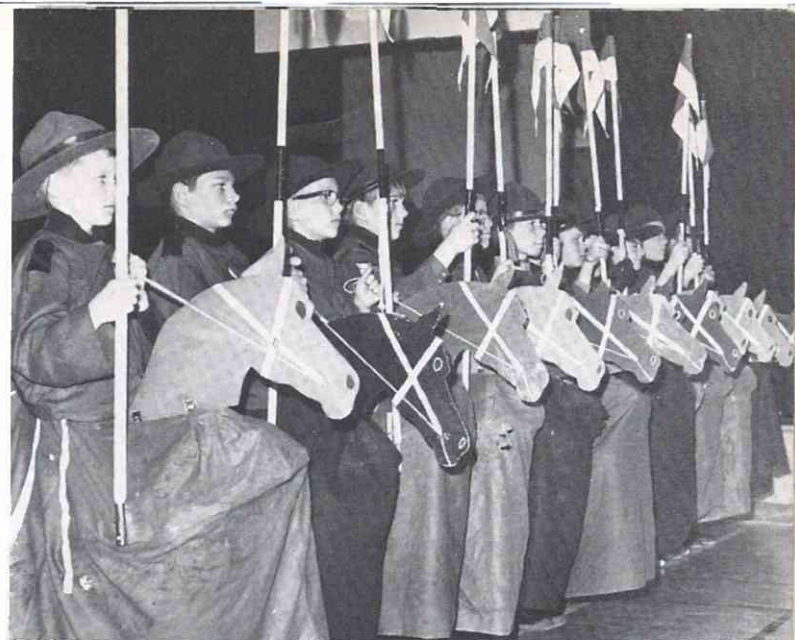
1. A career night for Venturers and Rovers with a representative on hand from the local detachment to talk about a career in the Force. This could be supplemented with pamphlets, posters and films.
2. As a group, attend a performance of the Musical Ride or RCMP Band. Possibly arrangements could be made locally for the boys to visit and meet participants after the show.
3. Visit a local detachment on "Open House" day or at a time convenient to the detachment.
4. Invite a member of the Force to be the special speaker at your annual Father & Son dinner. He could probably bring along a film or slides, if given sufficient warning.
5. Plan a special film night on the Force. Films are available through your local detachment and the National Film Board. Two very good NFB films are, "Assignment Northwest" and "Precision" (the Musical Ride).
6. If you live around Calgary, plan to attend Flare Square at the Stampede. This year's theme is a salute to the RCMP.
7. If you live in Saskatchewan, take your group to visit the Force's training centre in Regina. While you're there, be sure to visit the Museum.
8. As a special program item for parents night, have your Cubs do a musical ride. Our photograph shows how one group did it. Ride formations and suitable music are available in an RCMP pamphlet.
9. Have Cubs make a scrapbook collection of pictures, stories, etc., on the Force and present a prize for the best.

It should be clearly understood that, before making any program plans in connection with the Centennial, contact should be made with your local detachment. The regular job of crime prevention is still going on in 1973 and surprise visits will not be appreciated. Give as much advance time as possible to a planned event.





*A visit to a detachment.*



*The Musical Ride at the ready — Cub-style.*



**Commissioner William L. Higgitt** not only heads the RCMP but is also President of Interpol, the international police organization that links law enforcement agencies in 114 countries of the world. He is the first non-European to hold this office.

Commissioner Higgitt joined the Force at the age of 19 and rose from constable to his present position.

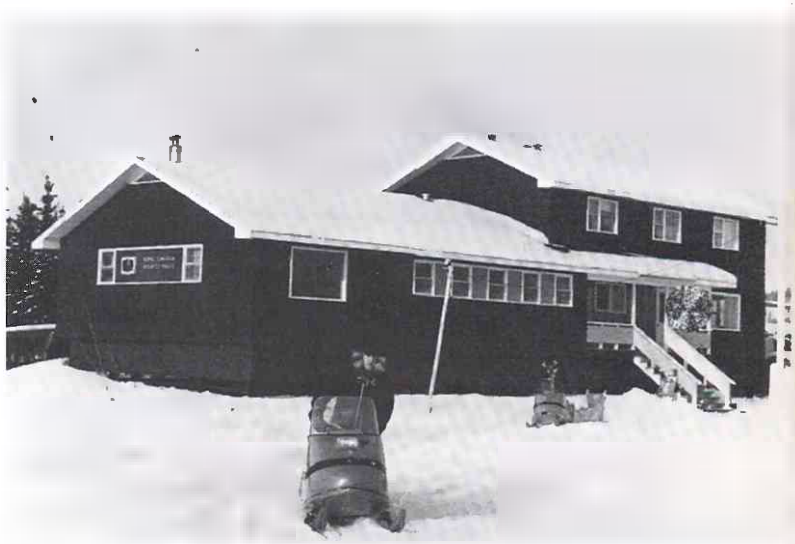
#### MESSAGE FROM THE COMMISSIONER

During the whole of 1973 the Royal Canadian Mounted Police will be celebrating its 100th year of service to Canadians.

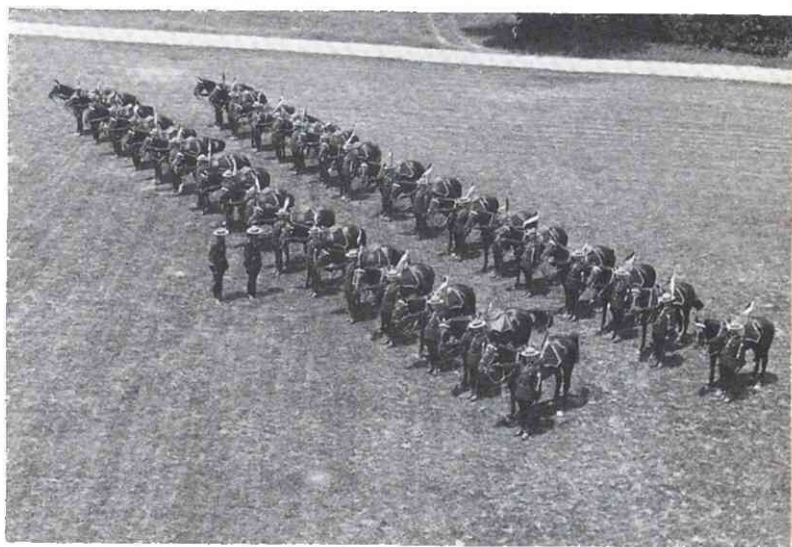
A number of colourful events will recall the early deeds and achievements of the Force and other exhibits and displays will portray the many ways in which we help people today.

I know that many of us are already friends through Scouting. As Commissioner of the Royal Canadian Mounted Police, and on behalf of all members of the Force, I would like to extend a special invitation to leaders, Scouts and Cubs, to visit local R.C.M.P. detachments during our Centennial year to get to know us better.

W.L. Higgitt,  
Commissioner  
ROYAL CANADIAN MOUNTED POLICE



*Snowmobiles have replaced sled dogs in the North.*



*The Musical Ride — inspection before mounting.*

# The Brownsea Island Adventure



14

By William Hillcourt in *SCOUTING* magazine

Reprinted by kind permission, Boy Scouts of America

One day in mid-June, 1907, the world's first Scoutmaster-to-be sat down and addressed a letter to some of his old army friends and their wives, the parents of boys 11-12 years old and in their early teens — pupils of Harrow, Eton, Charterhouse and other large English "public" schools.

"I propose," he wrote, "to have a camp of eighteen selected boys to learn 'Scouting' for one week in the August holidays... The camp will, by kind permission of C. van Raalte, Esq., be held at Brownsea Island, Poole..."

Like any good Scoutmaster after him, he continued his letter by outlining the instruction he intended the boys to have and by assuring the parents that "wholesome food, cooking, sanitation, etc., will be carefully looked to." He included a list of camp kit and clothing. He asked that each boy come to camp thoroughly practised in using three simple knots — the reef knot (square knot), the sheet-bend and the clove hitch — and provided sketches of the knots for those who might not know them. In conclusion he wrote:

"If you wish to send your boy to the camp under these conditions will you kindly let me know and I will send details as to trains, etc.

R.S.S.B.-P."

A few days later — on 17th June, 1907 — he sent similar invitations to the Bournemouth Boys' Brigade company to pick six of its members, and the Poole Boys' Brigade three of its boys, to join him — secondary school boys, farm boys, sons of working-class families.

The invitations to go camping with the famous Lieutenant-General Robert Stephenson Smyth Baden-Powell were accepted with alacrity. Who wouldn't like to spend a

week with the "Hero of Mafeking" — a nickname that Baden-Powell had gained as the defender of the besieged town of Mafeking during the Boer War at the turn of the century! The original number of eighteen was over-subscribed. As an afterthought, B.-P. decided to include his fatherless, 9-year-old nephew to act as his "adjutant." He inveigled one of his old comrades-in-arms, Major Kenneth McLaren, to join him as his assistant.

By the evening of 31st July, 1907, all the participants of what was to be the world's first Boy Scout camp had gathered on Brownsea Island. The next day, 1st August, and for seven days thereafter, B.-P. worked with the boys, testing out what he called his "Boy Scouts Scheme." On 9th August he sent them off home, satisfied that his scheme worked.

It did — not just for the boys of Brownsea, but for millions of other boys who have followed in their footsteps since 1907.

You can provide the same kind of thrill for the Scouts of your own troop in your camp this summer by making use of the suggestions on these pages. They follow as closely as it is possible to reconstruct the actual programme carried out at the world's first Boy Scout camp.

Some of the games and contests will prove to be old friends of yours — but some of them may be "new" to you, even with sixty years behind them. But whether old or new, all of them are worthy of being kept alive.

*Practices, games and contests selected and edited from the original edition of Baden-Powell's **Scouting for Boys**, published in six fortnightly parts, January-March 1908.*



Brownsea Island, 1st August, 1907.

**1st Day — Preliminary.** *Formation of Patrols. Distribution of duties, orders, etc. Each subject of course explained. Special course of instruction for Patrol Leaders, for them to impart to their Patrols.*

**Formation of Patrols.** On the morning of the first day, the boys who were to test Baden-Powell's "Boy Scouts Scheme" were formed into four "Patrols," with a senior boy in each as "Patrol Leader." Two of the Patrols received bird names, two of them animal names. To indicate the Patrol to which he belonged, each boy wore a "shoulder-knot" of a distinctive colour: Curlews, yellow; Ravens, red; Wolves, blue; Bulls, green. These shoulder-knots consisted of two 18-in. lengths of 1-in.-wide coloured tape, placed one on top of the other, folded in the middle, and sewn, along the fold, onto safety pins.

Each Patrol Leader sported a short staff with a triangular white flag 16 in. long and 10 in. high where it was attached to the staff with two tapes. It carried a picture of the Patrol animal, painted in green by Baden-Powell (B.-P. later suggested that the picture could be cut out of green cloth and sewn on) and the letters BA — first and last letter of the word BROWNSEA. Each Patrol Leader had the further distinction of wearing a fleur-de-lis cut out of white felt and pinned on the front of his hat.

**Distribution of Duties.** Each Scout in the Patrol was given a number. The Patrol Leader was No. 1, the corporal (Assistant Patrol Leader) No. 2; the rest had consecutive numbers. The boys were to work "in pairs as comrades" (an early application of the "buddy system"), Nos. 3 and 4 together, Nos. 5 and 6 together, and so on. Their responsibilities were then explained to them, as they applied to the daily routine of work.

#### DAILY ROUTINE OF WORK

6 a.m. — Cocoa and biscuits. Practical instruction in the subject of the day. Physical drill. Prayers. Tents tidied up.

8 a.m. — Breakfast.

8.30 a.m. to 12 noon — Scouting exercises in the subject of the day. Bathing.

1 to 2.15 p.m. — Rest. No talking allowed.

2.30 to 4.30 p.m. — Scouting exercises in the subject of the day.

5.00 p.m. — Tea. Camp games. Night piquet goes out to bivouac.

8.00 p.m. — Supper. Camp Fire. Prayers.

9.00 p.m. — Turn in.

The Patrols were then settled into camp, each Patrol in its own tent, each boy preparing his own camp bed.

**Subjects of Course.** Each day would have its own theme: Campaigning, Observation, Woodcraft, and so on. The subject of the day would be presented and practised in a three-prong attack, as explained by B.-P.:

"For example, take one detail of the subject 'Observation' — namely tracking. At the Camp Fire overnight we would tell the boys some interesting instances of the value of being able to track. Next morning we would teach them reading tracks by making footmarks of different boys at different paces and showing how to read them and to deduce their meaning. In the afternoon we would have a game of 'Deer Stalking'...

