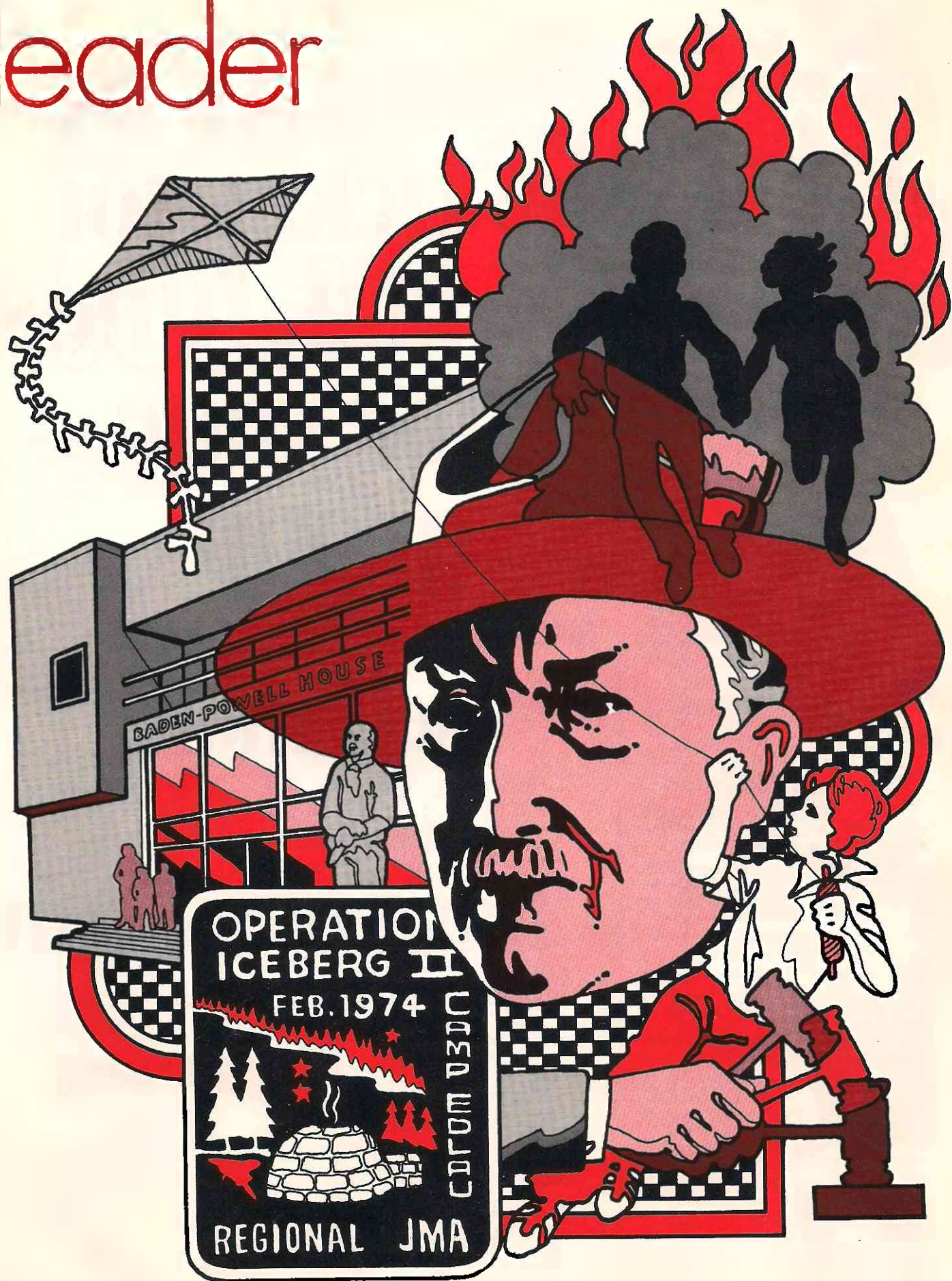


# leader



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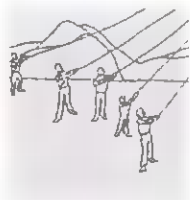




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OCTOBER 1974  
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## COVER



## SOMETHING FOR EVERYONE!

The cover says it and there really is! *The Name of the Fire Game: GET OUT* contains good advice that should be passed on to every member; for council and group committee people, and especially chairmen, a little advice on how to do a better job in *So Now You're the Chairman*; Venturer advisors and Rovers can find out how a successful winter survival expedition is planned and carried out in *Operation Iceberg II*; for Cubs, Scouts and Venturers, kite building can develop hidden talent and flying their creations can be a source of great enjoyment, for all of which instructions and ideas will be found in *Go Fly a Kite*; and that's only the beginning—there's much, much more for everyone.

Cover by Bruce Rawlins, Graphouse

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## SUPPLY SERVICES NEWS



The following new books should be of particular interest to all leaders, both new and experienced.

**HAVING FUN WITH CUBS** — a welcome to new leaders in Cubbing — includes detailed information on what Cubbing is and does, its organization, how sixes and packs are formed, and how to operate programs. It explains ceremonies and suggests games and other activities — an essential book for new leaders; made to fit a three-ring binder.

Catalogue 20-227; \$1.59

**HAVING FUN WITH SCOUTS** — a welcome to new Scout leaders — contains detailed information on what Scouting is and does, its organization, how patrols and troops are formed, how to operate programs, games and other activities; explains the badge system and ceremonies — an essential book for new leaders. Made to fit a three-ring binder.

Catalogue 20-554; \$1.59

Order today from your local dealer, Scout office or direct from Supply Services.

We call readers' attention to another important addition to Scouting's library — **Let's Celebrate** — a 140-page, illustrated collection of program ideas, how-to-do-it suggestions, role descriptions, ideas on worship services, prayers, hymns, Religion-in-Life program, church parades written for Scouters, chaplains, sponsors, Venturers, Rovers and service Scouters from every Christian background.

Catalogue 20-357; \$1.50

**CALENDAR '75** — the new price structure allows groups to raise more funds from calendar sales. Contact your Scout office for further information and an order form.

The new **Presentation Folder** is a very attractive, 9 1/4" x 12" folder depicting Scouting scenes and activities in full colour. An inside, fold-up flap makes this item ideal for presenting material to sponsors or for use at conferences, seminars, workshops and other occasions.

Catalogue 26-420; per dozen: \$3.

Last summer, fire struck the home of Fred Stock, Jr., a New Jersey stockbroker. Two adults and five children were sleeping in the house when a fire started in the downstairs family room. Thick smoke and fire gases, carried by the central air-conditioning system, killed all seven people before neighbours realized that a fire was in progress. Firemen found the phone off the hook and speculated that Stock had tried to call for help, but didn't have the strength. He was found dead at the front bedroom window, his hand still grasping the sill.

Most people think that flames are the greatest threat in a fire. Yet flames never touched the Stock family. Like the vast majority of fire victims, they were killed by smoke and fire gases. You may think that when fire strikes, you can dash through the flames to safety. If so, you're not taking into account the more insidious and little understood effects of a fire.

As the fire grows it consumes oxygen in the air and gives off the fire gases — carbon dioxide (CO<sub>2</sub>) and carbon monoxide (CO). Add CO and CO<sub>2</sub> and subtract oxygen and you have a physical effect on your brain. You will be unable to think rationally or react physically, and your chances of survival will be lessened.

Consider the erratic behaviour reported time and again by fire investigators. They have found scratch marks on the inside of doors where trapped victims tried to claw their way out instead of using the door knob. People who have lived in their homes for years have confused bathrooms with exit stairs or have

ended up in a closet. And bystanders have seen children and adults smiling and waving gaily from inside the windows of a burning building, ignoring all pleas that they jump to safety.

You can't count on clear thinking to save you from a fire. You and every member of your family must be able to react automatically. If you have planned and drilled for this type of emergency, you'll know the steps you must take, and your family will probably survive. If you have not prepared for a fire, you may die.

When fire strikes, you should follow these four steps:

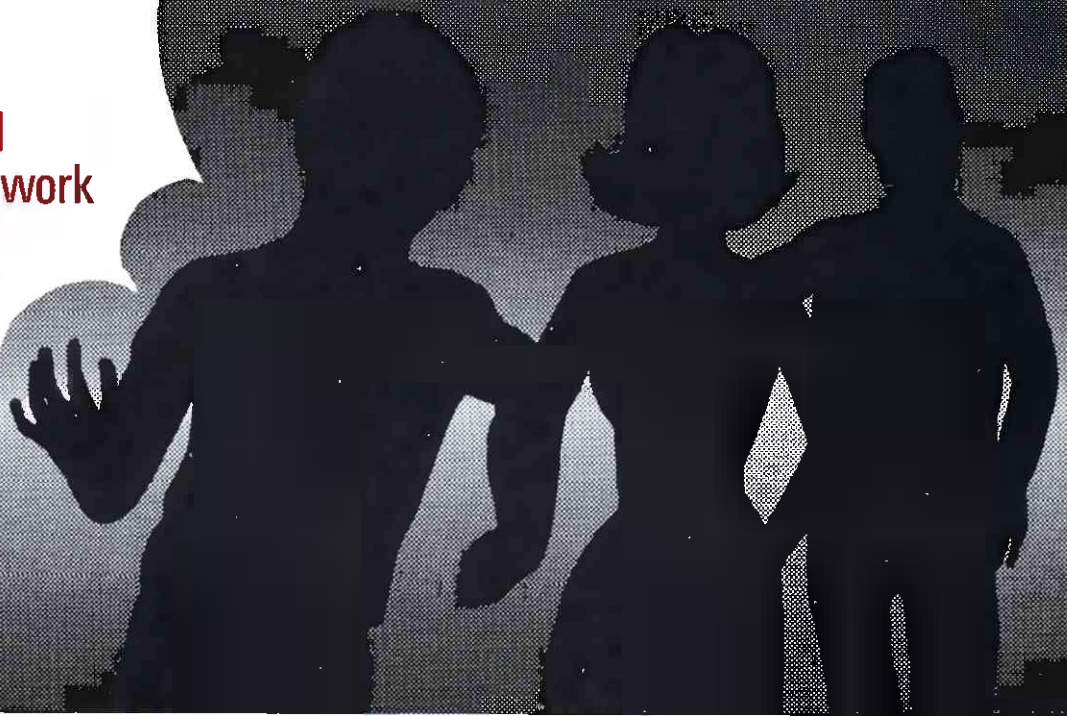
1. **Get out.** Awaken or alert all members of the household and get everyone out as soon as possible.
2. Notify the fire department from a neighbour's phone or a fire-alarm box.
3. Meet at a prearranged checkpoint outside the house to make sure that everyone is out.
4. Then, and only then, return to fight the fire — if it's small enough for you to handle safely.

Some people may scoff at these rules. "While I'm evacuating the house and running to the neighbour's phone, a small fire that I could easily put out myself may spread into a big fire that will destroy my home."

Obviously you must use good judgment. You don't have to evacuate the house when a piece of bread starts burning in the toaster. If you accidentally ignite two pieces of paper in a metal wastebasket, get some water and put out the fire. Clearly you can stay put under those circumstances. But the problem is that most people underestimate the dangers of a fire, especially when they are just coming out of a deep

**Most people think that flames are the greatest threat in a fire, yet the vast majority of fire victims are killed by smoke and fire gases. Share this article with your boys and encourage them to work with their parents to prepare a family fire escape plan.**

**THE NAME OF THE FIRE GAME:  
Get Out!**





sleep. They don't realize how fast it can spread in a few seconds, and they aren't aware of the fast-working and deadly effect of fire gases and decreased oxygen.

**Play it safe.** Follow the example of an increasing number of fire departments across the nation. Instead of starting with a small effort and building up, they are attacking every fire as though it were a big one, and then backing off where maximum effort proves to be unnecessary. These men know from experience how dangerous a fire can be. They have learned to expect the worst. You should do the same.

#### Get out fast

Make sure you will be ready to get out if fire strikes. Every member of your family should have two exits from the bedroom: the normal route (hallway and stairs) and an alternate route (usually a window). In a first-floor bedroom, escape can be quick and easy if windows are properly designed so that you can open them, get up and through them with no problems. On the second or third floor, windows may lead onto a porch, roof or deck where a person can escape from the dangerous gases.

If you should wake in the middle of the night and discover a fire, don't stand up and stumble around. Standing up will thrust your head into the midst of the deadly fire gases, which are lighter than air and collect near the ceiling. Instead, roll off the bed and crawl to the window. By staying close to the floor you'll get more oxygen.

Unfortunately, many persons react instinctively to a fire by jumping out of bed and rushing out the bedroom door and down the stairs in a frantic dash to safety. Often they don't make it. Such was the case of a six-year-old boy in Lorain, Ohio. When fire struck his home, his 12-year-old sister escaped out a window onto the front-porch roof. The girl then yelled to her brother to follow. "I told him to come out the window," she reported, "but he said he was going down the stairs." The boy didn't make it.

#### Check the door

Fire experts have traditionally advised people not to open the bedroom door without first checking for a fire in the hall by feeling the door and door knob for a full five seconds to see if they are hot. Unless you are sure it is safe to go down the stairs, keep your bedroom door closed to keep out fire gases, and alert family members by blowing a whistle, shouting, "fire," or using some other prearranged signal. This will give you three times as much time to escape. A Cleveland family learned this firsthand when a fire struck their home. Three children slept on the third floor. Two of them were asphyxiated by gases flowing in through their open bedroom door. The third child survived because his bedroom door was closed.

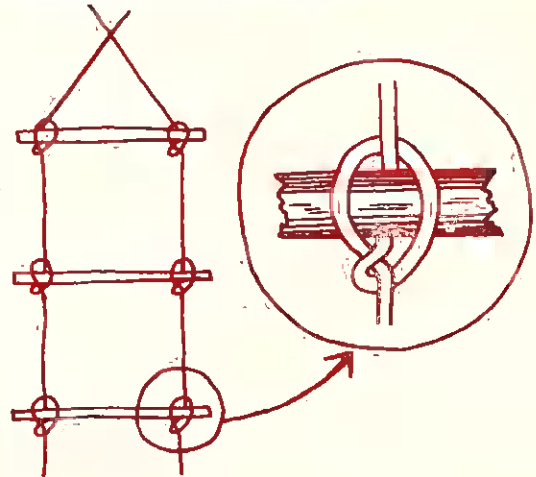
Family members who sleep in upstairs bedrooms should be provided with fire escape ladders if no porch or roof is convenient. Don't depend on the ladder in your garage. It won't save any lives out there, especially since you may have to back the car out, move the trash barrel, lawnmower and two bicycles to get at it. You should purchase special fire escape ladders and install them where your children can use them quickly and effectively.

Many manufacturers sell rope and metal ladders for emergency use in fires. Some are stored inside the room; others are collapsible units which attach to the outside of the house and look like drainpipes. Whatever the design, there are three main features

you should look for: the ladder should be easy to hook over the window sill (if it isn't permanently installed); you should have plenty of support to hold onto while you're getting out of the window; and the rungs should be supported away from the wall so that you can easily get your feet onto them.

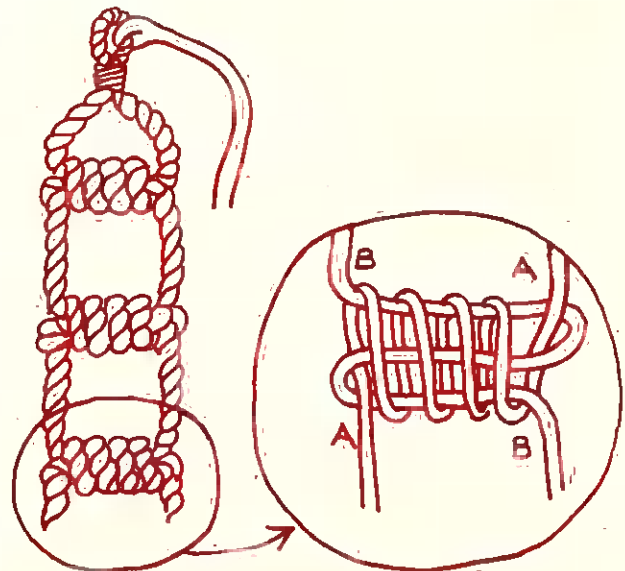
**Editor's Note** — Here are two examples of ladders that can easily be made by boys and that have proven safe over the years when used with pioneering projects.

The first is a combination of rope, short spars and the Marline Spike Hitch, which is illustrated. The most important thing to remember in the construction of this ladder is that the knotted part of the hitch must be under each spar so that when a weight is put on it, the knot will work in support. The other way around will result in the spars slipping as weight is put on them. A square lashing could also be used at each knot to increase the safety factor.



The second ladder is easily stored and because it is made entirely of rope will not scratch or mark furniture or floors. The ladder rungs are easily tied, as shown in the illustration, and should be spaced no more than 14 inches apart. The ends of the rope can be spliced together or left long, with the ends whipped to prevent fraying.

(Continued on page 32)



**Y**ou've attended good meetings and poor meetings — you've been on working committees and on the "we didn't get anywhere" variety. If you're like most Scouters (and whether you wear a uniform or not, you're a Scouter), you've probably wondered how well your group would fare if you were the chairman.

Now the responsibility **is** yours. Under your leadership will it be exciting to old members and enticing to new ones? Can you get people to work hard and still retain their respect and friendship? We've talked to some successful chairmen and what follows are their views on what it takes to pilot active, result-getting committees.

Any group or committee, we're told, has enough members who want to work. Whether they do depends on how much they like and admire their leader. To rate members' plaudits, a chairman has to have these attributes:

- show he can get things done;
- be friendly to members and win their trust;
- be willing to delegate responsibility;
- ask the right people to work;
- give precise directions when he asks somebody to do a job;
- be a skillful critic;
- keep his people busy;
- give his committee plenty of warning.

A key role of the chairman is to prevent a meeting from bogging down, rambling or getting caught in details that divert it from the subject at hand. Scouters, whether uniformed or non-uniformed, as with almost everyone, like to think they're on a winning team. They admire a leader who makes them feel their meetings are purposeful and decisive.

#### **Plan Your Meetings**

Practised chairmen create this mood: first by looking purposeful and decisive themselves. Some start the night before by preparing their opening remarks so they can say them without stumbling. One council president says he always starts a meeting by pushing aside anything he might fidget with, such as a pencil, paper clip or ash tray.

An effective chairman also starts before the meeting to prime the group for a fruitful discussion and then sees to it that there is one. A district chairman reports that, a week before his district committee meets, he sends each operating committee chairman an agenda and follows this with a phone call to check the items with which they are concerned.

A council, camping-and-activities committee chairman says he notes major issues on a blackboard so everyone can keep track of what they've done and where they're headed.

To stay popular, the chairman has to run a productive meeting, but he can't stop there. He also has to try to keep it pleasant and, as you may have discovered, often the two go together. Whether yours is a group committee, Scout council or a Scouters' Club, you've experienced meeting-goers who block the group from pursuing its business and make everybody uncomfortable while they're at it. Some chairmen have met so many that they've classified them according to types.

There's the *Doubter*, who thwarts any new idea with the refrain: "It won't work, so we'd better not try it."

And the *Eager Beaver*, who'll try anything without pausing for sober reflection. There's the *Talker*, with his fund of personal reminiscences, and the *Hair-splitter*, who stops to question and define everything. There's the *Bully*, who says, "You use my idea or else" — even if it has nothing to do with the discussion.

#### **Democratic but Strong**

It's up to the chairman to subdue them all and to do it so gracefully that nobody calls *him* a bully. One way out is to give the disruptive member something to do so he can't talk. (Post him at the blackboard, if there is one, or appoint him observer to tabulate

# So now you're the chairman!



how many people speak, or how many comments there are for or against a proposal.) When the Doubter pooh-poohs an idea, ask if he'd like to present one. When the Bully stumps for his pet project, ask him politely for three reasons why it might work in the situation under discussion.

Sometimes a newly appointed chairman worries that, if he curbs discussion, he'll be dubbed undemocratic, but experienced practitioners maintain it's the chairman's job to focus the discussion — and it will win him the loyal support of the rest of the group.

In certain cases a leader may have another recourse: if he heads a committee, he can try to keep

troublemakers from joining it. This may sound difficult or even foolhardy. Doesn't the chairman need anyone he can get? Things aren't really that tough. Chairmen of flourishing committees insist if you have to beat the bushes for workers, maybe you don't press the right people to work.

#### Let the Others Share

If you hope to be a successful and popular chairman, you can't be bossy. Group members lose interest or disappear if they have no say in planning programs and making decisions. Or, as several chairmen explained, members will work harder than you might expect if they've helped formulate the program. They'll also say good things about the leader's confidence in them, especially if he pauses at the next meeting to thank them for a job well done. One chairman of a committee writes down the names of people to be thanked before he goes to a meeting — because it's so easy to omit one at the crucial moment.

Remember this, however. Though you get others into the act, your members wouldn't want you to lose your place as a firm and vigorous leader. At a meeting an adroit chairman shows he's in control of the proceedings by strategic comments on how they're progressing, what remains to be done, when a decision might be reached. A district commissioner says, "I never turn a meeting over to anyone. I just say, 'So-and-so will report'."


At the same time, the chairman indicates he wants to listen to others' opinions and be fair about them. He directs a quiet question to the silent members at the back of the room. If the group is discussing a controversial issue, he sees that all factions speak up and he's careful not to intrude his own proposal. (He hopes somebody else will bring it up, and if he thinks nobody will, he may call a close friend before the meeting and ask him to mention it.) When it's time to wrap up the meeting, he says something like, "Our time is running out and we'll want to leave the last few minutes to reach a decision. Let's have two more people speak for this suggestion, two against." If he's for or against, he's careful not to show it when they speak.

Outside of meetings, too, a wise chairman doesn't brandish his authority. If he enlists somebody for a job, he doesn't hover over him to see he does it. He sets a deadline that suits the volunteer and sends him on his way. When the time is about up, he may call and say, "Is there anything I can do to help?" But when he assigns a responsibility he expects the Scouter to fulfill it.

To shine as a chairman, experienced committee leaders say the secret is to be diplomatic and decisive without being domineering. It takes positive leadership to get any committee "to commit," but the response and enthusiasm shown by members of the Scouting family usually make serving as a chairman satisfying and worthwhile — and, more often than not, fun.

If you're unsure of what is expected of you as a chairman, or of your committee, have a look at the book, *Bylaws, Policies and Procedures*, or call your local Scout office or commissioner. The success of your committee will depend on you and people will be looking to you for leadership.

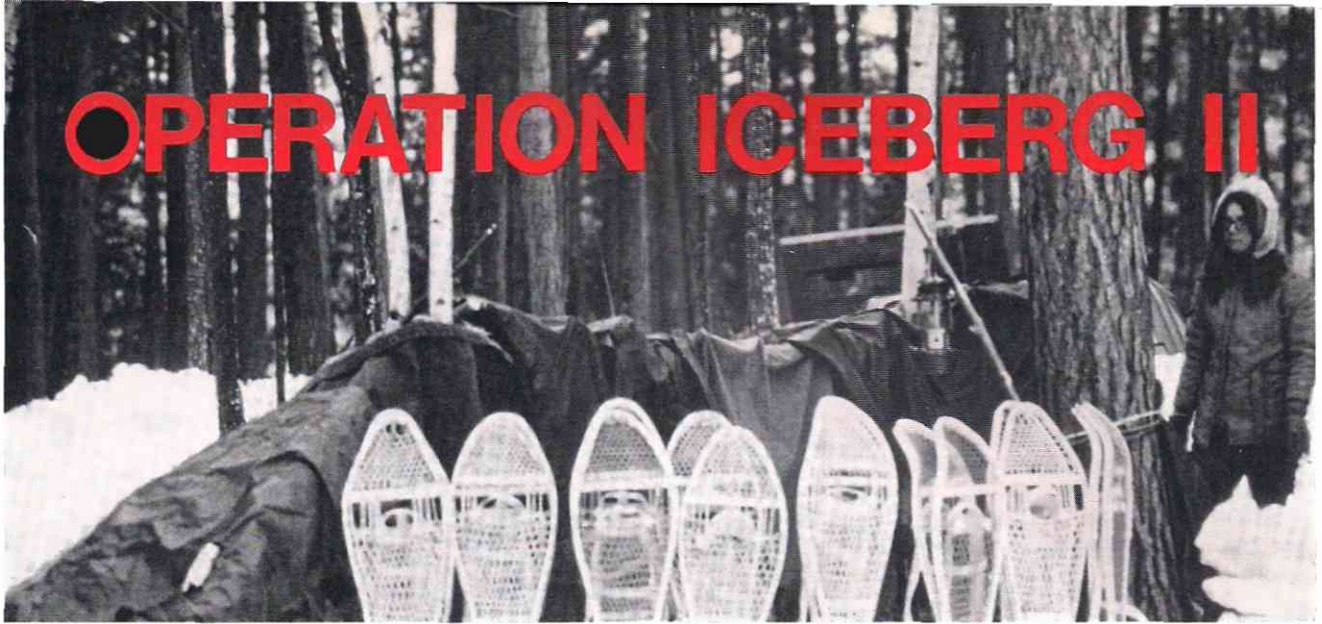
An informed chairman is an effective chairman.



If you're a new chairman in Scouting, or possibly a veteran, here are some helpful hints on how to do the job right . . .



# OPERATION ICEBERG II



By D. C. Cunningham, ADC  
Champlain District

Friday, February 15, 1974 . . . not a cloud to be seen. Last night it was twenty below zero with a promise of the same for tonight — a perfect beginning for Operation Iceberg II.

Operation Iceberg II was the fifth Joint Movement Activity (JMA) for Rangers and Venturers to be held in Champlain District at Camp Edlau, but the first on a regional scale. All five had had a common theme — wilderness survival, combined with fun and fellowship. In the beginning, survival was, one might say, slipped in because of my interest in it, hoping that instruction at a weekend camp would not turn-off these young people. It didn't. Instead, just the opposite — Rangers and Venturers alike were so enthusiastic that survival-training time increased at each successive JMA until eventually it emerged as the major theme for instruction and competition at Operation Iceberg II.

About 4 p.m. Friday, groups began arriving at Camp Edlau, which is essentially a wilderness camp on a pine-forested point on Lake Couchain, a widening in the Bonnechere River less than five miles from Algonquin Park's south-east boundary. By eight o'clock all groups had hiked with their gear the one-quarter mile to the camp, registered, and had at least started to erect a shelter. Since this was to be essentially a winter-survival weekend, tents were not permitted, although tarpaulins or plastic could be utilized in the shelters.

Before long, as the mercury struggled toward fifteen below, Rangers and Venturers began migrating, one by one, toward the glowing pot-bellied stove in Spicer Hut. But this was supposed to be a survival-training weekend! Pot-bellied stoves in insulated huts would not be waiting if you were lost in the wilderness! "Out, out, out! Start your fire! Chop some wood! Build your shelter! That'll warm you," bellowed the staff from behind a cup of hot coffee. "And besides, we need the hut for organization and emergencies — there's just not room for eighty people in here. And we've all slept outside many times during winter." All of this was the truth, although not wholly believed by those venturing back into the sub-zero, starlit night.

About 11 p.m., after shelters were completed, a steaming pot of hot chocolate and fresh doughnuts resparked a few drooping spirits. It was important

that everyone be kept in good spirits, especially the first night, as many of our campers were experiencing winter camping for the first time. But to maintain the survival theme, just before crawling into their icy-warm sleeping bags, groups were informed that breakfast rations would be issued between 7 and 7.30 a.m. The program was scheduled to start at eight; so those who had not picked up rations by seven-thirty would have coffee only. Everyone, surprisingly, had a complete breakfast.

Basic registration included a crest, all food, and awards. For an additional fee, a survival kit or signal flare kit could also be purchased. Encouraged to do so, first-time campers chose the survival kit. The idea was that all attending should have a survival kit and, more important, know how and when to use it. Instruction and competition would focus on use of these kits: how to light a fire without matches; how to set snares; how to boil water using only the kit; and how to fish using only the emergency equipment contained in the kit. Other topics of instruction included first aid, what to do if you become lost, direction finding without a compass, food and water supply, trapping, axemanship, emergency snowshoe construction, and survival equipment.

By ten o'clock Saturday morning, following the first instructional session and coffee, memories of last night's fifteen-below had all but vanished. An air of anticipation began to prevail, not unwarranted, for a very distinguished guest was expected in camp. About twelve-thirty he arrived — a very sincere man, a quiet man, a warm man, an indisputable authority, Canada's best on wilderness survival — Mr. Berndt Berglund, author of *Wilderness Survival*, and co-author of *The Edible Wild and Wilderness Cooking*, and director of National Wilderness Survival, Inc., at Campbellford, Ontario. He has taught survival for thirty-eight years in many countries of the world, to airmen, astronauts and citizens, and somehow had found time to visit our group of Rangers and Venturers. And what an impression he left, what an experience for those who braved the elements to attend that weekend! His hour lasted almost five. He spoke to us in a large group about winter survival and survival in general; he talked to small groups, to individuals, offering advice or suggestions, answering questions, visiting campsites, taking pictures and sharing experiences. One point emphasized by Mr. Berglund, and one well worth considering, was: "Don't abuse the wilderness, it will feed



you, protect you, and comfort you. It is there for your use, but not abuse."

Following Mr. Berglund's departure, free time and supper brought the group back to the task at hand. Saturday supper, at these events, is the one meal at which some type of survival food is prepared for competition. There were still competitions to be held, and instruction in the practical aspects of survival. But all that would have to wait until tomorrow. A campfire, more hot chocolate and doughnuts, a whiff of snow and above-zero temperatures seemed to agree with everyone. Hardly a sound disturbed the wilderness solitude that night — until eight o'clock Sunday morning.

Sunday began with Rangers'-Venturers' Own Service conducted by the young people. Following this, it was back to the competitions: construction and use of emergency snowshoes on which the builder must walk a one-quarter mile distance; and fire lighting without matches. The idea behind the fire lighting competition was to light a fire using flint and steel, then to melt a coffee can full of snow (the survival kits were packed in a one-pound coffee or tobacco can; see description at the end of this article).

By now it was Sunday noon — time to start packing before breaking camp. Once accomplished, it was time to get together for awards and evaluation.

So that interest would remain high and competition keen, the winner of each competitive event received a practical award rather than a trophy. Axes, saws, compasses, lanterns, collapsible stoves, or books on survival (this time autographed by Mr. Berglund) proved extremely popular. Not only were these awards practical and popular, they also gave every group a chance to compete for a number of awards, not just one, and it added only fifty cents per person to the registration fee — a very worthwhile expenditure. A few lighthearted awards brought us to evaluation. As it was now getting late, everyone agreed to complete the evaluation forms at home and return them by mail. These confirmed the feeling that all were pleased with the events of the weekend, and were anxiously awaiting the next JMA weekend.

As mentioned earlier, Operation Iceberg II was the fifth such event in Champlain District — all were equally successful. But what contributed to the success and popularity of these weekends? Many people shudder at the thought of taking a group of young men and women of this age camping. But with proper planning, any JMA can be just as successful. And I am not referring to planning by a district staff. Sure, we look after the administrivia, but the major decisions are made by the Rangers and Venturers. Before our first JMA, more than two years ago, we realized that a camp for Venturers alone could prove unpopular and be unsuccessful. Things like parties, school dances, or just getting together to rap with friends seemed more appealing. So why not provide the same opportunities at a weekend camp-out?