**Patrol Leader Training.** Every day Baden-Powell met with the Patrol Leaders, going over with them the programme for the following day and instructing them in the special skills involved, whether knot tying, fire building or what not.

"The Patrol System," Baden-Powell wrote after the camp, "was the secret of our success. Each Patrol Leader was given full responsibility for the behaviour of his Patrol at all times, in camp and in the field. The Patrol was the unit for work or play, and each Patrol was camp-

ed in a separate spot. The boys were put 'on their honour' to carry out orders. Responsibility and competitive rivalry were thus at once established, and a good standard of development was ensured throughout the Troop from day to day."

Brownsea Island, 2nd August, 1907.

**2nd Day — Campaigning.** *Camp resourcefulness. Hut and mat making. Knots. Fire lighting. Cooking. Health and Sanitation. Endurance.*

**Hut Building.** "The simplest shelter is to plant two forked sticks firmly in the ground, and rest a cross bar on them as ridge pole. Then lean other poles against it, or a hurdle or branches, and thatch it with grass, etc. In making your roof, whether of branches of fir trees, or of grass or reeds, etc., put them on as you would do tiles or slates, beginning at the bottom so that the upper overlap the lower ones and thus run off the rain without letting it through."

**Mat Making.** "Plant a row of five stakes, 2 ft. 6 in., firmly in the ground; opposite to them, at a distance of 6 ft. to 7 ft. drive in a row of five stakes (or two stakes with a cross piece). Fasten a cord or gardener's binder twine to the head of each stake in No. 1 row and stretch it to the corresponding stake in No. 2 row and make it fast there, then carry the continuation of it back over No. 1 row for some 5 ft. extra, and fasten it to a loose crossbar or 'beam' at exactly the same distance apart from the next cord as it stands at the stakes. This beam is then moved up and down at slow intervals by one Scout, while the others lay bundles of fern or straw in layers alternatively under and over the stretched strings, which are thus bound in by the rising and falling on to them."

**Knots. Knot-Tying Race.** Practise knot tying against time, "by knot-tying races between Scouts in heats (elimination by pairs), the losers to pair off again for further heats till the slowest knot tier is found. In this way the worst performers get the most practice — and the emulation is just as great to avoid being the worst, as it would be in striving to be the best."

(continued on page 16)





**Fire Lighting. Kitchen Fire.** "A camp kitchen is made with two lines of sods, bricks, stones, or thick logs, flattened at the top, about 6 ft. long, slightly splayed from each other, being 4 in. apart at one end and 8 in. at the other — the big end towards the wind."

**Star Fire.** Camp fire and guard fire: lay and light a small tepee fire, then place three logs on the ground, "star-shaped, like the spokes of a wheel, with their ends centered in the fire. As the logs burn away you keep pushing them towards the centre of the fire. If you want to keep a fire going all night, have one long log reaching to your hand so that you can push it in from time to time to the centre without trouble of getting up to stoke the fire."

**Cooking — Meat. Kabobs.** "Cut your meat up into a slice about 1/2 or 3/4 in. thick. Cut this up into small pieces about 1 to 1 1/2 in. across. String a lot of these chunks onto a stick and plant it in front of the fire, or suspend it over hot embers for a few minutes till the meat is roasted."

**Meat in Ashes.** "Wrap meat in a few sheets of wet paper or in a coating of clay and put in the red-hot embers of the fire. Birds and fish can also be cooked in this manner, and there is no need to pluck the bird before doing so if you use clay, as the feathers will stick to the clay when it hardens in the heat, and when you break it open the bird will come out cooked, without its feathers, like the kernel out of a nutshell."

**Cooking — Bread. Damper.** Mix flour with a pinch or two of salt and with baking powder. Make a pile of it, scoop out the centre until it forms a cup for the water, then mix the dough until it forms a lump. ("The usual way is for a Scout to take off his coat, spread it on the ground, with the inside uppermost...then make a pile of flour on the coat..." This method works — provided you mix your dough from the centre of the pile, leaving plenty of dry flour which can then be dusted off the coat afterwards.) "Then with a little fresh flour sprinkled over the hands to prevent the dough sticking to them, pat it and make it into the shape of a large bun or several buns."

"Sweep part of the fire to one side, and on the hot ground left there, put the dough and pile hot ashes round it and let it bake itself."

**Twist.** "Another way is to cut a stout club, sharpen its thin end, peel it and heat it in the fire. Make a long strip of dough, about 2 in. wide and 1/2 in. thick; wind it spirally down the club; then plant the club close to the fire and let the dough toast itself, just giving the club a turn now and then."

**Camp Games for Health and Endurance. The Struggle.** "Two players face each other about a yard apart, stretch arms out sideways, lock fingers of both hands, and lean toward each other till their chests touch, push chest to chest, and see who can drive the other back to a goal line."

**Cock Fighting.** "Two combatants get into a squatting position. Each of them has a staff under his knees, and hands clasped round legs. Each 'cock,' by hopping about, endeavours to upset his opponent."

**Bear Hunt.** "One big boy is bear, and has three bases in which he can take refuge and be safe. He carries a small air balloon on his back. The other boys are armed with clubs of straw rope twisted (or rolled-up newspaper), with which they try to burst his balloon while he is outside the base. The bear has a similar club, with which he knocks off the hunters' hats." If a hunter's hat is knocked off he is counted killed; but the bear's balloon has to be burst before he is killed."

**Camp Fires.** "Songs, recitations, small plays, etc., can be performed round the camp-fire, and every Scout should be made to contribute something to the programme, whether he thinks he is a performer or not. A different Patrol may be told off for each night of the week to provide for the performance; they can thus prepare it beforehand."

Brownsea Island, 3rd August, 1907.

3rd Day — **Observation. Tracking. Deducing meaning from tracks and signs. Training eyesight, etc...**

**Tracking.** For practice in tracking, "the instructor should make his Scouts prepare a well-rolled or flattened piece of ground about 10 to 15 yards square and make one boy walk across it, then run, and then bicycle across it. Part of the ground should be wet as if by rain, the other dry. He can then explain the difference in the tracks so that Scouts can tell at once from any tracks they may see afterwards whether a person was walking or running."

Part I. Price 4d. net

## SCOUTING FOR BOYS BY B-P

(LIEUT. GEN. BADEN POWELL C.B.)

PUBLISHED BY HODDER CO.,  
WINDSOR HOUSE, BAKER'S BUILDINGS, LONDON E.C.



**Track Memory.** "Make a Patrol sit with their feet up so that other Scouts can study them. Give the Scouts, say, three minutes to study the shoes. Then leaving the Scouts out of sight let one of the Patrol make some foot-marks in a good bit of ground. Call up the Scouts one by one and let them see the track and say who made it."

**Follow the Trail.** "Send out a 'hare' with a pocketful of corn, and instructions to drop a few here and there to give a trail for the Patrol to follow." Or: "Send out a boy with 'tracking irons' on and let the Patrol track him. Tracking irons are an invention of Mr. Thompson Seton's and can be strapped on to soles of a Scout's shoes (like a pair of skates) so that wherever he goes he leaves a track similar to that of a deer." (Three years after Brownsea, Ernest Thompson Seton became Chief Scout of the newly formed Boy Scouts of America.)

**Deduction.** For practice in deduction, "make tracks of various kinds overrunning each other, such as a bicycle meeting a boy on foot, each going over the other's tracks, and let the Scout read the meaning."

**Sherlock Holmes.** "Prepare a piece of ground with small signs, tracks, etc. Read aloud the story of a crime up to that point and let each boy or each Patrol in turn examine the scene for a given time and then privately each give his solution of it."

**Training Eyesight. Old Spotty Face.** Draw a dozen or more small squares on small pieces of cardboard: "each Scout should take one and should have a pencil and go off a hundred yards...The umpire then takes a large sheet of cardboard, with squares ruled on it of about 3-in. sides. The umpire has a number of black paper discs and pins ready, and sticks about half a dozen onto his card, dotted about where he likes. He holds up his card so that it can be seen by the Scouts. They then gradually approach, and as they get within sight they mark their cards with the same pattern of spots. The one who does so at the farthest distance from the umpire wins."

**Quick sight** "can be taught with the same apparatus, by allowing the Scouts to come fairly close, and then merely showing your card for five seconds, and let them mark their cards from memory. The one who is most correct wins."

**Kim's Game.** (This has become a Scouting "classic." It got its name from Rudyard Kipling's book, "Kim" — the story of a British boy in India being trained for intelligence work by a member of the secret service, Mr. Lurgan. Lurgan began the training by letting Kim look, for one minute, at a tray full of precious stones of different kinds. The boy was then to describe the stones. At first he could only remember a few, but with a little practice he was able to observe what was shown him and describe what he saw in great detail.) "Place about 20 or 30 small articles on a tray and cover them with a cloth. Then uncover the articles for one minute by your watch, or while you count slowly to sixty. Then cover them again. Have each boy make a list on a piece of paper of the articles that he can remember, and mark them off on your own scoring sheet. The boy who remembers the greatest number wins the game."

**Night Work.** This night and each of the three nights following, the boys on Brownsea had the greatest thrill of the whole camping experience. They were sent out on their own, to spend the night away from the main camp: "Each night one Patrol went on duty as 'night piquet' (from French *piquet*: a detached body of soldiers serving to guard an army from surprise), i.e. drew rations of flour, potatoes, meat, tea, etc., and went out to some indicated spot to bivouac for the night. Each



boy carried his coat and blankets, cooking pot and matches. On arrival at the spot fires were lit and suppers cooked, after which sentries were posted and bivouac formed. The piquet was scouted by Patrol Leaders of other Patrols and myself some time before 11 p.m. After which sentries were withdrawn and the piquet settled down for the night, returning to camp next morning in time for breakfast."

Brownsea Island, 4th August, 1907.

**4th Day — Woodcraft.** Study of animals and birds, plants, stars, etc. Stalking animals.

**Nature Practices. Nature Reporting.** "Send your Scouts out to find out by observation, and to report on such points as these: How does a wild rabbit dig his hole? When a lot of rabbits are alarmed does a rabbit merely run because the others do, or does he look round and see what is the danger before he goes, too? Does a woodpecker break the bark away to get at insects on a tree trunk, or does he pick them out of holes, or how does he get at them? Etc."

**Nature Sketching.** For drawing correctly the foot tracks of twelve different animals or birds, 3 marks. Drawings of twelve different kinds of fish, up to 4 marks. Sketches from life of twelve wild animals, birds, reptiles, etc., up to 5 marks. Drawings of twelve trees and their leaves, 2 marks. (Baden-Powell intended the boys to earn marks toward a "Badge of Honour" in Nature. Out of this start grew the "proficiency badge" scheme.)

**Plant Race.** "Start off your Scouts to go in any direction they like, to get a specimen of any ordered plant, say, a sprig of yew, a shoot of ilex, a horseshoe mark from a chestnut tree, a briar rose, or something of that kind, whichever you may order, such as will tax their knowledge of plants and will test their memory as to where they noticed one of the kind required, and will also make them quick in getting there and back."

**Star gazing.** "Take out the Scouts on a clear night and post them separately, and let each find the North Star and Orion, etc., and point them out to you as you come round."

(continued on page 18)



**Stalking. Deer Stalking.** "Instructor acts as a deer — not hiding but standing, moving a little now and then if he likes. Scouts go out to find the deer and each in his own way tries to get up to him unseen. Directly the instructor sees a Scout he directs him to stand up as having failed. After a certain time the instructor calls 'time.' All stand up at the spot which they reached and the nearest wins."

**Silent Stalking.** The Deer Stalking game may also "be played to test the Scouts in stepping lightly, the umpire being blindfolded. The practice should preferably be carried out where there are dry twigs lying about, and gravel, etc. The Scout may start to stalk the blind enemy at 100 yards distance, and he must do it fairly fast, say, in one minute and a half, to touch the blind man before he hears him."

Brownsea Island, 5th August, 1907.

5th Day — **Chivalry. Honour. Code of the Knights. Unselfishness. Courage, Charity and Thrift. Loyalty ... Practical chivalry to women. Obligation to do a "good turn" daily, and how to do it, etc.**

Baden-Powell was a magnificent story teller. He had an astonishing store of anecdotes concerning heroes of all ages. He had developed for himself a code of ethics, based on his upbringing and on the code of the Knights of King Arthur. Now he had a chance to try to instill the same ideals in the boys in his care, by telling them of his own heroes and their exploits, by impressing them with the idea of the "daily good turn." The discussion he had with the boys helped him in crystallizing his thoughts and in formulating a code acceptable to boys: the Scout Law and the Scout Promise.