The idea was put to Venturer and Ranger companies in the area — all seemed enthusiastic. A formative meeting of representatives from each group was held, at which a set of guidelines was adopted (not unlike those of JMA today) and a program discussed. Each event was to be concluded with an evaluation and recommendation session, which would help to shape future events.

The young people were given responsibility in planning the events — and made decisions accordingly.

They are young adults who like to play some part in planning their lives. This is only natural. If given the opportunity, they can perform admirably.

From these JMA weekends, we have learned that girls are not always the best cooks, nor are boys always the best campers. Competition becomes a little keener but friendlier. Most important, these young people are having fun, enjoying growing into our citizens and leaders of tomorrow. And that's what it's all about.

The following survival kit, if properly used, should keep a person alive for a week to ten days. Everything is packed in a one-pound coffee can.

- 1-pound coffee can: waterproof; serves as cooking pot
- 1 emergency space blanket: use as ground sheet or shelter
- 1 Survivo 5-in-1 whistle: waterproof match case with a whistle on one end for signalling; a compass and mirror on the other end for signalling; and a flint on the side
- 20 waterproofed, strike-anywhere, wooden matches
- 1 candle
- 20 feet snare wire
- 25 feet heavy fishing line
- 20 feet heavy nylon string: various uses
- 6 adhesive bandage strips
- 4 fish hooks
- 1 needle and
- 20 feet strong cotton thread: to mend clothing
- 1 razor blade
- 4 safety pins: to repair clothing or use as emergency fish hooks
- first-aid ointment
- 20 water purification tablets
- 1 pencil and
- 1 small note pad: for keeping a log
- 1 wad cotton batting: excellent tinder; also for first-aid dressings
- 2 square-feet heavy aluminum foil: use as cooking utensil or heliograph signalling mirror
- 6 small packages salt: to replace body salt lost through excessive perspiration; use in cooking
- 1 package dried soup
- 2 soup cubes
- 3 or 4 tea bags
- 1 ounce square semi-sweet chocolate
- Instructions for use of water purification tablets and first-aid ointment
- 1 package dried orange juice or Vitamin C tablets
- 12 analgesic tablets: to calm one who becomes lost and for pain

Any prescription drugs or eye glasses required by individual: insulin, heart medicine, allergy shots, extra spectacles  
Snake-bite kit if travelling in snake country  
Insect repellent if travelling during insect season.

THIS KIT SHOULD NEVER BE OPENED UNLESS YOU ARE LOST, then only on the **second** day after becoming lost. It should also be repacked every two years to ensure that everything is fresh.



# PIONEERING FOR FUN

By Allen P. Smith

## Part 2

In my article last month I stated that pioneering can be fun and that you can get started with very little equipment and know-how.

Here I want to show where you can go once you have started. This advance in a troop activity will require a little more knowledge, material and time, but it will offer a greater challenge to your Scouts while remaining realistic. This level of pioneering also will offer an opportunity to involve your Scouts in the planning and preparation stages and I certainly hope you do employ their aid. The rewards will justify the effort.

An old and experienced Scouter once asked me: "Why do you want to build a tower? They're a lot of work, and you can't do anything with them." This came up while I was discussing one of the projects to be described in the last article of this series, "Post-graduate Pioneering," but it applies to many simpler projects as well. The question surprised me, and made me think about my answer. Fortunately, I had returned recently from the Goosecap Jamboree in New Brunswick and, as a leader with a troop there, I had supervised the construction of a tower-gate to our campsite. It was a small tower and, due to the size of the spars and platform, was restricted to only two Scouts at a time. Well, from the time the tower was put up until it was taken down, there was not a moment when two Scouts were not on top. They used the tower to rest on, as a lookout post, but mainly just to sit on and talk to each other. Therefore, it wasn't too difficult to answer the question and justify the building of towers. Towers are about the most used pioneering projects going. Another important aspect is that, if towers are constructed carefully and with good material, they require very little supervision — a real dividend to a busy Scouter.

This story illustrates — I hope — that we Scouters don't always think in the same terms as Scouts, and that our value of the "worth" of a project might be different if we were 14 years old. There have been many times I have looked at a project and wondered if it were worthwhile doing for just one weekend. Nowadays I know the answer. To have a successful program, Scouting must be a CHALLENGE to boys, and it can be that way **only** if leaders accept **their** challenge. This doesn't happen on its own; it takes a little work.

Now let's look at pioneering from a more advanced view than my preceding article.

From a practical viewpoint, it is not possible in an article of this length to go into detail regarding specific projects. Rather, I will relate my troop's experience with pioneering from a number of points of view, and hope these generalizations will aid your planning. Sometimes it takes only a few words to clear away doubts and get started. I would like to think of the following as being "Everything you wanted

to know about pioneering but were afraid to ask," but you must be the judge of that. I hope you pick up a few hints and avoid a few pitfalls.

### PROJECTS

In general, there are a great number of challenging pioneering projects. Most people tend to think of bridges and towers, and these are definitely major classifications. However, there are derricks, rafts, gateways, runways, elevators, catapults and ballistas, swings, raised campsites, and large kitchen projects, to name a few. The main point is that, since you have quite a choice, add variety to your projects. Don't build the same project every time out. You also will find that, if you collect your gear according to a standard, as outlined in my previous article, most material can be used for more than one project. For example, with two of the longer spars and a few platform poles from your tower, along with a suitably stout tree, you have a simple derrick.

### SKILLS

Without getting into a lengthy discussion of specific skills, the main point to be made here is "Be Prepared." Know what you have to do and, if you are not sure of a particular process or technique, study it before the project starts. For instance, the square and diagonal lashings are quite standard and known by most Scouts and Scouters, but can your Scouts tie a tripod lashing and end up with spar ends of equal length? This is where practise comes into play. Remember, although it's not practical to list or illustrate here all the knots, etc., needed for the various projects, a boy's life may be at stake. Be sure of your skills and theirs.

**WARNING:** Do **NOT** use binder twine on towers or other structures which must support the weight of a Scout. Using unsafe material is just as dangerous as using unsafe methods.

One more point I wish to make about skills in pioneering — I have a boy in my troop who is excellent with knots and ropework in general. However, he has cerebral palsy and has little strength in his right side. Therefore, no matter how skillful he is, he cannot pull a lashing tight enough to be safe. However, he can distribute lashings and supervise quality control on a project. The obvious point here is to use your boy resources wisely. Some things take brains and know-how, but some things also require brute strength.

### MODELS

Here is a chance to teach your Scouts skills in a real "learn-by-doing" setting. Model pioneering in the troop room has many advantages. Aside from providing good programming material for a meeting, it keeps Scouts constructively busy. Indoor pioneering also lets you make your mistakes before they count. Our two photos illustrate this. It certainly would not look



good in a public shopping centre if a group of Scouts showed up with a lot of rope and spars and didn't know what to do. On the other hand, it does look good for Scouting if they work efficiently and skillfully. The difference between the two performances is practise, and this is accomplished by the use of models.

Small models can be made from dowel rod and rubber bands (to be lashed with cord later) but more practical models are made with spars the size of the traditional Scout staff, and these get most of your members involved. In my troop, the Court-of-Honour generally works on the small models to learn the techniques and skills before trying larger models with their patrols. This procedure works well and, when we go into the field, all work as a team.

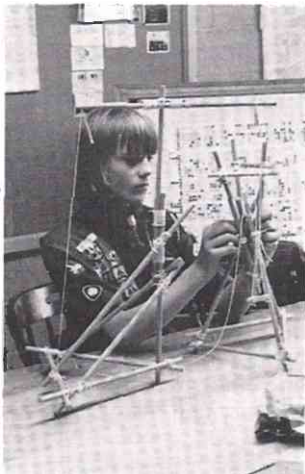
## EQUIPMENT

In general, the remarks I made last month regarding gear apply equally well here. Make sure as you acquire more material that you keep it as general as possible (standard lengths and sizes, etc.). Once you advance from the beginning stages of pioneering, the most valuable additional equipment you will need are blocks. Without block and tackle you will limit your projects greatly and, although not cheap, a single set is well worth the investment. As you advance your projects you may want more and different blocks (a snatch block, for example) but start slowly and build on your equipment as you build on your skills. My only caution is to buy good quality and do without until you can afford it.

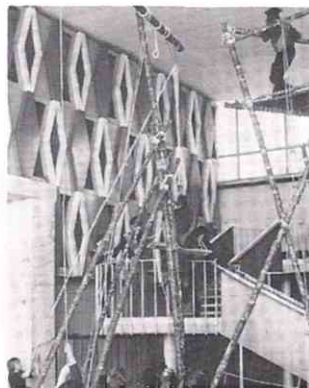
## GETTING AT IT

Now that it's obvious there is a lot of common sense to pioneering, let's look where to advance after completing some sample projects. The questions to be answered are: "What to do?"; "What do we need to do it?"; "Where are we going to do it?"; "How long will it take?"; "Who is going to do it?" and "How are we going to do it?"

Some of these questions need no elaboration. I would like, however, to expand on a couple.



Jimmy Baker, a senior patrol leader with the 36th, putting finishing touches to the model of the project the troop built for Scout-Guide week. Scale is 1 inch = 1 foot (inverted pyramid tower and elevator crane).



The result of preparation: a Scout being raised on the elevator crane while another Scout awaits his arrival on top of the inverted pyramid tower. The whole thing was constructed in four hours inside the Halifax Shopping Centre after two practice runs in the troop room.

## What to do?

Now that you have mastered some sample projects, don't jump into one over your head. Keep progressing from easy projects to more difficult ones. Try a small tower first. Build a simple derrick. Try a monkey bridge, and avoid an all-wood tressel bridge. This may sound very cautious, and it is, but you will find your troop advancing to more complicated projects very fast, once you have a good foundation.

## Where are we going to do it?

This may seem a silly question but I once set out with my troop to build a simple runway, thinking there would be no problem. The camping area was not known, however, and when we arrived, there was no suitable place to do our project — certainly one of my more embarrassing moments in Scouting. On the other hand, at one of the campsites we use, there is a large tree at the edge of a lake that lends itself very well to a swinging derrick. We have yet to build that project there but I have the place picked out. It should be a lot of fun on a hot day. (Similarly, it would be best to have a spot picked before suggesting the building of a catapult.)

## What do we need?

## Who will do what?

## How will we make it?

## How long will it take?

The use of small- and medium-size models in the troop room will answer most of the questions and will point out the value of troop-room pioneering. With regard to time, practise and availability of supplies have much to do with it. If you must cut spars, a project will take longer than if spars are already available. There are also unknown factors affecting time: weather, skills of the Scouts, etc. One project for which a well-known pioneering expert estimates three days can be erected by my troop in an afternoon. Another he estimates at two hours has taken my gang most of a day. Experience with your group is the only way to establish time.

I hope I have convinced you that pioneering can be a challenging and fun activity for your troop. I also hope my experiences will help you to avoid some problems I have encountered . . . more than once they have put off Scouters in pursuing pioneering. You will have different problems and different rewards than I have had. My biggest reward now is when my Scouts grab some rope and spars in their free time and "do their own thing."

## Where to from here?

Want to keep your senior Scouts interested? Tune in next month for "Postgraduate Pioneering." There are special considerations to be taken when erecting very large or semi-permanent projects.

ALLEN P. SMITH was a Boy Scout and later a leader with Explorer Post 519, Detroit, Michigan. When he moved to Halifax, he tried to find a Venturer company to work with and, when this proved impossible, he reactivated the 36th Halifax Scout Troop. Starting with one Scout four years ago, the troop has grown to over 40 boys this year and a Venturer company has now been formed.

Currently he is troop Scouter and Venturer advisor with the two sections and is a member of the Nova Scotia provincial training team. His dual leadership role is possible because of his three adult assistants in the troop and two in the company.

Allen has a Scout/Guide family (one Venturer, one Scout, one Cub, one Guide, and one not old enough to be a Brownie) and is a supervisor of programming and data processing services at Dalhousie University Medical School.

# B-P TELLS

# THE STORY OF KIM



In the "Paksak" column of the May issue, Barbara Hannah, chairman of the Wolf Cub Subcommittee, wrote in reply to a request for "a good leaders' manual for all sections of Scouting": "The best leaders' manual that one could recommend is *Scouting for Boys* by B-P. This book may be dated in its printing, its language and not deal with the program as it is today, but it is as timely as tomorrow with regard to leadership, example and how to work with boys."

After reading Barbara's words, I reread my copy of the book that started it all and found myself agreeing wholeheartedly with her observations.

So, beginning with this issue, we will be publishing, from time to time, excerpts from *Scouting for Boys*, exactly as B-P. wrote them, and as they were first read by the boys who found adventure and a program in the book.

In this first article B-P. tells the story of Kim, from which came Kim's Game and much of our sense and observation training.

Read the story to your Cubs or Scouts and then challenge them, as Kim was challenged by Mr. Lurgan, using the games that follow the story. Try the games, with variations, over a period of weeks; keep a running score, and see if the boys improve as Kim did.

You may even want to devise a wide game based on Kim's adventures and talents. — JFM

## THE ADVENTURES OF KIM

A good example of what a Boy Scout can do is to be found in Rudyard Kipling's story of *Kim*.

"Kim," or, to give him his full name, Kimball O'Hara, was the son of a sergeant of an Irish regiment in India. His father and mother died while he was a child, and he was left to the care of an aunt who lived in a humble way in India.

His playmates were all local boys, so he learned to talk their language and to know their ways. He became great friends with an old, wandering priest who was tramping about India, and with whom he travelled all over the north part of that country.

One day, he chanced to meet his father's old regiment on the march, and in visiting the camp he was arrested on suspicion of being a thief. His birth certificate and other papers were found on him, and the regiment, seeing that he had belonged to them, took charge of him, and started to educate him. But whenever he could get away for holidays Kim dressed himself in Indian clothes, and went again among the people as one of them.

After a time he became acquainted with a Mr. Lurgan, a dealer in old jewelry and curiosities, who, owing to his knowledge from dealing with natives, was also a member of the Government Intelligence Department.

This man, finding that Kim had such special knowledge of native habits and customs, saw that he would make a useful agent for government intelligence work, that is, a kind of detective among the natives. But first, before employing him, he gave Kim one or two tests to see whether he was sufficiently brave and strong-minded.

As a trial of his strong-mindedness he attempted to mesmerize him — he tried to make Kim's thoughts obey what was in his own mind. It is possible for strong-minded men to do this with those of weaker mind. The way he attempted it was by throwing down a jug of water so that it smashed to pieces; he then laid his finger on the boy's neck, and wished him to imagine the jug mended again. But do what he would to make his thought reach the boy's brain, he failed; Kim saw the jug was broken, and would not believe it was mended, although at one time he nearly obeyed him, for he saw a kind of vision of the jug being mended, but it faded again.

Most boys would have let their mind and eyes wander, and would not have been able to keep them on the one subject, and so would have become mesmerized by the man.

Lurgan, finding him strong-minded and quick at learning, then gave him lessons at noticing small details and remembering them, which is a most important point in the training of a Scout — it is a thing that he should learn and be practising every hour of the day wherever he may be. Lurgan began it with



Kim by showing him a tray full of precious stones of different kinds — he let him look at it for a minute, and then covered it with a cloth, and asked him to state how many stones and what sorts were there. At first he found he could only remember a few, and could not describe them very accurately, but with a little practice he soon got to remember them all quite well. And so, also, with many other kinds of articles which were shown to him in the same way.

Then Kim travelled about the country a great deal with a fine old Afghan horse-dealer to whom he was much attached, who was also an agent of the Intelligence Department. On one occasion Kim was able to do him a good turn by carrying an important message for him secretly; and another time he saved his life by overhearing some natives planning to murder him when he came along. By pretending to be asleep and then having a nightmare which caused him to move from his position, Kim got him away from the neighbourhood of the would-be murderers, and was able to give warning to his friend in good time.