He tried out games which he felt might bring out some of the character traits he wished the boys to possess. He tested their sportsmanship and loyalty to their team mates in games in which strict rules had to be followed. He tested their courage in a few simple ju-jitsu grips and holds, and their discipline and obedience in a boating game, "Whale Hunt."

**Practice of Unselfishness. Knight Errantry.** "Scouts go out singly, or in pairs, or as a Patrol, to find women or children in want of help, and to return and report, on their honour, what they have done. If in the country, call at any farms or cottages and ask to do odd jobs — for nothing."

**Team Games. Basketball.** A basket goal or net, about 18 in. diameter at the top and 2 ft. deep, is hung up about 10 ft. above the ground on a post, tree or wall, so that the ball can be thrown into it. Opposite each goal, a path 15 ft. long and 6 ft. wide, beginning immediately under the basket and leading toward the centre of the ground, is marked out. At the end of this path a circle is drawn of 10 ft. diameter. When there is a free throw, the thrower stands inside this circle, and no player is allowed within it or within the measured path. A small football is used, but it is never to be kicked. It is only to be thrown or patted with the hands. Kicking or stopping the ball with the foot or leg is not allowed. The ball may be held in the hands, but not hugged close to the body, nor may it be carried for more than two paces. All holding, dashing, charging, shouldering, tripping, etc., is forbidden, and there is a free throw to the opposite side from the 15-ft. mark from the basket. Corners, byes, and shies are the same as in Association football. The usual number of players is 4 or 5 a side, and these can be divided into goalkeeper, back and three forwards. If there is plenty of room the number of players can be increased. A referee is required, who throws up the ball at the start of each half of the game, and also after each goal. When he throws in, the ball must be allowed to touch the ground before it is played. With 4 players a side, 7 ½ minutes each way is sufficient time; with 5 a side, 10 minutes is the usual time. A short interval at half time.

**Team Game. Whale Hunt.** (Baden-Powell gives credit to Ernest Thompson Seton for having introduced this game.) "The whale is made of a big log of wood with a roughly-shaped head and tail to represent a whale. Two boats will usually carry out the whale hunt, each boat manned by one Patrol, the Patrol Leader acting as captain, the corporal as bowman or harpooner, the remainder of the Patrol as oarsmen. Each boat belongs to a different harbour, the two harbours being about a mile apart. The umpire takes the whale and lets it loose about halfway between the two harbours, and on a given signal, the two boats race out to see who can get to the whale first. The harpooner who first arrives within range of the whale drives his harpoon into it, and the boat promptly turns round and tows the whale to its harbour. The second boat pursues, and when it overtakes the other, also harpoons the whale, turns round, and endeavours to tow the whale back to its harbour. In this way the two boats have a tug-of-war, and eventually the better boat tows the whale, and, possibly, the opposing boat into its harbour. It will be found that discipline and strict silence and attention to the captain's orders are very strong points toward winning the game. It shows, above all things, the value of discipline."

Brownsea Island, 6th August, 1907.

6th Day — **Saving Life. From fire, drowning, sewer gas, runaway horses, panic, street accidents, etc. First-aid...**

Baden-Powell's knowledge of first-aid was rudimentary. He therefore called to his assistance the Chief Officer of the Coast Guard at Sandbanks, William Stevens. Stevens instructed the boys in all phases of first-aid, whereupon B.-P. turned some of them into games and contests.

The day's main excitement was "Rescue from Burning House." A ladder was lashed between two trees at the



height of a second-storey window, and another ladder was leaned against it. One after the other, the boys climbed up, then jumped into a rescue net (large tarpaulin of strong canvas) held taut by all the others. The rescue, in each case, wound up with a few moments of "Blanket Toss," to the great amusement of all.

**Rescue Contests. Dragging Race.** For fire rescue of insensible man. "A line of patients of one Patrol are laid out at 100 ft. distance from start. Another Patrol, each boy carrying a rope, runs out to the patients. Each rescuer puts a bowline over the patient's chest and under his arms, and the other bowline around his own neck; he then turns his back to patient, goes down on all fours with the rope underneath him, and thus drags patient along head first. Time taken of last in. Patrols change places. The one which completes in shortest time wins."

**Flinging the Squailer.** Life-line throw for drowning rescue. "The target is a cross bar and head, life-size, representing the arms and head of a drowning man, planted in the ground 20 yards away. The throwing line is a pliable rope with a weight attached to one end. (The "squailer" used at Brownsea, attached to one end of the rope, was similar to the throwing weapon originally used in hunting small birds: "a piece of cane, 19 in. long, loaded at the butt with 1 3/4 lb. of lead." B.-P. soon realised that this was not suitable for the purpose, so suggested instead "a heavy knot" — "horse knot" — or small sand-bag in the throwing end.) "Each competitor throws in turn from behind a line drawn on the ground; he may stand or run to make the throw. Whoever throws the furthest wins, provided the line fall on some part of the dummy, so that it could be caught by the drowning man."

Brownsea Island, 7th August, 1907

7th Day — **Patriotism.** *History and deeds that won the Empire. Our Navy and Army. Flags. Duties as citizens. Marksmanship.*

Again, Baden-Powell made use of his extensive knowledge of history. With a large map of the world in front of them, the boys listened as B.-P. told his stories and pointed out on the map where the incidents had taken place. He explained to them the development of the flag of Great Britain and challenged them in their duties as citizens.

That afternoon, the boys played out an episode of British history, fought against each other in a tug-of-war, and tried their skill at "marksmanship": precision-firing of "bullets" (stones) against an "enemy."

**Combat Games. The Storming of Badajoz.** (Badajoz was a Spanish fortress held by 5,000 French and Spaniards. It was attacked and stormed, and taken by the British, who lost 3,500 in the assault, on 17th March, 1812.) "One Patrol (French) mounts a bank or hillock, and holds it against all comers. The British attack, and try to gain possession of the fortress by pulling the defenders off. Defenders may have half their number on the ground behind the 'rampart.' If the defenders pull a Briton over the rampart onto the ground behind he is dead. No hitting or kicking allowed."

**French and English.** Tug-of-war, one Patrol against another.

**Marksmanship. Shoot Out.** "Two Patrols compete. Targets: row of empty tin cans set up on end to represent the opposing Patrol. Both Patrols are drawn up in line at about 20 to 25 yards from the targets. At the word 'fire' they throw stones at the targets. Directly a target falls, the umpire directs the corresponding man of the other Patrol to sit down — killed. The game goes on, if there are

plenty of stones, till the whole of one Patrol is killed. Or a certain number of stones can be given to each Patrol, or a certain time limit, say one minute."

**Camp Fire.** The Camp Fire that evening was witnessed by Percy W. Everett, editorial manager for Pearsons who had agreed to publish B.-P.'s book on Scouting. Everett later reported: "Round the camp fire at night the Chief told us thrilling yarns, himself led the *Eengonyama* chorus, and in his inimitable way held the attention and hearts of all. I can see him still as he stands in the flickering light of the fire, now grave, now gay, answering all manner of questions, imitating the calls of birds, showing how to stalk a wild animal, flashing out a little story, dancing and singing round the fire..."

Brownsea Island, 8th August, 1907

8th Day — **Summary of the Whole Course.** *Sports comprising games or competitive practices in all subjects of the course.*

The last day of camp was a very special "sports" day. Baden-Powell had intended it to be the "proof-of-the-pudding" occasion and had invited the parents of the boys, the owner of Brownsea and his family and guests, and all islanders to come to Battery Hill to witness the boys putting on a display of the skills they had learned.

The Patrols used the morning to train for the different events, then, in the afternoon, put on their show. It became an extraordinary performance — completely boy-planned, boy-led and boy-executed. It was a mixture of games and competitions, of demonstrations of first-aid and firemanship, of mat weaving and ju-jitsu. A major feature was a tug-of-war between the "birds" (the Currelles and the Ravens) and the "beasts" (the Wolves and the Bulls), won by the "birds."

The last Camp Fire that evening. The last singing of the *Eengonyama* chant. The last story by Baden-Powell. The last night under canvas.

The experiment was over. The next morning the boys left for home. As they sailed away, their goodbye cheers carried back across the water to Brownsea.

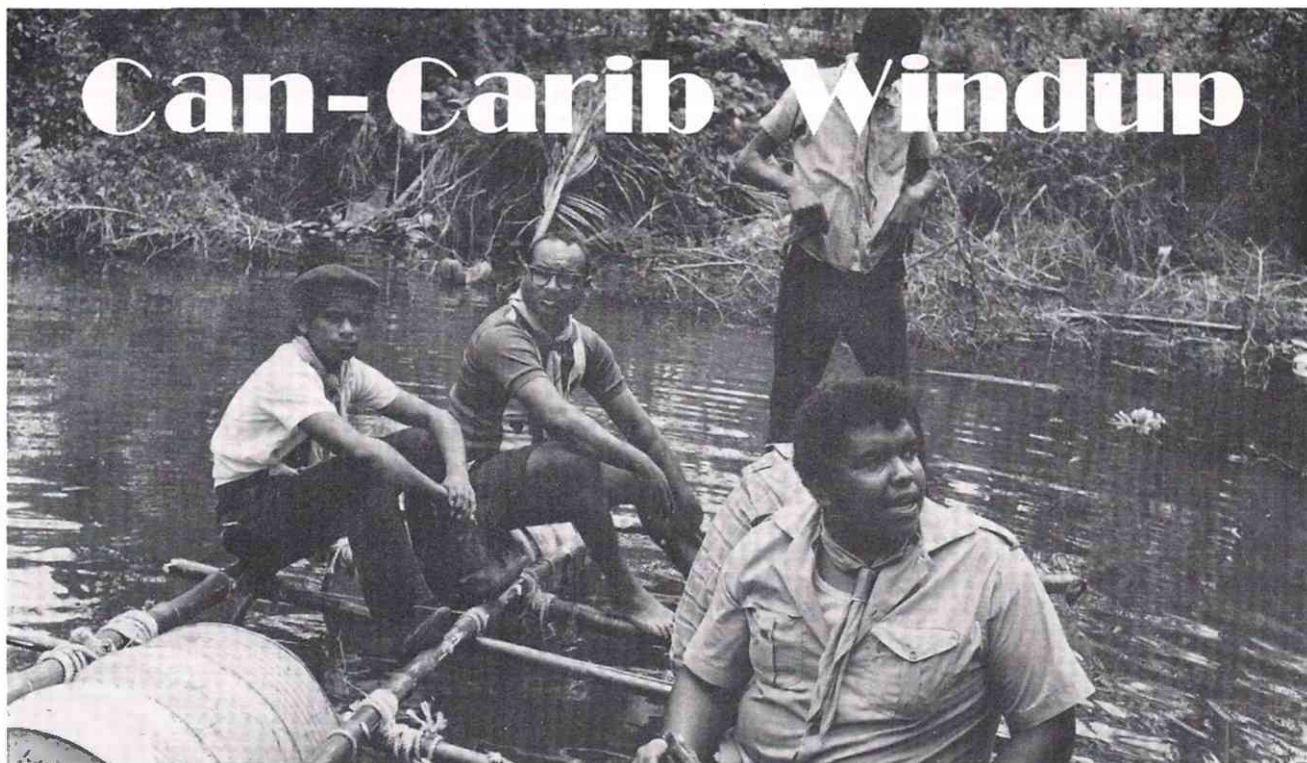
The Brownsea Island camp was history. The island returned to normal. And with the testing of his "scheme" a success, Baden-Powell went to work to finish his book, *Scouting for Boys*, that was destined to influence boyhood around the world for years to come.

**BILL HILLCOURT** was born in Aarhus, Denmark, and joined a local Scout troop at the age of 12. He attended the first World Jamboree in 1920 and there had his first contact with B.-P. A journalist and author of many books on Scouting, his most famous work, "Baden-Powell, The Two Lives of a Hero," which he wrote with Lady B.-P., is probably the most penetrating and authentic biography of Scouting's Founder.

Author of the American Scout Handbook which sold well over three and a half million copies, he retired as National Director of Program Resources for Boy Scouts of America and Scout Craft Editor for *Boys' Life* magazine. Mr. Hillcourt now lives in North Brunswick, New Jersey.



# Can-Carib Windup



In 1968 Canadian Scouting undertook the Can-Carib Project for a period of four years. This involved an expenditure on the part of Canadian Scouting, with the generous assistance of the Canadian International Development Agency of the federal government, as well as support from a number of Canadian institutions and industries, in excess of \$40,000 over that period of time. The project was to assist Scouting in 17 Caribbean associations and was to provide a full-time Scout executive to carry on a program of leadership training, organization and Caribbean Scouting events, together with books, uniforms and equipment and other aids for the development of a meaningful Scout program for Caribbean youth.

There are seven national Scout associations and ten British branches in the Caribbean, totalling 17 units in this service area, stretching from Surinam in South America, through Jamaica and back to British Honduras in Central America — a distance of 3,000 air miles. The countries serviced are Jamaica, Haiti (French), Santo Domingo (Spanish), Surinam (Dutch), Barbados, Trinidad, Guyana, Anguilla, Antigua, Bahamas, Bermuda, British Honduras, British Virgin Islands, Dominica, Grenada, Montserrat, St. Kitts, Nevis, St. Lucia and St. Vincent. Their population totals approximately 15 million people. Some three million of these are of Scout age. In 1968, officially, there were 33 thousand Scouts, or less than one percent of the potential.

Generally speaking, these people are poor. Their living standard is very low and unemployment is well over 60 percent, a combination that makes the area a fertile breeding ground for frustration and subversive ideologies.

Prior to 1968 each association worked exclusively on its own. The work was done almost entirely by volunteers. Generally, there was ineffective organization, apathy, frustration and a depressing feeling of neglect. With few exceptions, there was no Scout office, no Scout shop, no communication, no literature.

## What Can-Carib Achieved

Organization and professional service have had special emphasis. In 1967 **Jamaica** had one executive commissioner, where now there are three field commissioners. **Trinidad** in 1967 operated with a part-time secretary and a retired town clerk. By 1972 an administrative secretary, a typist, an executive commissioner and two part-time field commissioners were employed, and now a Scout shop is operated by a full-time manager. The **Tobago** council was reactivated, two new rural associations were formed and seven others revived.

**Barbados** in 1972 appointed its first professional field commissioner and an administrative secretary. A finance committee went into operation; three local associations were formed to decentralize Scouting; and all records and warrants were brought up to date.

**Guyana's** first professional executive and first administrative secretary were appointed in 1971. Two new districts were initiated, and a Scout shop was organized on a businesslike basis, to show a profit for the first time.

**St. Lucia, Grenada and Dominica** were reorganized and their national councils set in operation once more.

The **Surinam** Association had been two associations, operating in that area since 1924, with all the problems of this type of arrangement. Now they are united as the *Boy Scouts Van Surinam*, with one uniform, one badge, one constitution, one Scout shop.

## Financial Development

This was the weakest area of Scouting in the Caribbean. A major achievement was the First Caribbean Finance Seminar, held in Barbados in 1970. Following this, finance campaigns were run successfully in Trinidad, Barbados, Guyana, Jamaica, Grenada, St. Lucia and Dominica. This gave support and security to the employment of professional Scout executives and administrative staff. Cyril Dendy, a retired member of the executive staff of Boy Scouts of Canada, was an invaluable member of the finance committee and seminar.

Through the collaboration of *L'Association des Scouts du Canada*, the Can-Haiti Project was established in Sep-



tember 1972 through which *L'Association des Scouts du Canada* will supply and pay for a Canadian professional Scouter for two years and a Haitian professional for three years, as well as office support for this project. Following these three years it is expected that Haiti will be able to carry on by itself.

### Training

With the appointment of full-time Scouters, professional training became an important possibility. The first, one-week, basic training course ever held in the Caribbean was run in Trinidad in 1971 for 11 candidates: from Guyana, Barbados and Trinidad. Four candidates pursued the Advanced Professional Course held in Costa Rica in May 1972.

An international Training-the-Team Course was held in Guyana in May 1971, the first such course ever held for Caribbean leader trainers. Twenty-seven leader trainers attended: from Jamaica, Barbados, Grenada, Dominica, Trinidad, Surinam and Guyana. Colonel John Leclerc, a volunteer Scouter of Boy Scouts of Canada, was a most helpful staff member.

Wood Badge, Part II Courses for Cub and Scout were run in Haiti after 13 years, in Surinam after 12 years, and for the first time in its 60-year Scouting history by Barbados.

### Special Events

Since Can-Carib, events have been programmed with a great degree of corporate planning, resulting in Caribbean Scout events at reasonable and regular intervals:

1969 — Third Caribbean Jamboree: Guyana; 1768 boys; 19 countries

1969 — First Caribbean Youth Forum: Guyana

1971 — First Caribbean Sea Scout Regatta: Grenada; seven islands

1972 — Fourth Caribbean Jamboree: Barbados; 3000 boys; 29 countries

1972 — Second Caribbean Youth Forum: Barbados; 15 islands

1972 — Second Caribbean Sea Scout Regatta: Barbados

1973 — First Caribbean Public Relations Seminar: St. Lucia

1973 — Second Basic Professional Course: Jamaica

1974 — Fifth Caribbean Regatta: Surinam/Jamaica

1973 — Fifth Advanced Professional Course: Schiff Scout Reservation

National events were programmed for the first time:

Jamaica — national camp: 1968, 1970, 1972

Trinidad — national camp: 1968

Trinidad — camporee: 1972

Surinam — Bigi Krotos: 1969

Barbados — national camp: 1971

Guyana — national camp: 1970

St. Lucia — Development Day National Camp (a first)

A Caribbean contingent attended the Quebec Sailing Regatta in 1969 and the Quebec Provincial Jamboree in 1971. All these events have brought together thousands of boys from the Caribbean.

### Public Relations

Prior to 1968 few associations had a regular Scout publication. Since Can-Carib, bi-monthly Scout bulletins have been published by Jamaica, Trinidad, Guyana, Haiti, Barbados, St. Lucia, Grenada, British Honduras, Dominica.

The Caribbean Field Executive also sends out quarterly news bulletins. Scout features appear fortnightly on Television of Trinidad. Guyana, Barbados, Jamaica, St. Lucia, Grenada and St. Vincent have fortnightly newspaper

coverage. Grenada also runs a weekly, radio, Scout broadcast. In April 1973 the First Caribbean Public Relations Seminar will be held, where a more formal approach to public relations will be made. Through the Caribbean Field Executive, full-length, 16-mm colour films have been made of the Trinidad National Camp — 1968, the Third Caribbean Jamboree — 1969 and the Fourth Caribbean Jamboree — 1972.

### Planning

In order to share in the planning of Caribbean events, Chief Commissioner Conferences were held in Barbados — 1969 and 1972, Guyana — 1969 and Grenada — 1971. These were effective both in planning in a realistic way and in developing team spirit and cooperative Caribbean Scouting.

The Can-Carib Project made a significant impact on Caribbean Scouting in its four years of operation. Thus at the Caribbean Chief Commissioners Conference held in Barbados in 1972 the following resolution was passed unanimously by the 19 Caribbean Associations present —

WHEREAS this Conference of 19 Caribbean Chief Commissioners is formally convened and represents the official views of all Caribbean Scout Associations and whereas this Conference recognizes the invaluable and significant role of the Can-Carib Project in serving Caribbean youth and thereby developing a better Caribbean society and whereas Boy Scouts of Canada have been our kindhearted brother Scouts sponsoring this project,

Be it resolved that on behalf of all Caribbean peoples we record our grateful thanks to Boy Scouts of Canada for this generous gesture of brotherly affection and International goodwill, and that Mr. Laurence Thompson, Chief Commissioner of Guyana, be authorized to so move formally at the 8th Interamerican Scout Conference to be held in Lima, Peru, August 8 — 12, 1972.

Be it further resolved that this Conference records its profound thanks and sincere appreciation to Mr. Sherman Ramsingh, the Caribbean Travelling Executive, for his dedication, devotion and effective work in bringing about such concrete results to Caribbean Scouting and that it is the unanimous feeling of this Conference that Mr. Ramsingh's excellent service be retained in the Caribbean in the future. Be it further resolved that Boy Scouts of Canada, the Interamerican Scout Committee and the Boy Scouts World Bureau be duly informed of the feeling of this Conference.

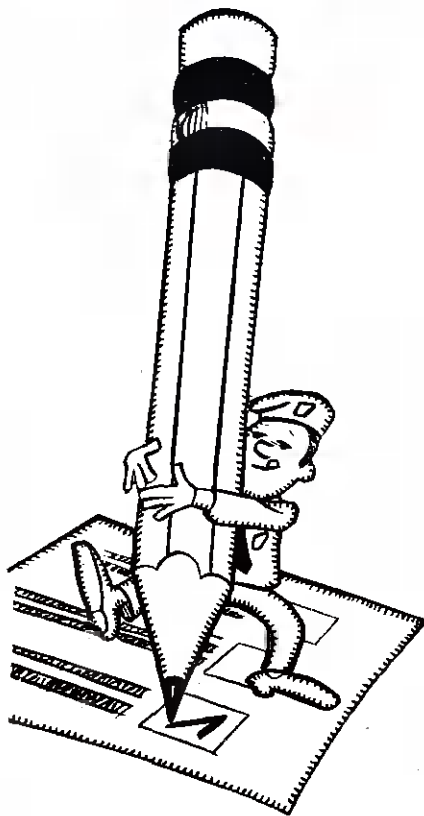
Moved by Mr. D.S.A. Fitzritson, Chief Commissioner, Jamaica  
Seconded by Mr. L.B. Thompson, Chief Commissioner, Guyana, and carried unanimously.

Canada's commitment to the Can-Carib Project was four years, from 1968 to 1972. Although the project as such has been completed, all members of Canadian Scouting are urged to continue their support of the Canadian Scout Brotherhood Fund.

This article was prepared from the final report on the Can-Carib Project produced by Sherman K. Ramsingh who, for four years, has been responsible for carrying out the project. Mr. Ramsingh is now a member of the Interamerican Scout Committee, Boy Scouts World Bureau, and he will continue his work as Caribbean Technical Cooperation Executive.



# We Asked for Your Opinion



And you gave it!! A sincere thank-you to each of the Scouters and Scouts who responded to the requests for opinions.

Three approaches have been used: first, a questionnaire in *The Canadian Leader*; second, a mailed questionnaire to a random selection of Scouters; and third, a series of brief interviews. The mailed questionnaires included two surveys to be completed by Scouts. In many instances, Scouters took the time to write their concerns or add additional comments. Where warranted, these people have been, or will be, contacted by mail.

The Scout Subcommittee is now in the process of tabulating and analyzing the information collected. Results of the survey will be published in the fall.

No changes in the basic concepts are contemplated but, should it prove necessary as a result of the surveys, adjustments may be made to better facilitate the badge schemes.

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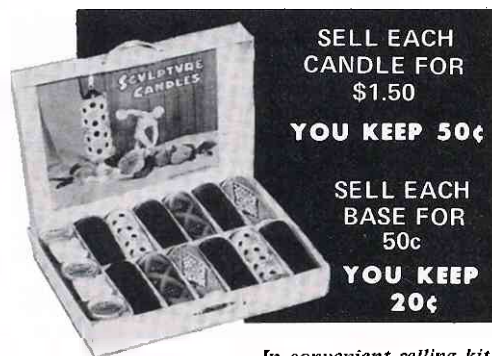
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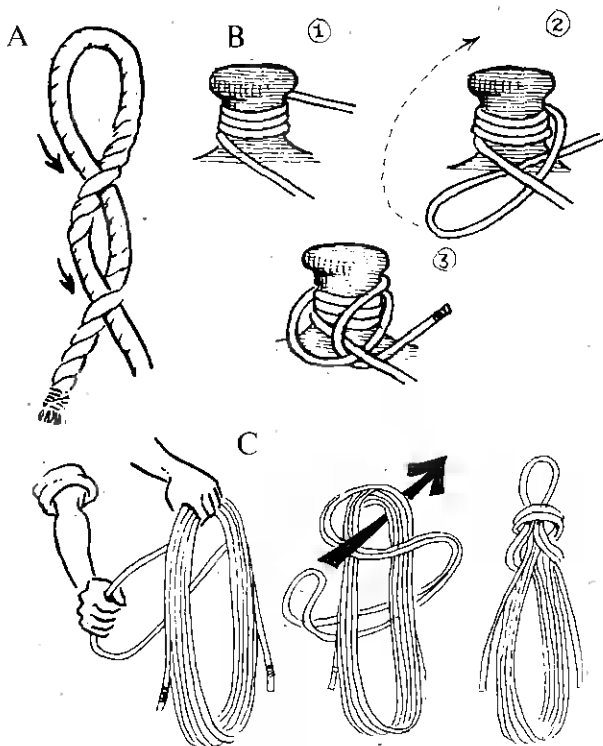
First, our warmest thanks to Scout friends on both sides of the 49th Parallel who have kindly sent us rocks from the New World for our ancient British garden mosaic in Orchard Valley, Holton St. Peter, England.