At last he was made a member of the Secret Service, and was given a secret sign — namely, a badge to wear round his neck and a certain sentence to say, which, if said in a peculiar way, meant he was one of the service. Scouts generally have secret signs by which they can communicate with each other.

The members of the Intelligence Service are very numerous in India, and do not know each other by sight, so they have to have a secret sign by which they will recognize each other among other people who may be their enemies.

Once when travelling in the train Kim met another member whom he did not know. This was a native, who when he got into the carriage was evidently in a great state of alarm, and was rather badly cut about the head and arms. He explained to the other passengers that he had met with an accident from a cart whilst he was driving to the station, but Kim, like a good Scout, noticed the cuts were sharp and not grazes such as you would get by falling from a cart, and so did not believe him. While the man was tying a bandage over his head, Kim noticed that he was wearing a locket like his own; so Kim let his own be seen. Directly the man saw it he brought into conversation some of the secret words, and Kim answered with the proper ones in reply. Then the stranger got into a corner with Kim and explained to him that he was carrying out some secret-service work, and had been found out and hunted by some of the enemies of the Government who had nearly killed him. They probably knew he was in the train and would therefore telegraph down the line to their friends that he was coming. He wanted to get his message to a certain police officer without being caught by the enemy, but he could not tell how to do it if they were already warned of his coming. Kim thereupon hit upon the idea of disguising him.

In India there are a number of holy beggars who go about the country. They wear next-to-no clothing and smear themselves with ashes, and paint certain marks on their faces; they are considered very holy, and people always help them with food and money. So Kim made a mixture of flour and wood ashes, which he took from the bowl of a native pipe, and he undressed his friend and smeared this all over him and finally, with the aid of a little paintbox which he carried, he painted the proper marks on the man's forehead. He smeared the man's wounds with flour

and ashes, partly to heal them, and so they would not show; and he brushed his hair down to look wild and shaggy like that of a beggar, and covered it with dust, so that the man's own mother would not have known him. Soon afterward they got to a big station where, on the platform, they found the police officer to whom the report was to be made. The imitation beggar pushed up against him and got abused by the officer in English; the beggar replied with a string of native abuse into which he introduced the secret words. The police officer, although he had pretended not to know Hindustani, understood it quite well, and at once recognized from the secret words that this beggar was an agent; and so he pretended to arrest him and marched him off to the police station where he could talk to him quietly. It was thus done without anyone on the platform knowing they were in league with each other, or that this native beggar was the escaped intelligence agent.

Finally, Kim became acquainted with another agent of the department — an educated native or Babu as they are called in India — and was able to give him great assistance in capturing two officers who were acting as spies against the British on the northwest frontier of India.

The Babu pretended to the officers that he was the manager for a local native prince who did not like the English, and travelled with them for some time as representative of this prince. In this way he got to know where they kept their secret papers in their baggage. At last he caused trouble between them and a holy priest, whom they struck; this roused great excitement among the natives, who rushed off with the baggage and got lost in the darkness. Kim, who was among the natives, opened the luggage and found the secret papers, which he took out and carried to headquarters.

These and other adventures of Kim are well worth reading because they show what valuable work a Boy Scout could do for his country if he were sufficiently trained and sufficiently intelligent.

### **KIM'S GAME**

Boys gather before a tray covered with a cloth. Cloth is lifted for one minute, and viewers are permitted to study the 20 to 30 articles which are revealed: knife, pencil, string, nail, etc. Items are again covered and boys must list as many of the items as they can, in a set period. Number of items will depend on age of boys and can be increased as they become more expert. And don't worry about spelling.

### **SPY BY EYE**

The front page of a newspaper is the secret document and is placed on the wall for two minutes and then covered. Using paper and pencil, each boy must list as many of the major and minor headlines as possible in a set time. Wording need not be absolutely accurate as long as the subject matter is correctly identified.

### **BLINDMAN'S KNOTS**

The boys are blindfolded with neckerchiefs and placed in a line. Leaders pass down the line a familiar knot which the boys may finger for up to ten seconds. Each is then given a piece of rope and asked to reproduce the knot.

A variation is to have a series of knots passed down the line in quick succession (no more than five seconds to a hand) and then boys must list on paper, in proper sequence, the names of the knots. A second variation: pass a number of familiar articles to be

(Continued on page 35)

Starting in March and continuing into November I seldom pass our local park without seeing one or more boys and, on occasion, dads flying kites. Admittedly, there's nothing new about people flying kites, it's been a popular sport for more than 2,000 years, but today there is one big difference — people seldom build their own kites anymore. Generally, they buy an off-the-counter, plastic model that usually has a life expectancy of one flight up and one flight down. In buying that ready-made model they miss most of the fun and sense of achievement that comes to man or boy who builds his own kite and then sees it flying high overhead in all its glory.

You, however, are just the person to help overcome this distressing situation and, in the process, provide your pack, troop or company with a sure-fire program item that comes with a guarantee of success.

A kiting program should be divided into two parts: the building and the flying. The building can be handled in two ways: one, you can plan a kite-building session at a regular or special meeting and have an assembly-line operation; or you can choose number two and make it a family affair. The latter will mean a little more work for you initially but more fun for all.

Choose a number of kites from the examples we show, or design your own, put the plans on a stencil and have sufficient copies run off so that each boy can be given one. On the stencil, list specifications, materials and building tips. Or suggest they might like to design their own flyer. Also, outline plans for the outing on which the kites will be flown and the events in which the builders can enter their masterpieces. Be sure to make it an open invitation for mothers and fathers to help in building and flying the kites.

Traditionally, a kite was made from a framework of soft wood or bamboo, lashed together with cord

and, finally, covered with a light paper but, today, aluminum and plastics can be used as well. One important fact to keep in mind is that, whatever you choose, it should be light, flexible and strong. If you plan to use wood, consider spruce, which some experts believe is the best. Sticks of wood should be uniform in weight and bending quality. Where sticks are to be centred, careful measurements should be made; then, by balancing over a knife blade, the difference in weight can be detected and the heavy end reduced by whittling off some.

When fastening sticks together, use a diagonal lashing instead of nailing, then cover with a coat of glue or shellac.

Symmetry is so necessary in making a good kite that the stringing becomes an important factor; if two opposite sides are made unequal, there will be more pressure on one side of the centre than the other and the kite will be pulling off to one side or darting up and down or, perhaps, refusing to fly at all. If possible, your string should be of non-stretchable variety.

On kites where the string passes around the entire frame, it is best to notch the ends of the sticks so that the string is more secure. A small piece of tape just above the notch will help to eliminate splitting.

Tissue paper makes a good covering for a kite but you may want to experiment with cloth coverings or plastic.

Most coverings are turned over the outer string and pasted or sewn down.

A tail and other balances are used to give poise to otherwise unsteady kites. The tail usually is made of string with a number of pieces of paper folded and tied on at regular intervals. Some kite builders also use weights, streamers and paper balls.

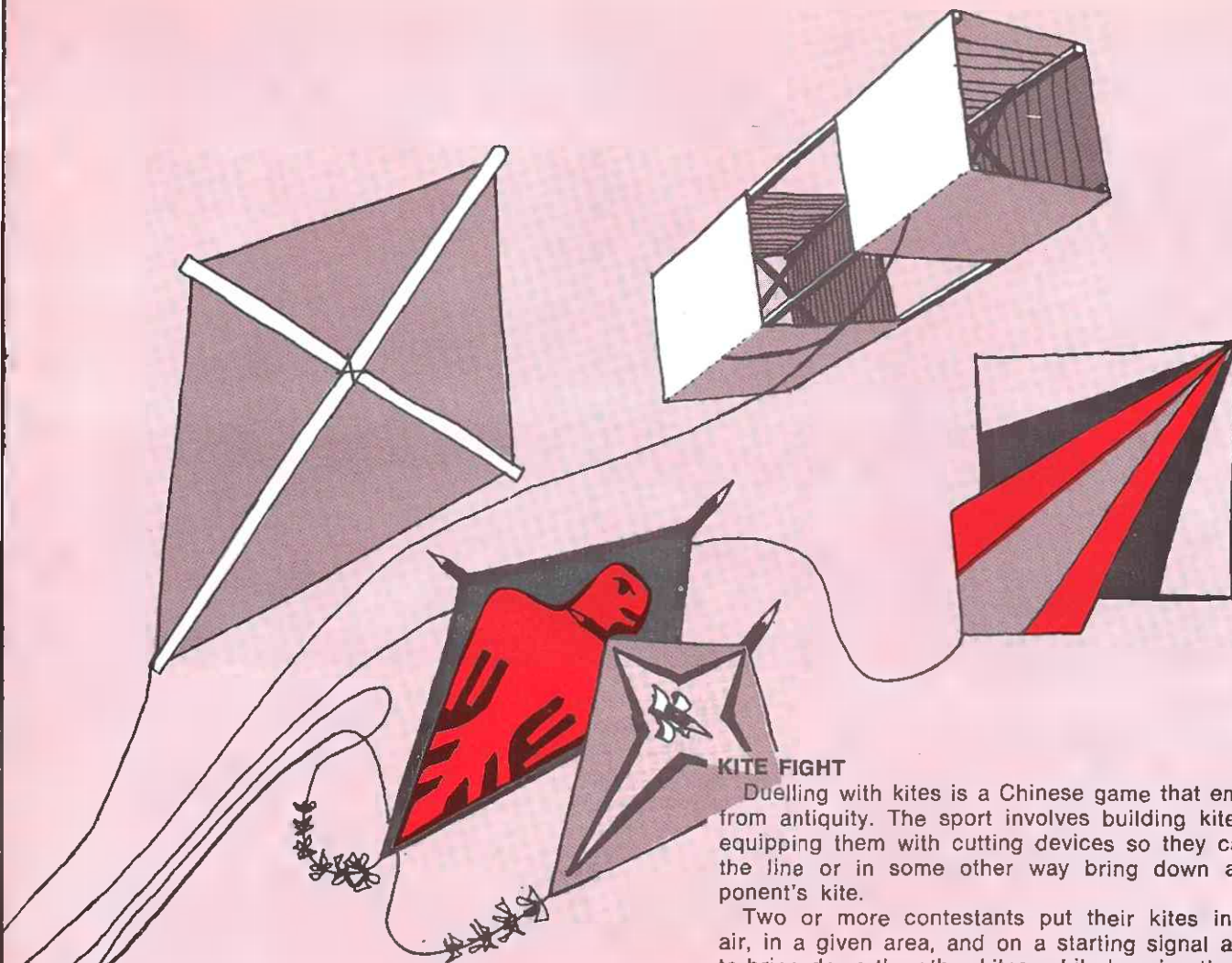
More information on the design, construction and flying of kites is available at your local library.

# GO FLY A KITE

By Jim Mackie







#### KITE FIGHT

Duelling with kites is a Chinese game that emerges from antiquity. The sport involves building kites and equipping them with cutting devices so they can cut the line or in some other way bring down an opponent's kite.

Two or more contestants put their kites into the air, in a given area, and on a starting signal attempt to bring down the other kites, while keeping their own in the air.

There are only three basic rules to the contest — no metallic lines, no cutting instruments that could endanger anyone and no personal contact between contestants. All contact is between kites and kite strings. Players are permitted to move around the designated area in an attempt to gain an advantageous position.

This event will be a lot of fun for older Scouts and Venturers. They can build their kites, figure out novel cutting devices — but should be sure to have plenty of extra paper, sticks, string and airplane glue on hand as, after each fight, contestants are allowed time for repairs before starting another round.

There are many ways of equipping a kite for the fight — ground glass glued to the string and sharp points on the ends of kite sticks, to mention two. Advise builders to be careful, though; sometimes their plans will backfire and their fancy devices will cut down their own kites.

Again, a word of warning on kite fights — it's for older boys, and should be well supervised.

If you run a Kite-a-Thon in your group, write and let us know how it went, and be sure to send along photos and any information that might help other groups who wish to join in the fun.

Finally, don't forget to let your local television station and newspapers know what you're planning. The event is colourful and newsworthy, and they may want to cover it.

#### KITE-A-THON

Find a suitable location that is open to the breeze and free of wires and other obstructions, with an area for spectators. There should be sufficient air and ground space for contestants to move around without tangling with their neighbours.

Pre-measured flying cords should be supplied, on simple reels, by the organizers and passed out at the actual event. Their lengths should be marked — perhaps by different colours.

Judges should be from outside the group and, if possible, have somebody with experience in aeronautics or kite flying.

Entries could be divided into categories covering such types of kites as traditional, box, hexagonal and custom. Consideration also should be given to awarding prizes for the best decorated, most colourful and most original.

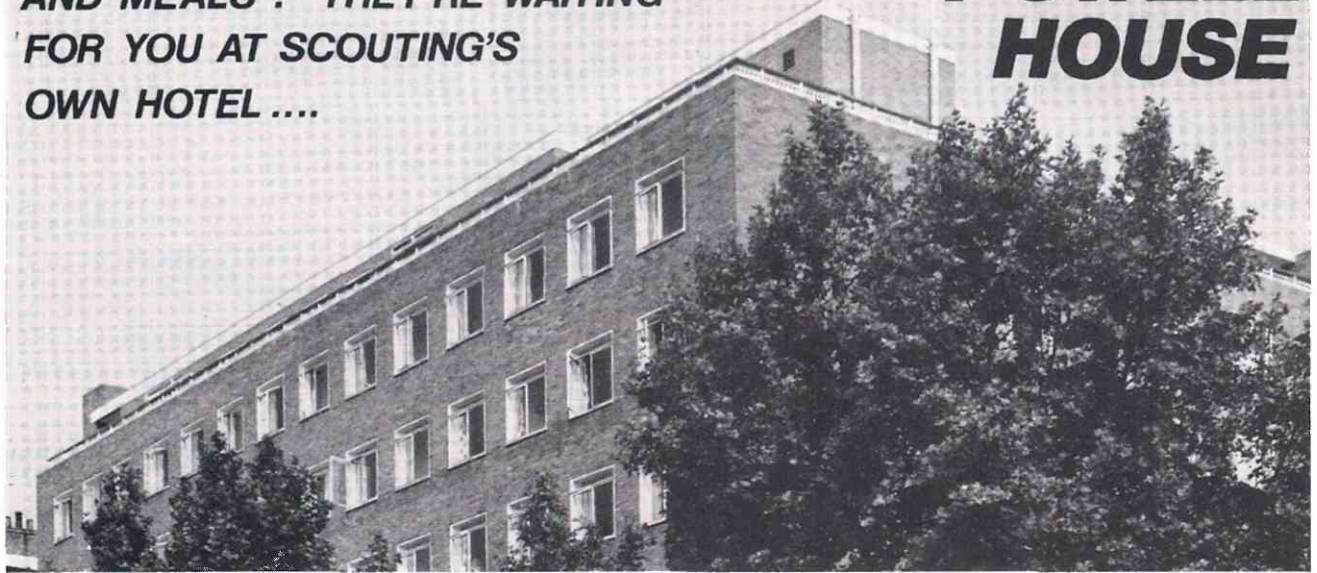
#### EVENTS

Only a few suggestions — you can add others:

- highest flyer
- highest flyer in a specific time (e.g. 3 minutes)
- stunt flying
- quarter-mile dash (letting out and rewinding a ¼-mile of string while covering the same distance on the ground)
- longest-flying kite (time and string combined)

**PLANNING A TRIP TO LONDON? LOOKING  
FOR GOOD, INEXPENSIVE ACCOMMODATION  
AND MEALS? THEY'RE WAITING  
FOR YOU AT SCOUTING'S  
OWN HOTEL ....**

# **BADEN- POWELL HOUSE**



**By Jim Mackie**

**Photos by Jack Olden, Publicity Manager  
The Scout Association**

Located on the corner of Cromwell Road and Queen's Gate in the Royal Borough of Kensington, within easy walking distance of such famous London landmarks as Hyde Park, Kensington Palace, the London Museum, Natural History, Science, and Victoria and Albert Museums, Royal Albert Hall, Harrods, trendy King's Road, Chelsea, The Commonwealth Institute, and many other tourist attractions, stands Baden-Powell House, Scouting's London hotel.