John Seigal of Riverside, Cal., will be interested to learn that his bulging air letter had obviously caused some disquiet in the Riverside sorting office. The envelope was inscribed "HAND SEAL" in large block letters and had obviously been opened so that its contents (one small pebble from the Seigal backyard) could be carefully scrutinized. It is now in the tumbler with other assorted geological specimens at the beginning of the statutory three-week-long cycle.

We are particularly grateful to Terry Webber and Bob Hertlen of Kentville, Kings County, Nova Scotia, for some exquisitely polished pebbles from the shores of Minas Basin which, however, are much too good for the birds. They are now adding lustre to the pile of Suffolk shingle round the bare feet of our beautiful, china fisher-lass in the corner of the livingroom, where they may be inspected at any time by appointment. (Ring Halesworth 3198 and ask for Claire.)



**INSTANT TRAINING:** Briefed and trained at the PLs Council a week or so in advance, PLs come to the podium in quick succession to demonstrate a variety of simple Scouting skills to the assembled troop: e.g., the Liverpool Docker's Splice (A), the use of one's handspan to lay off a bearing, making fast by the non-lock, quick-release method to a single bollard (B), hanking a rope (C), reading a map reference, and so on; no demonstration to last more than thirty seconds maximum. The PLs then man bases round the troop room, and the hoi polloi promenade and try their hands to see how much of the training has gone home. (You may be pleasantly surprised.)



So many small and unimportant things go to make up what we call the tradition of a Scout troop that any attempt to analyze it or reduce it to a specification would obviously be wasted effort. Yet the importance of tradition, which was once described as a good servant but a bad master, is enormous.

We dropped in on a troop for five minutes not long ago — actually to borrow a gas stove from the QM — and, as so often happens on these visits, we were still among those present when the no-side whistle went.

At the end of the troop meeting an investiture was held. Except for one small detail the ceremony followed the traditional pattern. The variation was this. Just in front of the Scouter, a round slab of wood was laid on the deck — a cross-section of English oak with bits of bark still sticking round the edges — and on this small platform the new Scout stood to make his Promise. I noticed that the slab was well worn and guessed that it had been in use for this very purpose for many years.

Later I got the story. The oak tree from which the slab had come had been felled and logged up by the Rover crew many years before. From the bole a log had been cut to serve as a seat for the group Scout leader at an early campfire, and from that log the slab had been brought back home as a souvenir.

For a while it had hung on the wall of the troop room and been used as a noticeboard; then it happened that a tenderfoot of the troop took ill and was whisked off to hospital just before he was due for investiture. It turned out that he had been stricken with an incurable disease, and though for a while he was able to walk about the hospital grounds, it soon became clear that his days were numbered. He still insisted on becoming a pukka Scout, however, and his investiture duly took place in the hospital, with the troop parading specially for that purpose.

The idea of taking a bit of the troop room along for the new Scout to stand on came from his PL, and the choice of the oak slab was, of course, a natural. Since then its use for this purpose had become an integral part of the troop tradition, and no Scout had entered the troop except from the springboard of that slab of English Oak.

Sentimental, you think?

Perhaps...perhaps...

Some years back we dipped into a book called *INVENTORS SCRAPBOOK* and became fascinated by a long list of "Wanted Inventions." The list had been compiled, apparently, by various national and international institutions, business houses and government departments, and gave brief specifications of numerous devices for which (in those days, at any rate) there was a universal demand. It seemed that a fortune awaited anyone who could produce any of the following:

- A telephone instrument which could be spoken into without the speaker's voice being heard in the same room.
- A device to prevent pedestrians from being run over.
- A gadget to stir the contents of a cooking-pot automatically, e.g. by hot air motion.
- A device to indicate to a bus conductor how many seats were free on the top deck of a double decker.
- A device to close windows automatically when it is raining.
- A device to change typewriter ribbons without soiling the fingers.
- A non-slip gadget for the bathtub.
- "Breathing" railway lines which do away with the jolts by filling the gaps between one rail and the next.
- Crockery which is so cheap that it can be discarded after use and so obviate washing-up.
- Do-it-yourself paper-hanging apparatus for ham-fisted householders.
- Cameras which adjust automatically to different lighting conditions.
- Silencer to be fitted to a dog without causing undue discomfort.

This suggests an idea for a winter-night, patrol-corner competition. See which patrol can produce the best and brightest list of "SCOUTING INVENTIONS WE WOULD LIKE TO SEE." (Some of our own brilliant ideas are shown in the diagram.)

Incidentally, one at least of the "wanted" items in the 1950 list was actually invented some years ago and has now contributed disastrously to a modern world problem. No prizes are offered for identifying it.

Another idea for a patrol-corner competition on somewhat similar lines to the above: "Nature Thought of It First." Patrols to think up examples of "inventions" which have been borrowed from the flora and fauna of the countryside; for example, radar, camouflage, parachutes, propellers, and so on ad infinitum.

Twenty-two years ago, give or take a month or two, the most northerly Scout troop in the Commonwealth was located in a place called Tuktoyatuk in Canada, two hundred miles inside the Arctic Circle. It consisted of two members, Noah Neyaviak and William Nasogalvik, both 13 years of age, and their Scout leader, Miss Dorothy Robinson, a teacher at the Mission School.

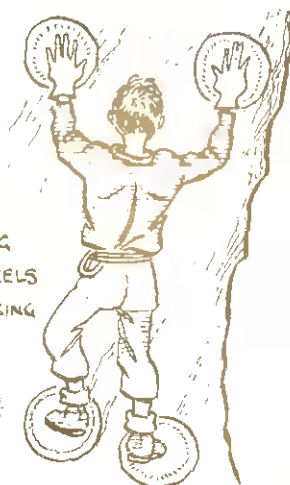
We have often wondered what became of them. Wherever they are we wish them well.



BOOTS WITH RETRACTABLE BALL-BEARINGS FOR PUNT-POLE HIKES



SELF-ADJUSTING  
TELESCOPIC HEELS  
FOR HILL-WALKING



CLIMBING BOOTS AND GLOVES FITTED  
WITH SUCKER-PADS FOR FLY-WALKING  
ON SHEER ROCK-FACES



RUCKSACKS WITH HELIUM-GAS  
POCKETS FOR THAT LIGHTER-THAN-AIR  
FEELING ON MIXED EXPEDITIONS



SELF-INFLATING "IMPACTO" CLIMBING SUIT TO  
MINIMISE THE BUMP AT THE BOTTOM



MIST NET AND QUICK-DRY CHEMICAL SPRAY-GUN FOR INSTANT  
WINDBREAK IN INCLEMENT WEATHER



## TROOP ROOM PROBLEMS NO. 2

### MURDER MOST FOUL

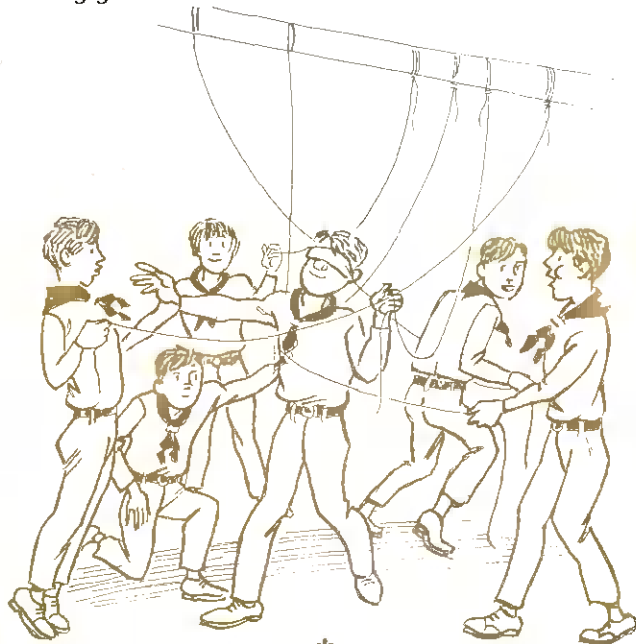
On arrival at the scene of the crime, the police found the door of the Scouters' room locked. The Scout leader was lying over the table with the revolver still in his hand. The one and only key (it was not a Yale-type lock) was in the pocket of his jacket, which was hanging on the back of the chair in which he was sitting. Above the door of the room was a fanlight which opened inwards for just a few inches — not enough to enable even the smallest Scout to wriggle through. The window was shuttered on the inside. The distance from the door to the table was fifteen feet. It seemed a clear case of suicide, but the Beaver Patrol were convinced that their Scouter had been murdered. But how, they asked themselves, could the murderer have placed the key in the jacket pocket from outside the room?



## FORGOTTEN GAMES NO. 2

### BLIND SPIDER

To an overhead beam or branch secure the standing part of half a dozen 12 ft. lines. One Scout holds the free end of each line. One is appointed "Spider" and while blindfolded must try to tag the others without anyone leaving go of his line.



We sometimes wonder whether all this modernization and upgrading of the Scout training program is in line with the original conception, or whether in fact the "original conception" itself must now be regarded as out-of-date and "irrelevant." Certainly it seems to us that in the new philosophy quality of leadership is judged no longer on what the leader IS, but rather what he is able to provide materially in the way of services and opportunities for his boys. All we can say is that you won't catch us living with that school of thought. Indeed, it may not have escaped your notice that very few of the program suggestions made in OTL are beyond the scope of even the least well-endowed Scout troop. We shall persevere with this as a matter of policy — even at the risk of being denounced as purveyors of small-boy stuff — and then nobody will have the excuse for passing up our ideas, such as they are, on the score that they are too ambitious or too expensive.

And now a few quickeners to add pep to your troop night program.

- Call up the PLs, hand to each of them six Scout staves (or equal) and see which patrol is first to form them into four equilateral triangles.
- Troop in circle march around to martial music from the record player. When the music stops each Scout must jump onto the shoulders of the Scout in front of him. (Guaranteed to create ordered chaos in the shortest possible time.)
- Same formation, same drill, each Scout carrying a knotting rope. When music stops he must put a bowline round the waist of the man in front and haul in.
- Call up PLs and show them the correct positioning of spars in a trestle, as per standard books on pioneering. Send them back to instruct their patrols, then hold a relay race in which Scouts bring up spars one at a time and lay out the trestle on the deck, then dash up in a body to pick up the completed layout (unlashed) and carry it back intact, head high, to the baseline, where it is inspected.



Finally, another little diversion for the coffee break during your next patrol-leader meeting. The idea is that you should read out a series of "clues" and the competitors must find two rhyming words which express the meaning of each clue. For instance:

"Well-groomed baronet" — Smart bart.

"Unpunctual friend" — Late mate.

"An untrustworthy member of the Cabinet" — Sinister Minister.

Now try these: Simpering youth; A corpulent commissioner; An uneventful football match; An ill-nourished quadruped; A genuine police officer; An imperfect police officer; Lithe pair; Her Majesty is seasick; Chanel No. 5; A rude lad; A foolish bowman. (Check your answers with the tailpiece.)

When your PLs have had a bash, they might like to suggest a few more "Rhymes of the Times." OTL will be glad to hear of any good ones they produce.



## TAILPIECE

### Murder Most Foul

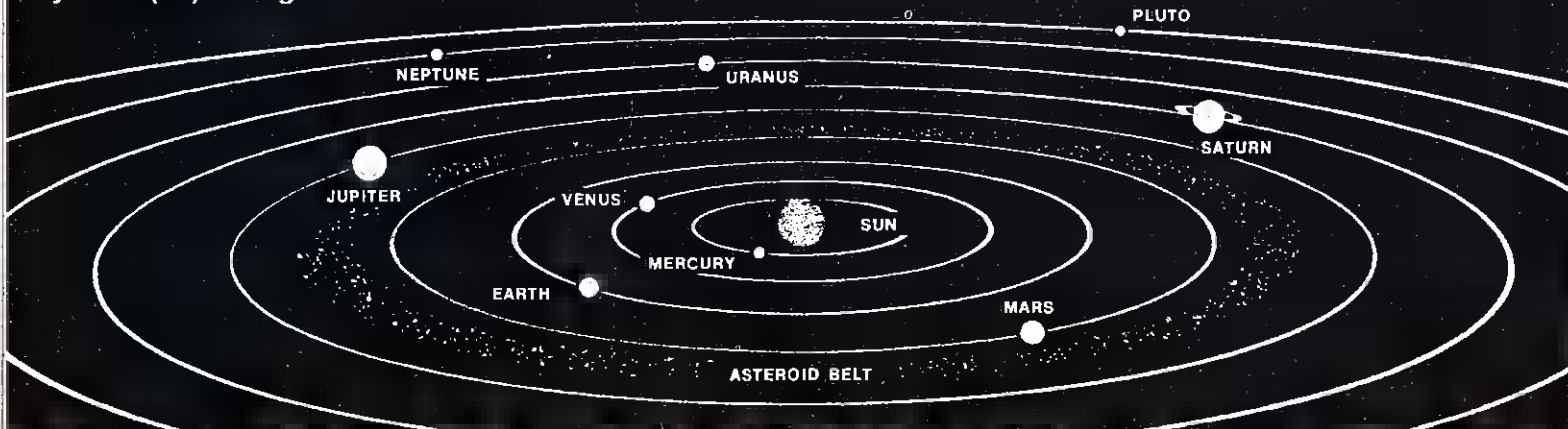
Having bumped off the Scout leader, the murderer had first made sure that the pocket of the jacket was open with the flap tucked in, and had then threaded a long string through the buttonhole and carried both ends up through the open fanlight. Locking the door behind him, he slipped the key onto both parts of the string and allowed it to slide down until it rested on the jacket. With a little juggling he would have no difficulty in guiding it into the pocket. All he had to do then was to let one end of the string go and haul away gently on the other, leaving the key behind. (Try it! — or better still, get your boys to try it. Contrary to what you may be thinking, it is child's play.)