Built by The Scout Association on property bombed out during World War II, at a cost of half a million pounds, the House was opened officially by Her Majesty, Queen Elizabeth II, in 1961, and since that time has welcomed thousands of Scouting people from more than 93 countries, who have come to look upon B.-P. House as a home-away-from-home in England's fabulous capital.

Many visitors arrive at the House fully expecting to find a traditional Scout hut, to be greeted by an imposing, six-storey structure, very different from the typical examples of Victorian architecture that surround it. And the smart exterior is only the beginning — next comes a large, bright lobby which contains, not only the registration desk with a friendly receptionist but a showcase of Baden-Powell's many decorations and awards, a souvenir shop and an exciting exhibition called, "The Baden-Powell Story."

Younger visitors to the House soon discover that one flight down is a snack bar and their own, private discoteque — out-of-bounds to those over twenty years of age.

One flight up from the lobby is the restaurant, where a good meal can be obtained for a fraction of what you would pay in any other eating place in London.

Another flight of stairs brings you to a large lounge where you can relax in a comfortable easy chair and watch the world go by on busy Cromwell Road or

join the viewers in front of the colour television set. Just down the hall from the lounge is a comprehensive library and, beyond, a small chapel.

The next three floors contain sleeping accommodation and here there is a wide variety to suit almost any need. There are 10- to 13-bedded dormitories and two-, three- and four-bedded rooms for adults. Each floor contains bathrooms and showers.

It is important to remember that Baden-Powell House welcomes not only Scout groups but also singles, couples and families. For example, a Cub, through his membership in the world Scout Movement, could bring his parents, sisters and brothers to stay at the House.

The House has a modern elevator but on weekends it's often impossible to get into it unless one has boundless patience. When the doors slide open, it is usually filled with grinning, wall-to-wall Cubs, many of whom obviously have never had the opportunity to operate a "lift" and are making the most of the chance.

Assistant Warden Malcolm Hirst, whose duties include handling all reservations for space, told me that Canadian use of the House has increased greatly in the last two years and he is receiving daily requests for information and accommodation, from all across this country.

Requests for accommodation usually are fairly straightforward but occasionally are good for a chuckle. One gentleman, who was obviously on weak ground when writing in English, attempted to establish association with the Movement in the following way: "My wife is an ancient Scout-Mistress of young Wolves and handicapped young Wolves and now is still a clansman in activity as an ancient Scout-Mistress and my daughter is a Catholic Girl Guide. I am a sympathizer."

Some writers look for services beyond the norm — for example, the Australian Scouter who wrote: "I have heard much about the Baden-Powell House and I understand brochures are available. Please send me one of these. And also, a copy of the *Daily Mail*



(a London daily newspaper) which I have also heard a lot about."

Then there was the application from the Cub Scout who wrote: "I want to bring my sister who is a Guide, my older brother who is a Venturer and also my Mother, who is just an ordinary woman."

When Jack Olden, Publicity Manager of The Scout Association, visited the House on July 17 to take the accompanying pictures for us, he had no problem finding Canadians to pose. Mr. and Mrs. Stu Hosler and three sons were visiting from Edmonton, where Stu is a local service representative in the Edmonton Region; Mr. and Mrs. R. Dier were there because Mrs. Dier is a Tawny Owl with the 28th Richmond, British Columbia, Brownie Pack and, of course, Guide Association members are also welcome at the House; and Mr. and Mrs. D. McLeod, both pack Scouters in the Greater Victoria Region, were there on vacation.

An operation the size of Baden-Powell House requires an expert and patient staff to handle the day-to-day goings-on plus the many and varied problems and requests that come in a variety of languages: lost children; lost luggage; how do I get my thirty Cubs to Buckingham Palace? (two Underground stations within easy walking distance from the House, with trains to anywhere in London); where do I find a doctor to investigate the strange red spots that have come out on Heidi? (a local doctor soon diagnosed the German Girl Scout had measles and she spent part of her London holiday in bed); can I take up permanent residence in the House? (No, it is intended to provide short-term housing only); where do I park-my car? (in the basement garage, for a small charge); are packed picnic lunches available for day trips? (yes, see the caterer); how many can be accommodated each night? (normally, 133 but a few more when circumstances make it necessary; example, the time the expected number of Girl Guides doubled and the large Assembly Hall, normally used for meetings, Gang Show rehearsals, etc., had to be converted into a dorm for over one hundred girls); how many meals does the restaurant serve each year? (in 1973, over 110,000).

Stories of problems solved are endless and often amusing. On one occasion staff members had to instruct the Chief Scout, Lord Maclean, how to pick a lock. He had shut his jacket inside his car with his keys in the pocket. Then there was the time the Guide leader staying at the House complained indignantly

that a man had entered her bedroom early one morning, without knocking, and called out the time. On closer investigation, it was found that in her half-awake state she had assumed a man had opened the door and called in, whereas it had been the normal, early-morning, timecheck on the public-address system which serves all rooms.

The House is presently under the direction of Warden Norman Rowe who was deputy warden until this spring. Norman, a collector of Scout stamps and Rolls Royce cars (and I've driven in his latest), has a staff which includes three assistant wardens, a caterer, a housekeeper and a receptionist, as well as a number of local ladies who come in daily to help with the cleaning, bed making and in the restaurant. There are also a number of part-time staff members and a group of volunteer Scouters from London who spend time on holidays and weekends doing whatever tasks are assigned to them.

This past year has not been an easy one for Baden-Powell House. England's industrial disputes combined with the London bombings and fuel shortages have discouraged people from travelling far from home and this has shown itself in the number of registered guests in the early part of the year. However, with the arrival of summer, people were on the move again and the House was busy.

So it's business as usual and, even with inflated food prices and associated costs, B.-P. House charges are probably still the best in London.

If you're planning a trip across the Atlantic in the near future, why not plan to stay at Baden-Powell House? You are reminded, however, that you will be required to produce an International Letter of Introduction on arrival, and this is easily obtained through your local Scout office.

For full information, rates and reservations, write direct to:

The Warden  
Baden-Powell House  
Queen's Gate  
London SW7 5JS  
ENGLAND

As the current television commercial says: "Try it, you'll like it."

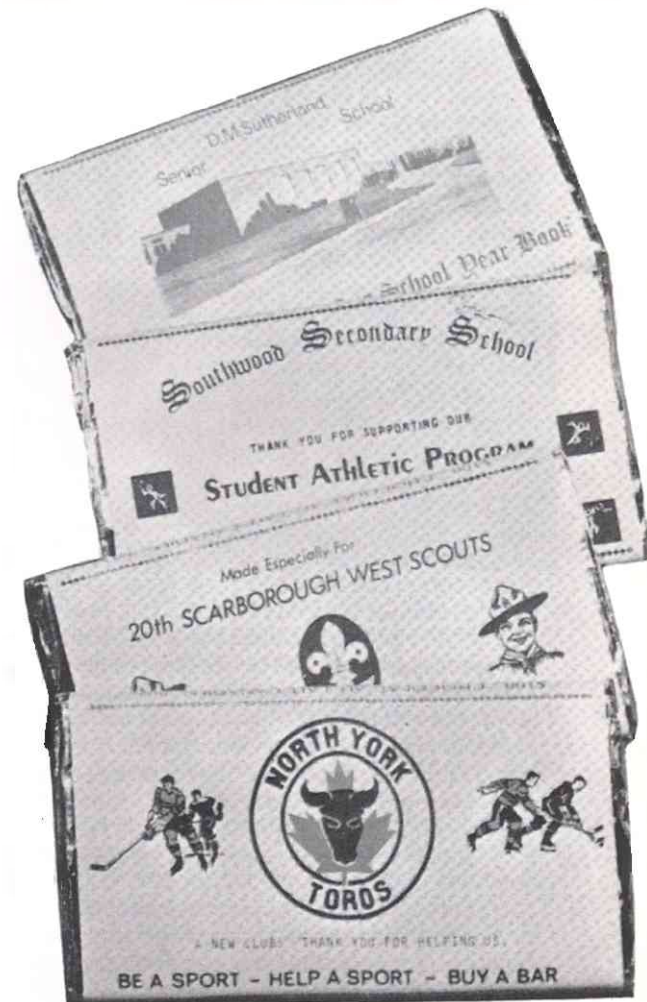
*Frances and Stu Hosler of Edmonton with their youngest son, Neil, in their bedroom at B.-P. House.*



# Quality Counts in Fund Raising

## Quality Counts in Fund Raising

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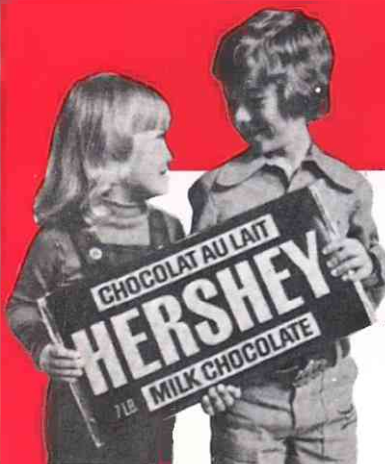


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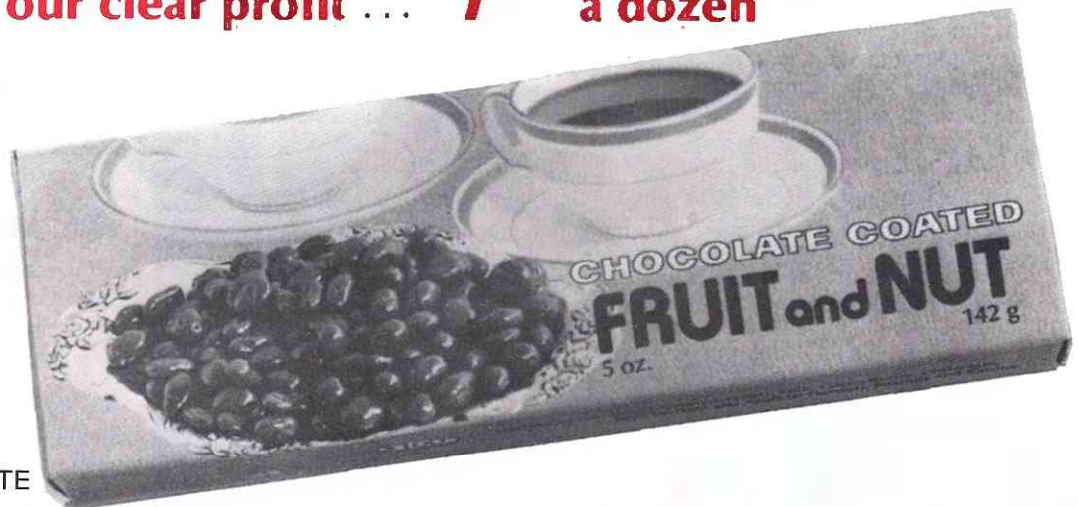
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Here we are, beginning another season of Beavering. It's going to be another year of fun and development as we continue to meet the needs of the growing number of Beavers. As of June 30, we had 10,853 registered Beavers.

It is very important that all leaders get together to plan for the upcoming year. Remember to share the leadership among you so that you are all committed and involved in the program.

Best wishes for a fun-filled year, and when you have a "Happening," make sure we hear from you.

#### Beavers at National Council

At the May meeting of National Council of Boy Scouts of Canada, a Beaver colony "swam" into the meeting to give a half-hour presentation. It was a unique occasion for all and everyone was bubbling!

After the colony presentation, over pop and coffee, some members of National Council sat on the carpet to rap with the Beavers.

National Council will decide the future of Beavering at its November meeting.

Our thanks go to **Leslie Park Beaver Colony of National Capital Region** for sharing with National Council.

#### Parental Creativity

The motto of Beavers is "Sharing." This applies to Beavers sharing with each other as well as with their parents. Involving the parents in a colony's activities is essential to the success of the program. A parent can become committed through involvement. They see what is happening in the colony, enjoy it and are more willing to be further involved.

A special way to involve parents is through appealing to their creativity. Adults often hide their creativity but it is as important for us to keep utilizing our talents and abilities as it is to encourage children. Parents can do many things for a colony that utilize their skills and encourage their creativity. Any time you need something for the colony, see if a parent can create

it for you. It brings the leaders more in contact with the parents and allows parents to make their special contribution.

In the past year many parents have been contributing to their colony by making both the Big Brown Beaver and the colony flag. In this way we are keeping Beavers simple, flexible and creative. Here are several examples sent to me: *Do you recognize these Big Brown Beavers?*



Winnipeg



Southern Ontario



Fraser Valley Region



#### Beaver Flags

This is a regulation-size flag from the Rosetown Beaver Colony in southwest Saskatchewan. The flag is light-blue silk with chocolate-brown felt sewn on. — Thanks to **Don Lavers, Saskatchewan Beaver Coordinator**.



This flag was displayed at the **Vancouver, Fraser Valley Sharing Session** last spring.



**St. Catharines (Ont.) District Beaver Team** members, **Mary Nesbitt** and **Julie Pilkington**, with their new district flag.



Here is another flag, held by the two Scouts who are helping with Beavers at the **7th Douglas Beaver Colony, Victoria, B.C.** The background of the flag is dark blue, the Beaver is silver and the lettering is light blue. Although the colour does not show, the Beaver is sitting on a brown log with the motto of Beavers: "Sharing, Sharing, Sharing," in yellow on the log. — Thanks to **Ruth Sommerville, Rainbow**.





#### Five quickies for patrol time on troop night

1. Provide each patrol with a milk bottle and a nip of farmhouse cheese and invite them to improvise a foolproof mousetrap for an unusually athletic and intelligent mouse.
2. Indoor Smoke Signals — provide each patrol with the wherewithal to manufacture a 'Vortex' (see *The Canadian Leader*, January '73) and get patrol leaders to organize an Indian Smoke Signalling Competition from one end of the troop room to the other. Signals must be agreed beforehand and transmitted from behind improvised screens.
3. Invite patrols to compete in a seven-legged race. Scouts in groups of six have legs bound together at the ankles with handkerchiefs (as for an orthodox three-legged race) and gallop over an agreed course.
4. Provide each patrol with a wire coat hanger, a pair of pliers and a large baby-food tin, and ask them to equip the tin with a reliable clip-on handle which will enable them to decant a pint of water without touching the tin.
5. Provide garden canes and rubber bands and invite the patrols to build four-sided symmetrical structures that can be thrown about the troop room without losing their shape. (The answer, of course, is a tetrahedron — but you may safely leave your highly intelligent boys to discover this for themselves.)

Now invent five "Quickies" of your own and let's have the honour of passing them on to the Scout-speaking world.



**NEWS FLASH:** the world record for boiling one fluid ounce of water in half an eggshell on three coins of the realm has been lowered to 100 seconds exactly. The new champs are the Kestrel Patrol of the 1st Rayleigh in the County of Essex, England. Counter claims should be lodged without delay.



**Idea for campfire opening ceremony:** line up the entire troop some little distance from the fire, each armed with a candle and a large, white, paper bag. The candle is placed upright in the bottom of the bag and the paper is pressed around it to form a grip, while the top of the bag is flared outward to prevent it catching fire. The candles then are lighted for a

dignified torchlight procession into the circle. Jolly impressive — although it's a whale to a sardine that some joker will set his bag on fire and create a diversion. There is someone like that in every troop.