### Rhymes of the Times

Coy boy. Stout Scout. Tame game. Boney pony. Proper copper. Defective detective. Supple couple. Green Queen. Swell smell. Uncouth youth. Stupid Cupid.

# Our Galaxy and Planets

By J.A. (Al) Craig



## OUR GALAXY

The basic organizational unit of the universe is the galaxy. There are millions of galaxies, many of which contain millions of stars. Galaxies are characterized by their shapes and by the kinds of stars of which they are composed. Our Milky Way galaxy is a typical galaxy and our sun is a typical star.

Since our galaxy is 100,000 light years\* in diameter, we can concern ourselves only with our immediate neighbours: the sun, moon, planets, meteorites and comets.

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\*A light year is the distance light travelling at 186,000 miles per second would cover in a year: approximately six trillion miles a year. To illustrate this vast distance, consider that light from the sun makes the 93 million-mile trip in eight minutes.

## THE SUN

A star — and not really a very prominent star when compared to some of the other giants in the heavens. Yet it is our source of light and heat and its gravitational attraction holds the earth and all the rest of the planets in their regular, orbital paths, free from disastrous collisions.

Beaming away from 93 million miles, the sun delivers nearly five million horsepower per square mile of earth, yet we receive less than one billionth of the sun's energy. Our atmosphere filters out much of the sun's energy — and it's a good thing it does. Even a slight increase in the amount of the sun's energy getting through to the earth would turn it into a fiery, uninhabited ball. A slight decrease would turn earth into a giant ice cube.

## MERCURY

The closest planet to the sun which makes it the warmest planet by far. Temperature ranges on Mercury from 770°F. by day to a cool 70°F. at night. The smallest planet with the smallest orbit, Mercury is only 3,100 miles in diameter and is very difficult to see with the naked eye. For several days the planet can be seen morning and evening as a bright star.

## VENUS

The planet nearest earth — and in many ways very similar to earth in size, density and gravity. A thick,

yellow, cloud atmosphere prevents direct observation of Venus, but scientific instruments have indicated Venus's atmosphere is mostly carbon dioxide with perhaps a trace of water, but lacking oxygen — essential to life.

## EARTH

Mother earth to us all — as we travel through space around the sun thirty times faster than the speed of a rifle bullet. How fortunate we are — the tilt of our axis gives us our seasons and variety in our weather; our rotation period of 24 hours is just fast enough to keep our days and nights comfortable; by staying about 93 million miles from the sun we are guaranteed a safe amount of light and heat; our atmosphere traps our precious oxygen supply and prevents it from escaping, as well as filtering out harmful rays and excessive heat from the sun; our planet has an adequate supply of water (approximately 70% of its surface).

## MOON

Earth's closest neighbour and site of man's first space exploration. This brightest of heavenly bodies is an ideal object to arouse the interest of budding, young astronomers:

- it's readily seen for definite periods each month.
- continued observation reveals how it passes through its fascinating phases.
- naked-eye observation reveals a lot; binoculars bring out much more detail, and a small telescope makes it a fascinating field for observation.
- space travel has made it the only heavenly body other than earth that has been mapped, and these maps have been widely published.

## MARS

Probably the only planet that could support life as we know it, Mars is the first planet on the away side of the earth. U.S. Mariner flights have confirmed an atmosphere of approximately 50% carbon dioxide, a touch of water vapour and carbon monoxide — but no oxygen. Mars is interesting in that it has two small moons circling it — Phobos, ten miles in diameter, and Deimos, five miles in diameter. Mars also appears reddish in colour.



## ASTEROID BELT

An interesting gap exists between Mars and the next planet, Jupiter — 360 million miles away. Here we find a belt of thousands of asteroids — mini planets. Scientists suspect another planet once orbited in this area and that it disintegrated with a gigantic space explosion into these thousands of asteroids. Over 1,500 of these asteroids have been charted, with Ceres (480 miles in diameter) being the largest. Many of the meteors which flash into the earth's atmosphere as "shooting stars" are believed to originate in the asteroid belt. (See METEORS.)

## JUPITER

The giant of the planets — over eleven times bigger than the earth. Whirling around this giant are 12 moons, all larger than the earth's moon. Jupiter is made up of gases, not solid matter. An atmosphere, thousands of miles deep, covers this mass of hydrogen, ammonia and methane gases. Travelling as it does around the sun in about 12 of our years, yet turning on its axis every ten hours, Jupiter is in a constant state of turbulence.

## SATURN

Saturn is immediately recognized by its three fascinating rings. Trillions of tiny ice-coated particles make up these distinctive recognition symbols stretching out 172,000 miles from the planet. Ten moons circle this planet which is made up of gases. For many years, astronomers felt sure Saturn was the last planet. It is only fairly recently that astronomers discovered Uranus, Neptune and Pluto beyond Saturn's orbit.

## URANUS

Nine hundred million miles beyond Saturn lies cold and forbidding Uranus. Composed of methane gas, and with temperatures going down to over 300°F. below zero, Uranus is a forbidding planet. Carrying five moons around with it, Uranus takes over 84 years to make one

trip around the sun. Uranus is unique in that the inclination of the equator to the plane of its orbit is 98° — its poles are practically pointed at the sun.

## NEPTUNE

Very similar to Uranus, Neptune accompanied by two moons takes nearly 165 years to make one trip around the sun. This bluish-green planet is less visible by telescope than millions of stars as it is 2.8 billion miles from the sun.

## PLUTO

The mystery planet because its composition is more like the planets nearer the sun and not like the other distant planets. This moonless speck, slightly larger than Mercury, is so far away it is 600 times less visible than Neptune. This planet has no atmosphere and its small size and great distance make accurate observations of its properties very difficult.

## METEORS

These bits of matter constantly bombard the atmosphere of the earth and it is estimated 20 million of these enter our atmosphere daily. Very few ever reach the surface of the earth as the friction of passing through the earth's atmosphere causes them to burn up. Those that do strike the ground are known as meteorites. Huge craters in Arizona, Labrador and Siberia mark the spots where meteorites collided with the earth.

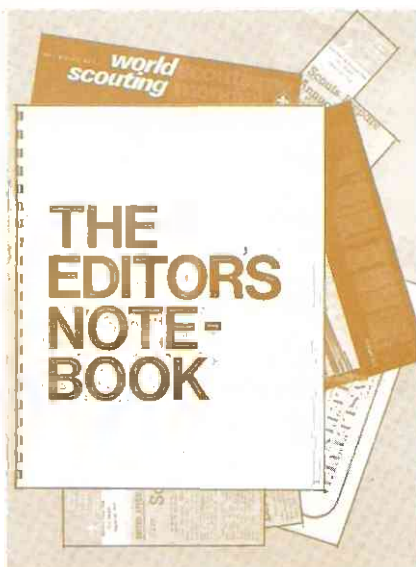
## COMETS

Comets are planet-sized objects with transparent bodies trailing multi-million-mile tails of boiling gas. Following their unique elliptical orbits, they flash into sight in the heavens in periods of from ten years to 40,000 years. The most famous of the comets is Halley's Comet, named after the scientist who calculated its return each 75 years. Last seen in 1910, Halley's Comet should reappear in 1985.

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## PLANETARY DATA

	DIAMETER (Miles)	DISTANCE FROM SUN (million miles)	NO. OF SATELLITES	PERIOD OF REVOLUTION AROUND THE SUN	PERIOD OF REVOLUTION ON ITS AXIS
MERCURY	3,100	36	0	88 days	88 days
VENUS	7,700	67	0	225 days	224.7 days
EARTH	7,927	93	1	365 days	24 hrs.
MARS	4,200	142	2	1 yr. — 322 days	24 hrs. — 37 mins.
JUPITER	88,700	483	12	11 yrs. — 315 days	9 hrs. — 50 mins.
SATURN	75,100	890	10	29 yrs. — 167 days	10 hrs. — 14 mins.
URANUS	32,000	1790	5	84 yrs. — 7 days	10 hrs. — 45 mins.
NEPTUNE	27,700	2800	2	164 yrs. — 280 days	15 hrs. — 29 mins.
PLUTO	3,600	3700	0	250 yrs.	6 days — 9 hrs.



On June 14, Boy Scouts of America mailed Lone Scout Roderick Weishaupl his long-awaited and hard-earned Eagle Scout Certificate to his temporary home in Singapore. On the same day, Roderick, along with his mother and father and younger brother, boarded a Japan Air Lines DC-8 for a summer vacation in Newfoundland. The JAL flight was to take the family to London, via New Delhi, Teheran, Cairo, Rome and Frankfurt, where they would pick up another flight to Canada. Roderick never did receive his certificate or have his vacation in Newfoundland because, on its approach to the Palam Airport in New Delhi, the aircraft crashed, killing 83 passengers and crew. Also among the dead was the first secretary of the Canadian trade commission in Hong Kong who was flying to New Delhi to be married. David Day reports in his "Scouting Trails" column in the *St. John's Evening Telegram* that Boy Scouts of America officials are trying to find a relative of the Lone Scout so that the Eagle Scout Award may be presented posthumously.

It really doesn't pay to record a first because it seems someone can always come up with information to prove you wrong. So it was with our announcement of the first all-Rover wedding on September 9 in Oshawa. The leader of the Hercules (Co-ed) Crew of Lancaster, Alberta, writes to report that Sandy and Doug Luckwell of his crew were married in February, 1972, with the entire crew wearing their full-dress uniforms, which include kilts of the Alberta tartan, on hand for the happy event.

And this has just got to be the wildest way to raise money for the operation of a Boy Scout group. Most Scouts are content to collect paper or bottles, sell calendars or Christmas cards but not the boys of Jackson, Wyoming. They sell love potions and are making a bundle! In 1972, the troop raised \$4,600 by gathering 2,550 pounds of shed antlers in a nearby elk reserve. The antlers were purchased by Hong Kong dealers who grind them and then package the powder in plastic bags. It seems the troop hit their personal gold mine quite by accident. They had been selling the antlers, by auction, for years to private individuals and novelty stores. This year however, when they held their auction, the bidding really took off with two middlemen for the love-potion manufacturers dominating the proceedings. According to the buyers, Orientals pay large amounts of money for the powder, which they use to make what they consider to be a magic love broth. So far as the Scouts are concerned, they don't really care if the powder is magic or not, they just feel they have discovered the mythical horns of plenty.

Cubs of the 18th St. Thomas, Ontario, **Cub Pack** built this excellent, larger-than-life replica of Canada's Chief Scout, Governor-General Roland C. Michener, for their participation in the Shivarree Youth Day Parade held in September. A great job but why not a Scouting uniform?

*St. Thomas Times-Journal photo*



From **World Scouting's Newsletter** ...The **South Australian Scout Association**, seeking funds to build a needed training centre, called for 100% uniformed participation of its 17,000 members in a "Scout-a-Thon." Building upon the sponsored "Walk-a-Thon" idea, they challenged groups to invent their own sponsored "Thing-a-Thon." Here's what took place: Canoe-a-Thon, Sail-a-Thon, Letter-a-Thon, Hike-a-Thon, Skate-a-Thon, Run-a-Thon, Bike-a-Thon, Climb-a-Thon, Swim-a-Thon, Kite-a-Thon, Pole Sit-a-Thon, Pogo-a-Thon, Beach Clean-a-Thon and Pie-Eat-a-Thon...Reports indicate that many Scouts were active in the emergency service during the recent disastrous floods in the **Philippines**, which left over a million destitute or homeless. Activities ranged from rescue and evacuation of families along the overflowing rivers and creeks to collecting and forwarding disaster relief supplies of food, clothing, medicine and cash contributions. Local headquarters also served as evacuation centres and as bases for emergency relief teams... In **Brazil**, as a community service, Scouts vaccinated more than 4,000 cattle in a major mosquito control campaign...To raise money for Scouting in Papua, **New Guinea**, Scouts operated a souvenir shop for tourists at Port Moresby. Native art such as wood carvings, weaving, ornaments, fighting weapons and pottery are bought in villages and resold to other retailers as well as in the Scout retail shop. They also sell colourful postage stamps of the area which are collected from the Island's businesses during an annual drive.