The 6th Rochester (England) Girl Guides are tough sisters, bursting at the seams with the spirit of adventure.

Somehow they managed to persuade their captain to take them on a night-hike-and-breakfast expedition through the wilds of the Kentish hopfields and then — in the pages of the weekly *SCOUT Magazine*, which was still circulating at the time — threw down the gauntlet to their brother Scouts to follow suit.

Initially, there was some reluctance to take up the challenge. It may be that the boys regarded it as beneath contempt and saw no reason to encourage the blatant one-upmanship of the Guides. However, in the end, several reports were received, all telling a different tale.

"Great fun. Wouldn't have missed it for anything."

"Had a fab time. Everybody got blisters."

"Several Mums put their feet down, but Skip managed to talk them into letting us go."

"After two o'clock in the morning you grow droopy and begin to believe in ghosts. One padded along behind us for half a mile but nobody had the nerve to look around. Still, **we knew it was there . . .**"

"Skip was the life and soul of the party till after midnight, and then he got irritable . . ."

"Next time we'll only go if the Guides come with us."

Well, there it is. You, too, can have adventure — with or without the Guides. We feel sure the 6th Rochester would be delighted to hear that their example had been taken up in Canada.

And — think of it! This would be positively the first (and probably the last) time that a Girl Guide challenge had crossed the North Atlantic. A chance to make history!

Over to you.



'WE KNEW IT WAS THERE...'

At a Girl Guide campfire some time ago I witnessed what struck me as a very fine closing ceremony. It consisted merely of *Taps*, sung very softly around the fire —

**"Day is done,  
Gone the sun  
From the lake,  
From the hill,  
From the sky.  
All is well,  
Safely rest,  
God is nigh."**

—while, in the trees some little distance from the circle, a Guide reaffirmed the Promise in a clear voice. This led naturally to the evening prayer, and I could never hope for better contentment at the end of the day.



The article, "Camp Practices," by Don Swanson in our May issue reminded us that many years ago Charles Stafford (now executive director, Program Services, National Office, Ottawa) persuaded three Venture Scouts to spend a bitterly cold night of wind and snow on the summit of a 2,000-foot mountain in North Wales — in a thermos tent. His idea was to pitch one tent inside another, leaving just a few inches' clearance between the canvasses. It worked, too. Indeed, his three guinea pigs swore they'd never slept better. In theory, I suppose, they ought to have been asphyxiated by their own carbon dioxide but, apparently, enough mountain air penetrated their hermetically sealed container to keep them sweet and fresh — or as s. and f. as could be expected of three such people.

Anyhow, they lived to tell the tale, and young Stafford's theory was proved.



The ropeless bridge you see here actually was built and crossed (by a hero named Quentin Strauley of the 13th Ipswich Venture Unit) in eight seconds flat.

Ten unpeeled spars were used, which gave them the necessary friction grip on each other.

This world-shattering feat was achieved only after a good deal of rehearsal by the ten Venture Scouts who handled the spars (one each), and we have to admit that it all took place in the middle of the Woodbridge School rugby field.

Any of our Canadian readers who would like to go one better are welcome to try. We are quite sure the record is unbeatable and must stand for all time.



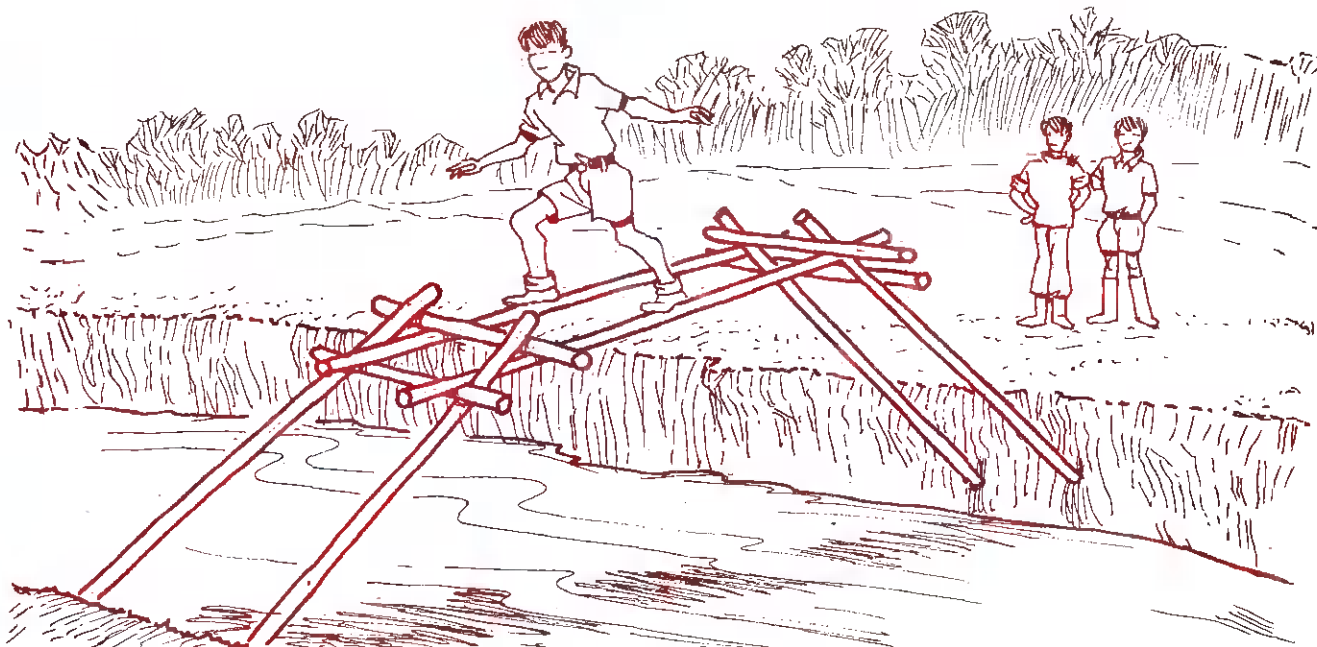
There are some things you never forget — trivialities, some of them, which nevertheless get squirrelled away in the subconscious, to emerge unbidden at the most unlikely moments to give you comfort and cheer.

About twenty years ago I developed the habit of jotting down in a special notebook all such random recollections, **as they occurred**. My intention was to tuck the notebook away in some safe cubbyhole so that late in life — **now**, in fact — I could carry out a similar check and then compare my two lists. Interesting, don't you think? What a pity I can't lay my hands on that notebook. Squirrels, I believe, have the same trouble remembering where they've stored their winter hoard of nuts.

Never mind. I recommend the idea to all thoughtful people. Indeed, now that psychology has replaced pioneering as a major Scouting activity, perhaps this sort of exercise *should be made obligatory* for all trainee Scouters. You never know, it might help them to understand themselves a bit better, and that would be an important breakthrough.

In compiling your lists, of course, no conscious effort should be made to dredge up Golden Moments from the past. The drill should be to have the notebook handy so that whenever a random recollection crops up it can be recorded on the spot. Meanwhile, here are a few examples of my own latter-day recording, which I hope will interest you.

1. Waking in the early morning at my first camp and watching a spider spinning a web a few inches from my nose.
2. The patrol meeting in the cabin in Joe's backyard when, in an attempt to mollify the pong from the rabbit hutch with which we shared our accommodation, we all smoked the herbal cigarettes which Joe's doctor





had prescribed for his asthma. (I have just remembered the name — and it must be all of fifty-five years since I read it on the packet: DR. BLOSSER!)

3. Coming out of the barn in which we, the patrol leaders and seconds of the 2nd Wallsend, had spent a rat-haunted night at Newton-on-the-Moor in Northumberland, to see the dawnlight on the snow-capped hills of the Scottish border over which the adventure of the day would carry us.

4. Moisson, France, 1947 — the only World Jamboree I was privileged to attend. The dust, the heat, the extraordinary virility of the French Routiers, newly emerged from the humility of the Occupation and rarin' to go.

5. A Rover investiture on the Gorsedd at Aberystwyth some thirty-odd years ago. A ceremony purged of sentimentality because it took place before breakfast on a grey June day with a wet wind blowing in over Cardigan Bay, and with only a chipped enamel bowl and a hand towel from some university bed-sitter for props.

6. Crawling through a bed of nettles in an excess of keenness during a wide game at Staward-le-Pele, Northumberland, and spending a sleepless night as a result.

If by chance any other old sentimentalists among those present would be sufficiently public spirited to send us their comparable lists of random recollections, we should be delighted. It's a lonely life, writing for *The Canadian Leader* in faraway East Anglia.



Talking of tents, most readers of this enlightened journal will be familiar with the problem that faced Mr. Alan M. Stanier of the Pegasus Venture Unit, Birmingham, England, one gusty night on the Yorkshire moors not long ago. "There was I," he writes, "all set to enjoy my well-earned, much-needed, beauty sleep, when the rising wind forced me to get out of my sleeping bag to slacken the guys. Back once more in the nest, I soon discovered that the cure was worse than the disease. The slack canvas, flapping like a trapped albatross an inch or two above my head, made sleep impossible.

"However, it was while in this unhappy state that I invented the apparatus which will be known to future generations of Venture Scouts as 'Stanier's Aerodynamic Tent Loosener'. If this doesn't earn me a place in Scouting's Gallery of Fame I shall begin to despair of finding justice anywhere."

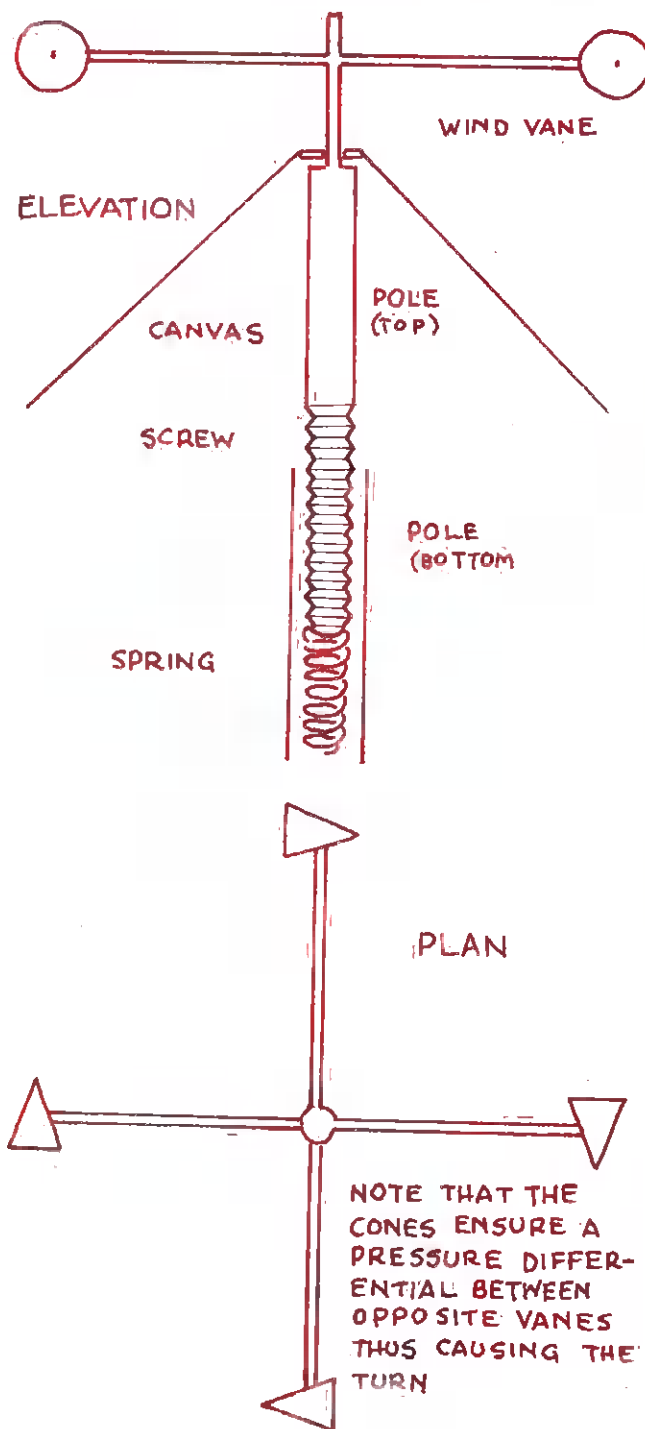
Have no fear, friend. That's one thing about us — we can spot a genuine nutcase a mile off. Your registered number in the Lunatic Fringe is L.F. (1st Class) 49. Please make a note of it and quote it in all future correspondence.

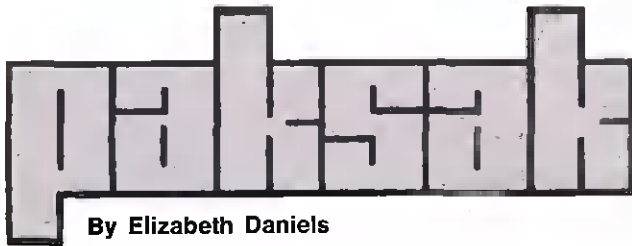
Stanier's tent loosener, as you will see from a close study of the diagram, is designed to keep the tent canvas at just the right degree of stretch to prevent it ripping while reducing the tendency to flap. It operates by the automatic adjustment of the length of the tent pole.

The diagram makes all things clear. The wind blowing as it listeth, from whatever quarter, will turn the wind-vaned pole, thereby screwing it down into the lower section. At a certain point the spring will slow down and then arrest the downward movement (Stanier has thought of everything). If the wind increases, the screw will go down further against the pressure of the spring while, conversely, a drop in wind velocity will allow the spring to force the screw

upwards. Thus, the faster the wind, the shorter the pole and the looser the canvas. Indeed, if sufficient care has been taken in calibrating the apparatus, the thing should adjust to each succeeding gust, so that, viewed from outside the tent, will look like a pair of outsize bellows, alternately inflating and deflating according to wind speed. Inside the tent its occupant will first be mesmerized and then lulled into a coma by this rhythmic movement. Absolutely marvellous! Truly it is an ill wind . . .

## STANIER'S AERODYNAMIC TENT-LOOSENER





By Elizabeth Daniels

## Making the Most of the Outdoors

### The Why

Scouting is essentially an outdoors organization, but what about Cubbing? Let's look at the Wolf Cub program. It's a flexible program, with eight inter-related elements, one of which is the outdoors. If proper balance is to be maintained, all eight components should have equal value and, in that case, the outdoors constitutes only one eighth of the total program. Perhaps it should be a seven-element program, with the emphasis on implementing it outdoors! While our planners ponder that possibility, there is surely nothing wrong with regarding it that way in the meantime.

Why all this emphasis on the outdoors? In all sections of Scouting, we are in the business of helping boys to grow strong, capable, thoughtful, and aware of their worth as human beings. B.-P. believed the outdoors offered the best opportunities for inculcating these values in the young, for a host of reasons which are as valid today, if not more so. B.-P. was, in many ways, a man ahead of his time, and if we are in any doubt about what he was getting at, we should go back to his writings and refresh our memories.

The church-basement pack room may not inhibit fun and fellowship, but it sure puts a crimp in derring-do and the delights of discovery! Any leader who sees the outdoors as suitable only for specific tasks associated with star and badge work, for example, is missing the boat entirely. Where else can you climb a tree, swing from it or lie under it? Where else can you savour the scent of wet leaves or wood smoke — beachcomb — run and shout against the wind — watch the ever-changing clouds or a sunset — turn up your face to the rain or splash through a puddle — make angels in the snow or examine a snowflake?