The shop's gross income is about \$30,000 per year... **Scout Edward Manz**, 16, of **Los Angeles**, collected 600 books from friends and neighbours, catalogued them and built a portable library cart. Patients at a nearby hospital now look forward to Edward's visits bringing them books and checking them out with a card system he devised himself.

If the **Musson Book Company**, Don Mills, Ontario, had sent along the copy of their new book, "The Musson Stamp Dictionary," a little earlier, I would have recommended it as an ideal Christmas gift for anyone interested in stamp collecting, be they beginner or expert. Now I must say it would make a good gift for any occasion. Although I didn't make a personal count, the publisher claims the book contains some 8,500 words and terms that stamp collectors use or encounter in pursuit of their favourite hobby. Compiled by Canadian **Douglas Patrick**, the only foreign Fellow of the Royal Philatelic Society, and his wife **Mary**, 150 other experts contributed help or information. For more information visit your local book store.

In Windsor, Ontario, the members of the **73rd Troop** did their part in the fight against pollution by handing out free litter bags to people entering Canada via the tunnel from the United States.

Windsor Star photo



Our thanks to the Northern Alberta Region for their kind tribute to *The Canadian Leader* in their monthly magazine, *Northern News*. It is nice to know that our efforts are well received. Thanks, Denny!

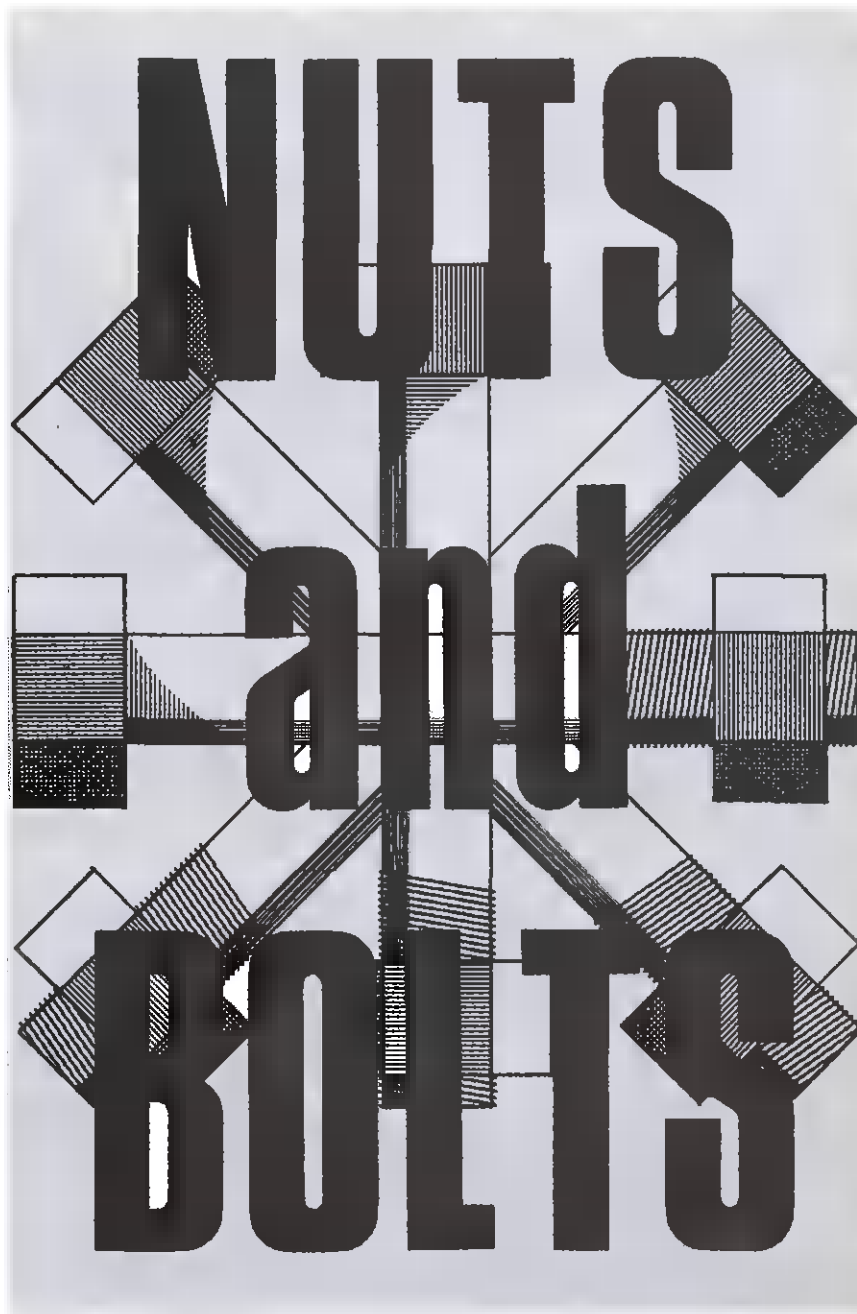
From *Provincial Notes* (Ontario) — A note received from a parent: "Our son has fed, walked and looked after our pet dog for two months... the dog had to be put away the other day. Does he still qualify for his Pet Keeper's Badge?"

The Citizenship Committee of the City of Toronto was set up to make awards to citizens who perform outstanding service to their own community or to fellow Canadians anywhere. The Good Citizen Medal for November was awarded to **Robert Wright**, a 57-year-old aircraft engineer who spent his summer along with 20 other volunteers, including several Scouts, building a log church in the wilderness on the Quebec shore of James Bay, that was destroyed by fire three years ago. Mr. Wright has been Scoutmaster of **23rd St. Clements Church Troop** in Toronto for thirty years and, in addition to taking his boys' on yearly canoe trips into Algonquin Park, was instrumental in helping this troop to purchase and maintain its own cabin in the Haliburton area.



And yet another report of Scout participation in a local exhibition. The Scouts of the Niagara Falls area erected a Monkey Bridge in the junior crafts area of the Niagara Regional Exhibition in Welland. If this *Niagara Falls Review* Photo is any indication, the bridge was very popular with young visitors to the Exhibition.

A warning to collectors of Scout stamps from the World Bureau. As far as the Bureau can ascertain, 19 postal authorities issued a total of 153 stamps and "souvenir sheets" commemorating the 13th World Jamboree in Japan in 1971, some appearing in 1972. The tributes to Scouting by such governments as Japan, Korea, Senegal and Upper Volta were appreciated, but collectors are warned that many fall among the "grey," if not "black" issues which are printed strictly for profit, may never be sold or used for postage, and usually are listed in major stamp catalogues as "labels" or "seals," if they are listed at all. For example, of the 153 stamps, 114 were issued by seven Arabian Gulf Trucial states, most notably Sharjah, Manama and Ajman. Eighty-eight of the 114 were issued both with perforations and without, doubling sales potential. Of the 17 souvenir sheets, 14 were from the seven sheikdoms. In addition, certain countries offering "Jamboree stamps" to collectors, including one costly set of four silver and the gold stamp, actively suppress Scouting. If you or any of your boys have any questions regarding Scout stamps, direct them to **Scouts on Stamps Society**, International, Dept. WB, P.O. Box 5352, Sherman Oaks, California 91413, USA.



**By Shirley Hart, ADC Cubs,  
Haldimand District, Ontario**

At Caistor Centre, a rural community in southern Ontario, training had been requested by our Scouters at Scouters' Club, and we had noted their need while making pack visits. Many new leaders didn't know how to do certain things which were commonplace for the rest of us. They wanted basic, how-to-do-it sessions. They were at various stages in unit training: some had received it; some were part way through but they wanted something fast, condensed, something to work with **now**.

We wanted to help new Scouters; to make Scouting fun, with fellowship; to make it fast-paced. Our Scouters' Club provided scope for growth of Scouting spirit to a large degree, so it was not a case of lack as much as an ever-present need. As trainers, we wanted to use district people who had experience in the areas to be covered and thus to build a training team.

The first step was to select a coordinator from the ranks of the service team to work with the ADC Cubs, and a tentative schedule was drawn up. From the Scouters a list of possible trainers was compiled, chosen for their knowledge and their ability to put it across. When the team was selected, we held a plan-

ning meeting and offered a list of suggested subjects to discuss. This provided lively discussion; some were taken out, others substituted. We decided the format would be a partial pack meeting: one of the team was chosen as Akela and three of the others as assistants. Candidates would act as Cubs for parts of the session. We gave some publicity to this, setting the tone at Scouters' Club and stressing that this was to be a Fun Day and a Participation Day. The ADC provided assistance on how to plan and prepare a session: what aids and books were available. Each team member was given a general outline of his or her subject, with the important things that must be touched on as a guide. These people had experienced little training so this was done to help them. They were also told that we, the Service Team, were available for information any time. We set up a budget and a registration fee, decided on a site, time, food, and chose a name, "Nuts and Bolts."

At 9.30 a.m. the day started with registration and coffee. From the registration, candidates were divided into sixes (more experienced with less experienced) and issued with triangles of identifying colours to be pinned on their clothing. The sessions began at 10 a.m. with 32 candidates and a staff of seven. After a short welcome, Akela took over for the Grand Howl, flag break and prayer, just as an ordinary meeting would open. There was an inspection run by another trainer, done as a Train Relay, with tickets and hats, and, for the winning team, there was a prize: a package of Lifesavers. This acted as an ice-breaker.

A games' session followed — a short run-down on the how and why of games; and games were run here and there throughout the day. An investiture was the next item. The leader who "played the Cub" had consented to this beforehand. Akela assembled the neckerchief and all necessary badges and conducted a short and sincere investiture. Then we went into crafts.

The trainer chose five different, simple crafts that could be completed in a short time. She assembled the necessary materials and placed them in separate, labelled bags. She hadn't enough for everyone to do them all, but she had sufficient for a choice — a point she wanted to put across. This was about the most popular session in the course. Candidates were told that if they would like to bring examples of crafts to show, with instructions on how to



make, fine; but there would also be an opportunity for them to make something. As a theme for her crafts, the leader used holidays: Easter, Valentine's Day, etc. She had a short session on how to handle crafts and where they could get ideas, and she had a display of resource material.

After lunch of hot soup, sandwiches and coffee, we took the candidates outside and each six was given an assignment. One group was given instructions which led it to a nearby conservation park. Another was asked to make a map of the village in which we were, and so on. A good time, and a breather, was had by all.

We then had a session on star and badge work and programming because, after visiting the packs, we felt that a number of leaders still were not giving their boys an element of choice. They tended to run the whole pack through one star at a time. We wanted them to think more flexibly. We used "Program Balance in the Pack," a conversation about star work which came out in Ontario Provincial Notes of Sept./Oct. 1969, and role-played it to point up this element of choice. Then we played another game; and then back to role-playing on "Program Objectives," which was also in Provincial Notes, in Nov./Dec. 1969, using the pack leaders of the day to play the pack leaders in the role-play.

We dealt with structure and roles, to give an idea of some names and titles in the Scout organization. Each group had a discussion leader and everybody had a sheet with words such as pack, sixers, seconds, sixers' council, section or unit leader, group council, group committee, sponsor,

district council, district commissioner, regional council, provincial field executive. We dealt with initials such as DC, DCM, DSM, as we tend to use them without explanation and new leaders don't know what they mean. This provoked a lively discussion, well received. Each group leader was given guidance on this ahead of time by the ADC Cubs.

A Going-Up Ceremony divided the candidates into pack and troop. We had a short session on record-keeping and demonstrated how to use the Pack Record and Six Record books with a sample set provided for that purpose; another game; and then a session on smartness and good order, led by the District Commissioner, Niagara District, followed by a question-and-answer period.

Dinner was catered by the ladies of the church where the training day was held. For each of the tables, one of the team made centrepieces: bouquets of nuts and bolts on coloured wire stems in foam bases. With appropriate ceremony, presentations were made to everyone of "certificates" and nuts and bolts on a string (made by other team members). All this extra team work added greatly to the fun of the course and brought out the spirit. So the dinner was lively and later we had a campfire. One of the trainers coordinated this and he had asked each six to participate in some way. He found different skits and songs to teach them, and it was so much fun that nobody wanted to go home. We had set the closing time at about 8 - 8.30 p.m., but we were still singing well after closing time.