The boy of Cub age is full of enthusiasm and curiosity; he hasn't yet learned to be bored and "cool." Take him outside and he becomes alive with ideas and questions, and you become invigorated and refreshed. There is mutual companionship — an opportunity to exercise all five senses — to talk and exchange ideas — to listen and learn — to be sober and silly — to recharge spiritual batteries and nourish the soul.

As long as a leader is convinced of the value of nature and the outdoors as a growing medium, interpreting the program to fit is easy. So, when we look at the total program, let us do so with an eye to seeing how much of it can be done outdoors in all seasons, not just on weekends but at regular pack meetings as well. On those occasions when the weather is so good it's a shame to be inside, take that indoor program (together with the boys) outside, and run it on the lawn, the school yard, the neighbourhood park — anywhere, as long as it's outside.

### The How

On page 25 is a chart to help plan outdoor content in programming.

### Special Activities

We have talked about the theory of the outdoor aspects of Cubbing, and offered some practical suggestions for "doing" outdoors for all or part of a normal pack meeting. But there are occasions other than camping when we want to do something for which more time is needed than the weekly meeting permits and, maybe, we're running out of ideas for things to do. Here are suggestions for special occasions, perhaps once a month. Maybe you can't manage it every month but there's no harm in aiming in that direction!

1. **Swampy or Drained Wet-Lands Excursion** — exploration where the flow of controlled waters is seasonally cut down . . . an opportunity to study nature under unique conditions.
2. **Snowmobile Excursion** — liaison with local snowmobile club . . . outing to area usually inaccessible during winter.
3. **Winter Day Camps** — as opposed to overnight or weekend camps: Polar Bear Day; Winter Olympics; Ice Carnival.
4. **Skating Party** — on natural ice . . . hiking on skates along a frozen water course. Finish with cook-out and fireside fellowship rather than formal campfire.
5. **Smelt Fishing Party and Fish-Fry** — if you're lucky enough to live near a spawning stream. Have the boys bring a foil-wrapped spud or vegetables of their choice for foil cooking. Choose the peak of the run and go early for this one.
6. **Clean-Up Ramble** — park or other area. Combine with possible competition, fun and games; e.g. **Keep Canada Beautiful** litter chase; **equipment:** litter chasers, garbage bags, supply of energy, and a team mascot. (Litter chaser: garbage pail, carton, box or barrel on wheels or wagon. Have prize for best design and decoration.) **Purpose:** to gather the most litter in assigned area in specified time . . . combining fun with service. **Teams:** six to eight Cubs. Possible prize for most appropriate team dress or best team mascot.
7. **Trees for Canada** — as part of group or district team, plant seedlings.
8. **Train Ride** — steam excursion, if possible. This will need some cash outlay from each Cub, but a great experience for all.
9. **Farm Trip** — liaison with 4H group or local farmer, possibly parent.
10. **Tom Sawyer Day** — back to nature outing, doing everything the *Tom Sawyer* way.
11. **Robinson Crusoe Day** — survival techniques: what to eat, what to avoid, what to do if lost in the woods.
12. **Supper Treasure Hunt** — alone or as part of other activities. Prepared trail with meal courses along it — for good clue-readers, bulging bellies and satisfied smiles!

For most of these activities you will need resource help — involve the other sections in your group, parents, and outside resource people. This makes your job easier, AND encourages familiarization, AND emphasizes the brotherhood of Scouting, as well as underscoring the "We Are Partners in Cubbing" concept.

For more information, ideas and "how to's," consult Pack Scouters' Series No. 5 — *Outdoor Activities*. Also: beg, borrow or — in extremity — buy a copy of *Creative and Outdoor Activities for Pack Scouters*, Catalogue No. 96-102, and don't be intimidated that it is labelled *Training Notes* — most of it was written directly for the pack Scouter in the field.

**GET OUT — LOOK WIDE — ENJOY**



Activity	Part of Meeting	Whole Meeting
star & badge work in general	parts of black, green & red in particular	all five stars & most badges
astronomy	a look at the night sky; introduction to major constellations	star-gazing party with resource help; telescopes
compass & map	incorporation in games: treasure hunt (flashlight)	Green Star Requirement No. 12 worked into an adventure
walks	around the block: sense-training games, observation, message carrying; rain or snow walk; watch sunset	nature ramble, hike, beachcombing, collecting for craft session
bicycle safety	demonstration: care & maintenance	bike hike, rodeo
games & sports	wide games, scavenger hunt, angling skills: casting	team sports, inter-pack competition, swimming, fishing
creative arts	playacting, storytelling, sing-song, sketching, crafts with natural materials	art or camera outing with resource help, ceremonies, campfire, Hallowe'en party
campcraft	practical demonstration of one aspect: camp gadgets, tent pitching, fire lighting	demonstration & participation: types of fires, tent erection, care & safe handling of tools, foil cooking. Invite SM.
winter fun	simple Cub science: examine magnified snowflake; how many pints of snow make one pint of water? Make angels in snow; build snowmen	skating party, sleigh ride, fort building & snowfight, snow sculpture competition, carol singing
use of community	visit to nearby library, firehall, animal shelter (walking distance)	visit to airfield/heliport, canal, freight yard, farm, greenhouse
fun jobs	clean-up around meeting place: litter, leaves, snow; tend pack garden, flower beds	litter chase: local park or other area; leaf-raking party; litter can "paint-out"; tree planting

25



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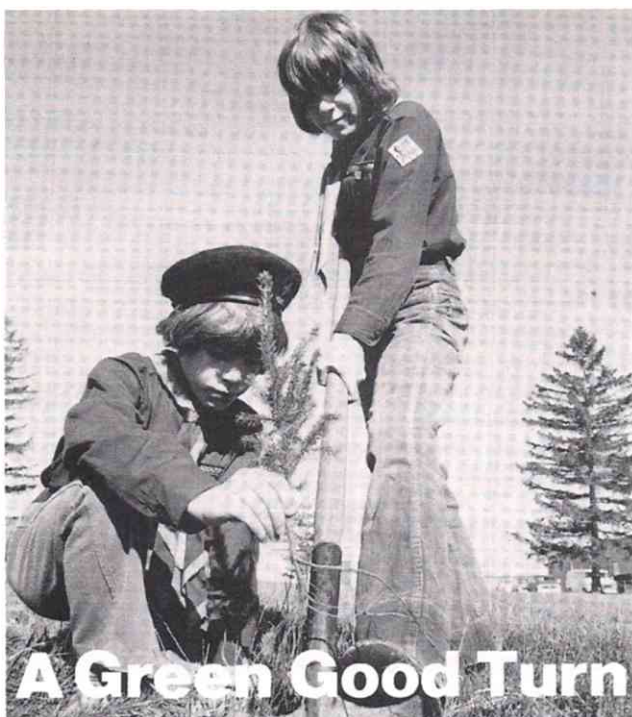
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## A Green Good Turn

Trees for Canada '74 was indeed a green good turn to the whole of Canada. In its first year as a national project over one million trees were planted by 30,000 members from coast to coast. Close to \$15,000 will be raised for the Scout Brotherhood Fund to assist our brother Scouts in less fortunate countries throughout the world.

Just as important is the impact that Trees for Canada has made on the membership and the general public.

Cubs, Scouts, Venturers, Rovers and Scouters have learned a great deal about the need for reforestation and conservation. Thousands of badges have been earned and tests passed by those members participating in the project.

The media (TV, radio and press) have given us terrific coverage at the local and national levels. This is the best type of public relations, where boys are

involved in putting into practice some of the principles in which we believe and for which the Movement stands.

The cooperation and assistance given by all levels of government, conservation authorities, pulp and paper companies, foresters and environmentalists have been outstanding.

So, as you can see, Trees for Canada has been an overwhelming success in its first year. We'll be bigger and better in '75 when even more councils will be participating. It's estimated that two-million-plus trees will be planted by over 50,000 members. Make sure your section gets in on the action.

The trees were planted in various locations: conservation areas, parks, public lands, council camps, farms, provincial and federal property, fish and game club lands, and private property.

In Sarnia, Scouts will join forces next year with the St. Clair Region Conservation Authority in an extensive planting assistance program for farmers. The emphasis will be on the establishment of wind-breaks and shelter belts to reduce wind erosion, beautifying the landscape, increasing wildlife production and protecting homes and livestock — a really practical application.

The millionth tree in '74's project was planted by the South Shore District, Montreal, on St. Lawrence Seaway property adjacent to Cote St. Catherine. The Cub, Scout, Venturer or Rover who actually planted that millionth tree is a deep secret. We'll leave that to the South Shore to work out.

All that remains now is to evaluate the '74 project, and planning is already underway for '75. If you were in on the action in '74, congratulations and keep planting. If you were not, then we urge you to include Trees for Canada in your '75 planning. Your section will benefit financially but, more importantly, the boys will gain firsthand knowledge about conservation, practice methods, they'll get outdoors, and your program will take on real, practical meaning.

Recruitment of boys and adults, badge work, interest generally, all will improve when you get involved in '75 Trees for Canada project.

Get in on a growing project and "Make Canada Greener in '75."



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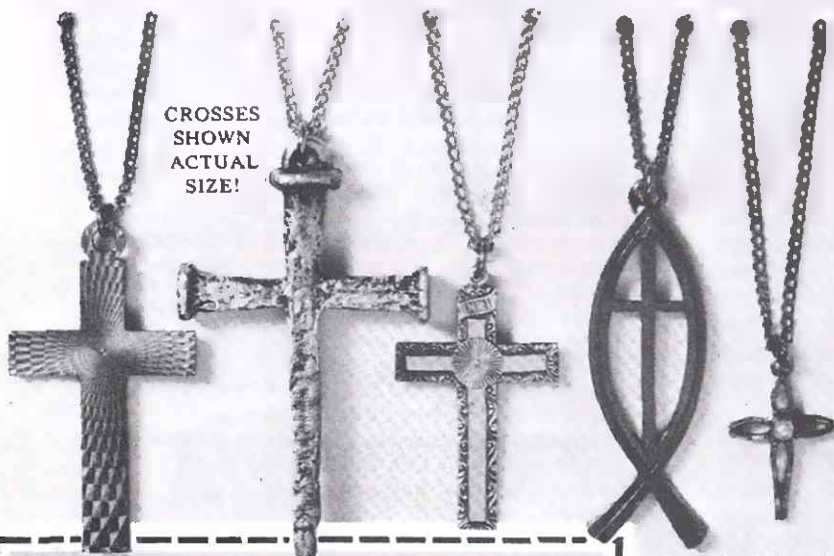
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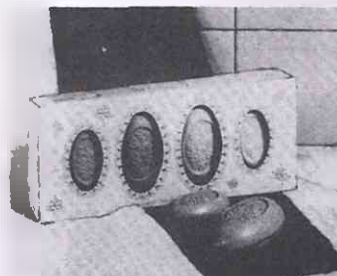
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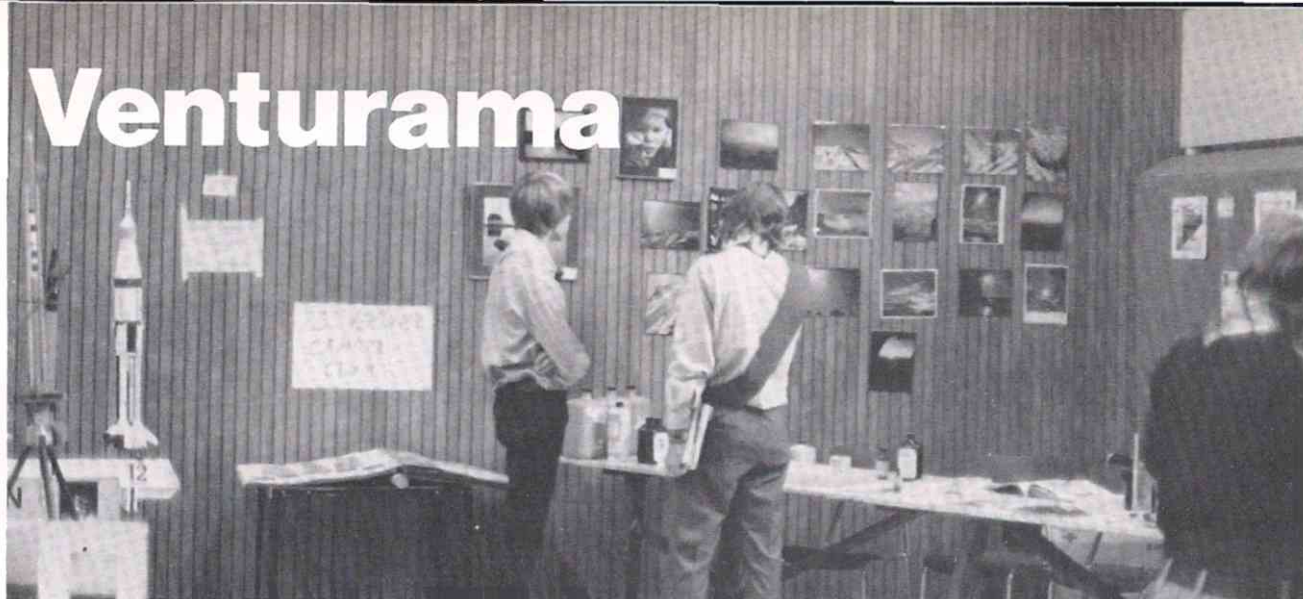
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# Venturama



By R. J. Roberts

Looking for something exciting to do with your Venturers this fall or winter?

Looking for a major, district or regional activity in which your Venturers can get involved?

Looking for some way of showing off your company specialty or learning about someone else's?

Why not try a Venturama?

Just about a year ago I had the pleasure of attending an event called "Venturama '73" which was planned and operated by the Venturers and advisors of the Greater Toronto Region. This took place on a sunny Saturday in October, 1973, and proved an exciting, enjoyable and extremely interesting event —

*Exciting* for me because it brought together a great number of Venturers — a total of 41 companies participated and the resulting exchange of ideas and information was very useful.

*Enjoyable* because the entire day was filled with activity — most of the displays were of the type where people were *doing* things, rather than just sitting or standing around.

*Interesting* because of the great variety of displays on view, not just those prepared by Venturers but also by the many outside organizations that participated in this event.

I should point out that an event of this nature is probably not the sort of thing you can put together in a weekend. The G.T.R. Venturama was several months in the planning. It is the sort of event, however, that any district or region could plan and operate, and it can involve a large number of Venturers in a worthwhile activity.

For the Greater Toronto Region, Venturama '73 was a way of "kicking off" the new Venturing season in a big way. For companies already established in programs of activities, it had the effect of bringing the members together again to prepare their displays and plan a part of their annual program. For those companies who did not have any particular program of activities and had not yet begun their planning, it provided a whole lot of things to see and ideas for consideration. In short, if they had no idea of what they wanted to do in the coming year, the Venturama provided a world of choice.

The other aspect of the entire event, and a major one, was that Venturama '73 brought together under one roof a large number of resources that Venturer companies could make use of and resource people

who might become involved, as you will see from the following list of exhibitors. Subsequent follow-up has indicated that quite a number of Venturer companies did get involved in one or more of the activities they learned about at the Venturama.