We regretted that some had to leave at dinner time and perhaps we

made the day too long. But it would have been a pity to omit the campfire because of the spirit it generated. However, this is one of our concerns for another time.

Questions included on the evaluation sheet we handed out:

How has this training experience helped you?

What subjects did you find useful? Have your expectations been met; if not, what are they?

What suggestions have you for future training experiences?

The comments were encouraging. They gave us ideas of what they would like in future. They want more crafts. Ceremonies were certainly running high. They wanted more programming. Summing up pretty well what we aimed for, the evaluation sheet from a new Cub leader said she found it very helpful, especially the correct way to conduct ceremonies; to see them performed; things she couldn't get from books; the crafts; and discussion on the relative importance of star work to the other parts of the program. She stated, "I particularly liked the snappiness of the program, and the doing rather than being lectured or merely discussing... There was certainly not a minute to be bored. The tremendous amount of planning you put into this should be an example to all of us working with our own Cubs."

In future training sessions we are not going to talk theory as much as "how-to-do." We feel we may have been cheating our Scouters in the past by not being sufficiently down to earth. But we realize now that if these leaders are willing to give their time, we should give them more to take home.



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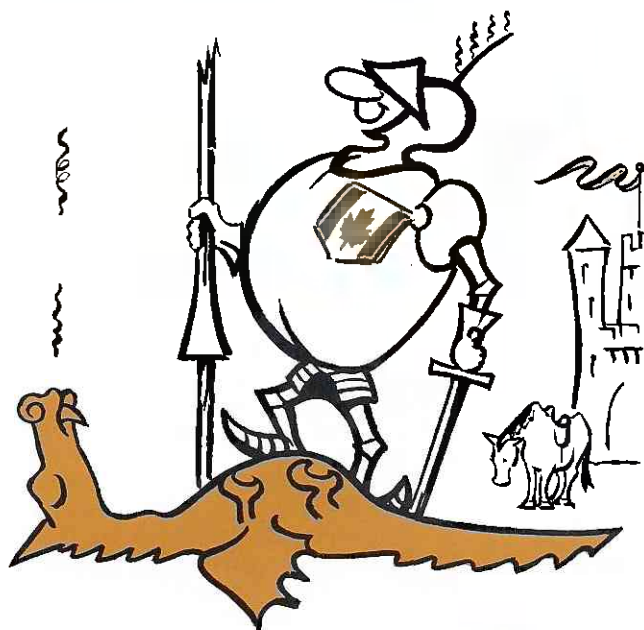
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# stories & games

## “LET’S GO BACK TO B.-P.”

When a Scouter says, “Let’s take Scouting back to B.-P.,” he means “back to Baden-Powell.”

Just to help make the point and to develop it a bit, I would like to suggest three different meanings for the initials. The first would be:

### *Back to Basic Principles*

Sometimes we can get a bit lost in the maze of special features and activities. From time to time we should stop and read again the statements about our basic principles made in the early years of the Movement. For example, the 1916 Congressional act granting a Federal charter to us described our purpose: “...to promote, through organization and cooperation with other agencies, the ability of boys to do things for themselves and others, to train them in Scoutcraft, and to teach them patriotism, courage, self-reliance, and kindred virtues...” Other more complete statements are in our leaders’ manuals. They’re worth reading often to help us remember what we’re trying to accomplish in Scouting.

Another use of the initials could be:

### *Back to Be Prepared*

Sometimes some of us may fail to emphasize the importance of our Scout motto; what it can mean to a boy; how to help make it more meaningful, more a part of his life.

The last use of the initials that occurs to me is:

### *Back to Boy Program*

Ninety-odd percent of us do not need to be concerned with this admonition — we are primarily concerned with the boy, with seeing

## DUTCH COMPASS GAME

Fifteen players stand in a circle, 10 to 12 feet in diameter.

The leader stands in the centre of the circle, holding a staff upright with one end on the ground.

At the words, “fall in,” players take up positions around the circle, facing inward, to represent the compass points; the leader indicates where a space is to be left to represent North.

The leader commences by calling a compass direction, say ESE, and simultaneously releases his hold on the staff. The player occupying the ESE position in the circle must catch the staff before it has fallen. If he succeeds, he returns to his place and another direction is called.

When a player fails to catch the staff, he goes to the North space on the circle and the place he left becomes the **new** North. All the players must immediately pick up their new compass points. The leader then calls a new direction.

## SIXTEEN-POINT COMPASS GAME

A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table.

Each of the players takes one of the cards at random. The leader finds the player who has picked up the North card and places him anywhere on the circle.

At the words, “This is North — fall in,” the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the leader should take any player (say ESE), place him anywhere in the circle and say, “This is ESE — fall in.”

## NEW...

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### COMPASS RELAY

Form teams in relays, parallel to each other. Opposite each team a compass is drawn on the floor: the points indicated but only the North lettered.

When the leader calls out a point, the first player in each team steps out and places a pencil on the compass, pointing in the given direction, before the leader has counted six. If correct, the player falls in behind the compass; if incorrect, he falls in at the further end of his team.

Another point is called and the next players step out. Winner is the first team to fall in behind the compass.

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

### POINT ORIENTEERING

This will introduce your boys to orienteering and give them some field practice before going out on a full-fledged orienteering exercise.

Take your boys on a one- or two-mile hike over territory fairly familiar to you. All the boys are given maps and told to follow the route the leader is taking. Stop near prominent features (streams, bridges, dams, etc.) and ask each boy to point out the correct position on his map. If he points out the spot on his map one inch away from the correct spot, he is assessed 10 penalty points. One half inch away: 5 points, and so on. The winner is the boy with the least number of penalty points.

to it that the program we plan is for him, not for any other purpose.

But it sometimes is easy to lose sight of the boy in planning. Think of the activities you're related to: planning a camporee, organizing the check-in procedure at council camp, planning a Scoutcraft exhibit or show, planning a pack meeting or a troop activity. Whatever it is, is the boy uppermost in your thoughts? Will he enjoy it? Will he be a better Scout for having participated?

B.-P.! Initials that stand not only for the wonderful founder of our Movement, but for words that happen to come very close to the things he stood for. We can keep those words alive!

— Lex R. Lucas,  
Boy Scouts of America,  
in *Personally Speaking*

### "S'A FACT"

We wrack our brains a lot these days  
With charts and plans and schemes  
To make this world a better place  
If only in our dreams.

We glibly prate of world-wide peace,  
Of joys of men made free;  
Of universal brotherhood,  
And hands across the sea.

But while we plan this brotherhood,  
To which we all aspire  
Too little do we realize  
It's simple to acquire.

To make the whole world better  
Here's all you have to do —  
Start to be a brother  
To the man next door to you.

— Author Unknown



# TREES FOR CANADA

(continued from page 5)

## BOY SCOUTS OF CANADA

### MISSISSAUGA DISTRICT

Mississauga District Headquarters  
Sutton House  
2529 Hurontario Street  
Mississauga, Ontario  
March 21, 1972

#### "TREES FOR CANADA"

Re: LOT ..... Concession ..... Township .....

Our "Trees for Canada" project is now in full swing, and we come to the final details of the number of trees required, and the planting dates. We are dividing our area into groups of approximately 200 boys, so that they can be properly handled.

The plans call for an adult to be with each five boys, to ensure that the trees are properly planted, and if there are any reasons that you think will interfere with the handling of this number of people, or the parking of the cars, please let us know.

We plan to plant on your property on ....., and hope this will be satisfactory with you.

We will be responsible for our boys while they are on your property, so would you please sign one copy of this letter and return it with your order, giving us permission to be on your land.

We would be very pleased if you were able to be present while the planting is taking place, but this is not a requirement.

Enclosed is an order form to be completed, please return it as soon as possible. The recommendation of the Department of Lands and Forests is for the trees to be either red or white pine, but if you have some heavy land, a few white spruce will also grow well.

The ..... acres we have agreed on will take ..... trees, at a total cost of ..... each tree costing 1¢.

Signature of property owner .....  
Please do not send your cheque with this, as there may be a slight adjustment on the number of trees planted. You will be billed later.

Bill Simms  
Gordon Clark  
("Trees for Canada")

BS/OC/jc



Sponsor sheets had to be produced for the boys and canvassing for sponsors started on April 1st. Planting Days were the last Saturday in April and the first two Saturdays in May. Maps had to be supplied to the group chairmen before planting day.

The average pledge was five cents a tree. Altogether about 105,000 trees were planted: on campsites, public parks, conservation areas and private property.

Both Districts agree it was hard work but both will do it again this year. Expenses were estimated at about 50 cents per boy. These included advertising; supplies; and decals which were given to households to stick on their door when they did not want more canvassers calling — an important PR item. The money collected helps Scouting at all levels: 20% goes to National, 20% goes to Provincial and 60% stays at home, to be shared on an agreed basis. Distribution of the district's share is decided by the groups in each district.

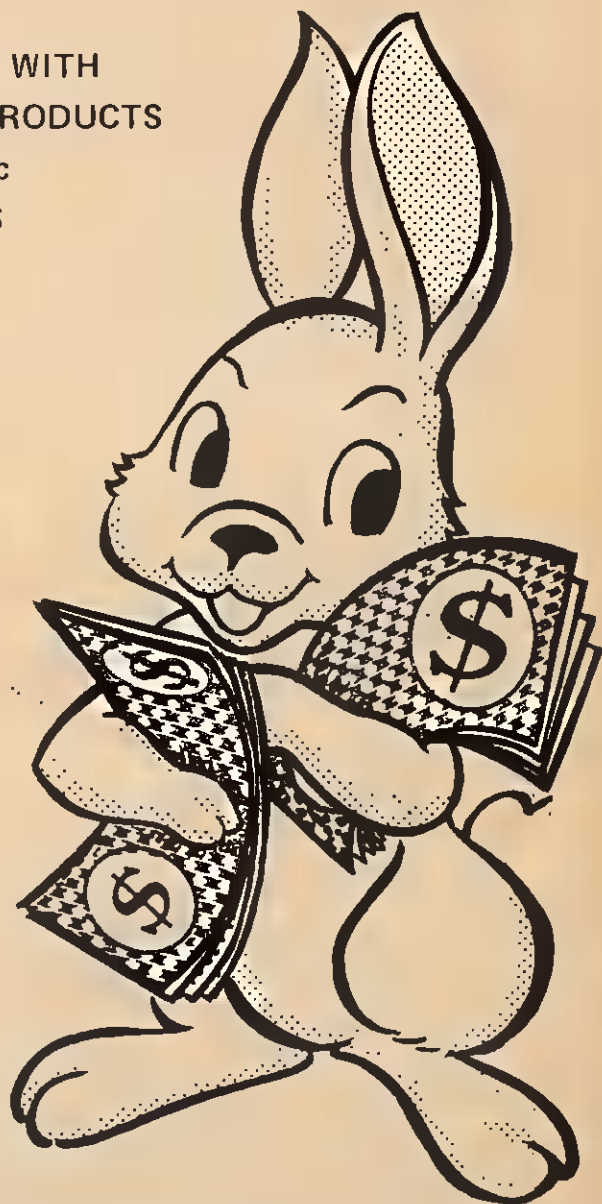
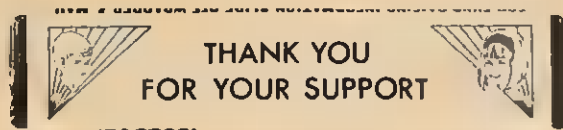
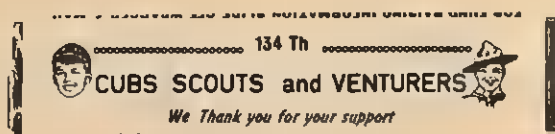
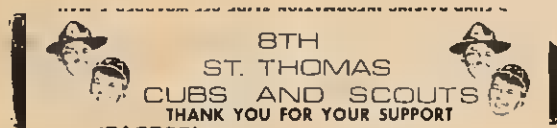
The results of Trees for Canada were of far more value than just the money raised. Boys, group and council committee members, mothers and fathers, and many interested people became involved. Interest in ecology and conservation has become strong since the planting was finished.

There will be many more districts across Canada taking part in Trees for Canada in 1973. The Mississauga and Georgetown Districts had no guidelines to follow; their growing pains and concerns were innumerable during their pioneering of this project. We thank them for sharing their experiences with us.

The time to start planning for your district is NOW.

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Number of Canvassers ..... s..... Standard Wrapper ..... Personalized ( attach design )