The following are (in alphabetical order) some of the major exhibits that were on display:

Astronomy — Royal Astronomical Society of Canada  
Badges & Awards — National Council, Boy Scouts of Canada

Bruce Trail Hiking — The Bruce Trail Association  
Candle Making — 6th West Hill Venturers  
Canoe & Kayak Building — 16th Humber West Rover Crew

Climbing — Alpine Club of Canada  
Computers — Dateline Systems  
Crests & Badges — 13th Humber West Venturers  
Cycling & Touring — 5th Humber West Venturers  
Dry Foods — Scotts Perma-Storage Food Plan  
Fencing — Harmony Fencing Club  
Ham Radio — Jon Duerdoth & Venturer Company  
Photography — Tanvi Studio

Pioneering — 4th Scarborough West Venturers  
Pollution — Pollution Probe  
Pro Driving — Metropolitan Toronto Police  
Rocketry — Youth Science Foundation  
Sailing — 22nd Toronto Venturers  
Scouter-in-Training — Regional Office, Toronto  
Scuba Diving — 2nd Cliffcrest Venturers  
Scuba Diving — Sub-Mariners Diving Equipment  
Silk Screening — 15th Bendale Venturers  
Special Events — Regional Office, Toronto  
Survival — National Wilderness Survival Inc.  
Survival Equipment — Defence & Civil Institute of Environmental Medicine

Duke of Edinburgh Award — Duke of Edinburgh Award in Canada

Venturer Council Activities — Humber West Venturer Council

Venturer Personal Interest Badge — 2nd Scarborough Venturers

White Water Canoeing — White Water Association  
Wilderness Tripping — 138th Toronto Venturers

With such a formidable array of displays, you can imagine that many things were going on all day, and just to stand in the main hall and look around at the various booths was almost overwhelming.

In one corner, the candlemakers were busy showing a group of Venturers how to make candles for special occasions like Halloween or Christmas, and next to them another group were watching some movies of canoes crashing through a stretch of white water.



Across the room, as one looked through the bright yellow sails of a fully equipped sailing boat, and past the hiking-trail booth, a group of Venturers were learning about the equipment needed to climb mountains.

The ham-radio booth was chattering away to a group of interested observers who were momentarily distracted by the give-away crest being offered by the group of Venturers doing the silk screening.

There were, in short, a great many things to see, to do and to learn about and, at every display, many interested Venturers anxious to ask questions of those equally interested Venturers or adults manning the booths.

The entire event was held at a local community church which had ample room for parking, lots of space throughout the various large rooms for displays and a kitchen facility that dispensed hot dogs, coffee and soft drinks throughout the day.

Most of the booths had handout material and a program was available indicating the location of each exhibit. An added attraction were the activity boards scattered throughout the building.

These boards were set up so that companies or individual Venturers could place a notice or request for information on them and, of course, where other companies could reply. Many of the notices had to do with one company challenging another to a hockey game or chess match, another advertised a forthcoming adventure trip and invited participants.

One in particular had to do with an upcoming night hike and wide game, and Venturers from all over the region signed up for that one.

As each Venturer arrived he received his program together with a message of welcome and some information about the event. It contained the following information:

#### WELCOME TO VENTURAMA '73:

We are pleased you have taken time to see what Venturama '73 is all about. We, by the way, are the Venturer Resource Group.

Venturama '73 is our way of putting Venturers in touch with some people and ideas that you, alone or with

your company, could use in Venturer activities through the coming year. We trust you will find much to interest you here and hope that you enjoy talking to the experts as well as to other Venturers.

#### USING VENTURAMA '73:

Here today are people you can talk to about many interests. Find out what is involved in their activity. How could you become involved? How much might it cost? How much time? How could you get started? This is some of the information that any Venturer company needs to plan activities.

In some cases, organizations may be able to offer courses and activities for Venturers. Think about that possibility and, if you are interested, make a note of what is offered.

#### ACTIVITY BOARDS:

If you have had some good program experiences (hikes, tours, camping trips, service projects, etc.), another company might want to know about it. Perhaps you would like to get together with other companies for sports or other activities. Maybe your program is in a rut and needs new ideas. **Get thee to an "activity board."** Post your ideas and activities, issue your invitations and challenges, and see what other companies have to say. And why not stick around for a while; other Venturers might want to talk to you about something.

#### ALL THIS PAPER???

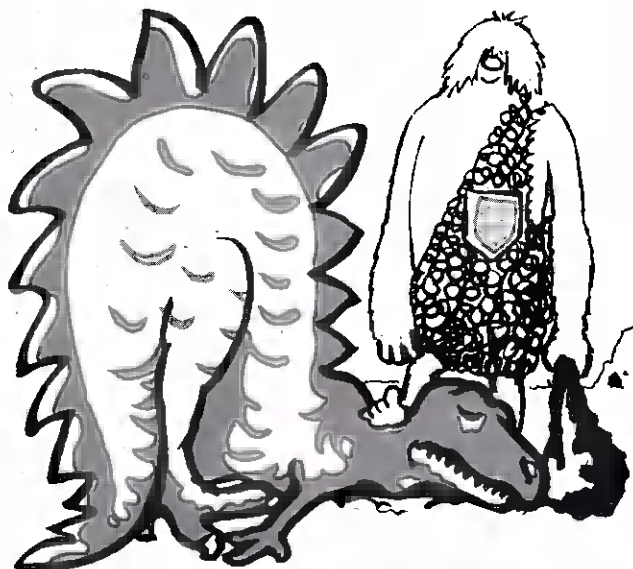
This sheet, we trust, gives you some idea of what Venturama '73 is all about. The next one is your "check list" to keep track of what you have seen and to keep notes of what interests you. The "reply sheet" at the back is most important. When you get home, think about what you have seen and talk about it in your company. If there are activities that you want to pursue, fill out the appropriate part of the sheet and return it to us.

**NOW!** Before you go any further, fill in the registration sheet (attached) for our records and leave it with the Registrar.

Have a good day and good Venturing in the coming year.

Venturer Resource Group.

Venturama '73 was a good event and one you may wish to consider for your own region or district. If you would like further information, write to me at the National Office and, if you do decide to have one of your own, let me know. I just might be able to visit with you.



write now for full details to:-

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but you can

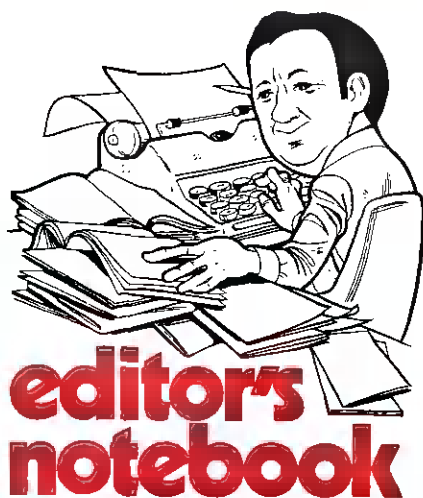
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An idea from **Montreal Scouting** for a Christmas good-turn — and it's not too early to start planning — last December, 200 Cubs and Scouts from the **Mount Royal Council** gathered six tons of food, along with about 100 pounds of books, plus some toys, for distribution by a number of Montreal and area charitable organizations. **Cub Pierre Guerette** and **Scout Paul Solby** were involved in packing the contributions for shipment to various sections of Montreal.

**Photo: Canada Wide Feature Service Ltd.**



While in Geneva I spent an evening with **Len Jarrett**, an old friend from the days when the World Bureau was located in Ottawa. Len is director of Administration at the Bureau, and one of the founders and world coordinator of Jamboree-on-the-Air.

The 17th Jamboree-on-the-Air will be held this month and, as in previous years, Len and his group will climb Mount Chasseron, some 100 kilometers north of Geneva, to set up their station at the 1,600-metre level for better worldwide transmission. In 1972, they were caught in a fierce spring snow-storm at the top of the mountain

that destroyed their aerals and, last year, were surrounded by clouds and experienced winds up to 100 kms. an hour!

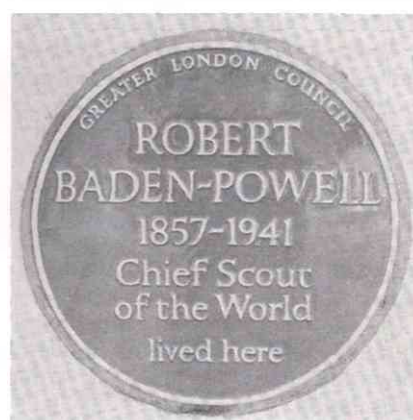
The **Information Service** of the **Government of the Yukon Territory** sent along the following which may assist those venturesome Scouts and Venturers who camp during winter in any temperature.

The **Sourdough Thermometer** was invented by the trader, Leroy McQuesten, at the junction of the Fortymile and Yukon Rivers in 1897. A bottle of quicksilver would freeze at -40 degrees F, coal oil at -50 degrees F, and Jamaica ginger (an extract used for flavouring) would freeze at -60 degrees F, "Perry Davis Painkiller" turned white at -60 degrees F, crystallized at -70 degrees F and froze solid at -75 degrees F. An this information has been scientifically confirmed.

If the bit about the extract is correct, I once had a cook at a camp I directed who must have been a walking thermometer. In my innocence I thought extracts were only for cooking — he used them for internal satisfaction. . . . Live and learn.

The **Greater Toronto Region** is holding its first jamboree from July 26 to August 2, 1975, at Hanlan's Point, Toronto Islands. The Region expects 2,000 participants from their own area and has extended an invitation to each regions in Ontario to send a patrol and to all provinces and the Northwest Territories to send representatives. In addition, invitations have gone to Maple Leaf Region, Britain and the United States.

Looking for a place to visit in Europe with your family, group or on your own? Well, don't overlook Scouting's own private chalet in the Swiss Alps . . . Good yet inexpensive accommodation in one of Switzerland's prime vacation areas. For detailed information, read *Kandersteg in the Alps* which will appear in the November issue.



The **Greater London Council** recently placed a commemorative plaque at **9 Hyde Park Gate, Kensington**, (not far from B.-P. House) to mark the house where B.-P. spent much of his boyhood and youth. While out for a walk, unexpectedly I found the plaque and house and took these pictures. The area is under redevelopment and the house next door was being demolished, while 9 Hyde Park Gate seemed to be empty and, possibly, is due for the same fate.

Proven by this cartoon from the official magazine of the Scouts of Switzerland, *Allzeit Bereit*, there are days when life is unnecessarily harsh.

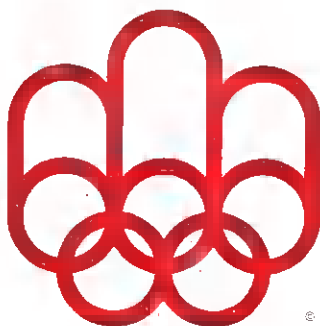




Shown below is the official symbol of the Games of the **XXI Olympiad** which will take place in **Montreal** from July 17 to August 1, 1976. The symbol illustrates the human element stressed by Baron Pierre de Coubertin, founder of the modern Olympics.

The podium, at the top, indicates the crowning glory for the winners as well as their spirit of chivalry on the way to victory. It also represents the graphic interpretation of the letter **M**, the first letter of Montreal. At the heart of the symbol, the simplicity and the dignity of the Olympic stadium's track implies man's faith in an ideal. Finally, the five Olympic rings denote universal brotherhood.

Scouting is expected to play a role in the Olympics, as it did at Expo, and more information will be available in the New Year.



## Montréal 1976

The Right Honourable **Roland C. Michener**, C.C., C.M.M., C.D., former Governor-General and Chief Scout, returned to Government House in Ottawa on May 9, for the first time since he relinquished the offices, to receive two awards from his successor, His Excellency, the Right Honourable **Jules Léger**.

Mr. Michener was presented with The Silver Wolf from Boy Scouts of Canada and The Vanier Medal from *L'association des Scouts du Canada*. The investiture took place in the presence of representatives of both organizations.

In addition to the medals, an engraved totem pole was presented as a small token of thanks for Mr. Michener's many kind acts and wise counsel during his time as Chief Scout. Our photo shows Mr. Michener with our National President, **Ian Roberts** (r) and **Jean Tellier**, président, *L'association des Scouts du Canada* (c).

Photo by Proulx Brothers, Ottawa.

In Nova Scotia, the **2nd Beaverbank Troop and Pack**, along with interested parents, recently spent a day in the wilderness with nothing more than a fishing rod and a billy can. The object of the day was to prove that a person can live off the land if necessary. It was a first for many in the group to taste fern roots, tea berries and other delicacies of nature. Games for the younger members of the group and a scavenger hunt rounded out the day's program. I understand that some of the Scouters, in true Scouting tradition, had "come prepared" in the event that suitable food substitutes were not found. . . . If the reserves were used, it wasn't reported.

**David Day's "Scouting Trails"** column in the March 9th *St. John's (Newfoundland) Evening Telegram* is worth repeating:

"He was sitting alone at his desk one night in Grand Bank.

"Outside, the mid-February wind blew angrily, and snow swirled down into his garden.

"Within, he reflected on more than 40 years of Scouting, both in fair and foul weather, and committed his thoughts to paper:

'A radio can no more substitute for entertainment at a campfire than a pumpkin can take the place of a football on a soccer pitch,' he wrote in his best penmanship.

"**George Foote** was lamenting the changing character of Scouting, especially the effect of change on a Scouting institution as old as the Movement, the campfire.

"While admitting that 'the small transistor radio is so easy to pack along with its built-in entertainment,' he wondered whether 'we can still call it a Scout campfire in the sense of its original meaning.

'The campfire with its stunts, its songs, and its stories is as basic to good Scouting as hiking and camping,' he argued.

'Baden-Powell made the campfire one of his most important tools for teaching. *Scouting for Boys* is built around 28 campfire yarns and each one leads to a lesson in Scouting.

'For the Scoutmaster, there is no better place for arousing interest or putting across an idea than sitting around a campfire.'

"Concerned that the campfire will be replaced by electronic entertainment, he contends: 'A campfire has much to offer the Scout. It is a relaxing activity for the end of the day. Hard feelings melt away before the burning embers and inspirations are born out of the flickering flames. Distant feelings emerge into a brotherhood of friendship and memory fastens its grip to make these nights among the never-forgotten events of a lifetime.'

"Such memories he values far more than his collection of long-service medals and other awards received in recognition of his contribution to Scouting."

I join George Foote and David Day in their feeling that there is no substitute for a traditional Scouting campfire.



# THE NAME OF THE FIRE GAME

(Continued from page 5)

## Lean out and yell

If your kids don't have ladders available and can't jump safely from their bedroom windows, train them to lean out the window and yell. I had a three-storey house in Massachusetts several years ago which presented this problem. The children wanted to live in the attic, so I let them. They had small windows, and outside the windows there was about a foot of roof and then gutter. The gutters were old, so I had them replaced and I put an iron bar outside the window for the kids to hang onto.

I told the kids, "If there is a fire in this house, you sit outside, hold onto the bar and yell! Just exercise your lungs — yodel, yell, anything you want — to let people know you're there. The fastest thing the fire department can do is get a ladder up and get you down — if they know where you are."

This is a perfectly good place for the kids to be. They could stay there for up to 45 minutes with no problem. They don't have to jump. The key thing is to get out or lean out of that window far enough to get oxygen and escape the smoke and fire gases.

Your kids won't know this instinctively. You're going to have to teach them and **practise** so they've got it right. Make sure they don't immediately rush down the stairs. Teach them how to open the window and screen, breaking both with a chair if necessary. Show them how to get up and through the window (backwards, feet first). Practise, practise, practise until everyone can do it without thinking. When that real emergency occurs you may not be able to think clearly.

Once you've escaped the fire, stay out. Don't be like the man who made it to safety, then rushed back into his home in an attempt to get a fruit jar full of money. He found the fruit jar, and firemen found him — dead, just inside the front door.

Instead of worrying about your possessions, concentrate on notifying the fire department and making sure everyone has escaped. Instruct your family to meet at a prearranged checkpoint outside the house. While one person is running to a neighbour's phone to call the fire department, another member of the family can be making a head count to be sure all are safe. Needless injuries and deaths have resulted from futile attempts to rescue people who failed to report their escape.

## Always call firemen

It's important to notify the fire department immediately. The earlier they arrive, the more they can do for you. Don't hesitate because you think the fire may be "too small to bother the firemen." Your local fire department is on ready alert at all times. They want to be used and expect you to call them, even when you think the fire's out.

If your family is out of the house and you've notified the fire department, then you can begin to think about fighting the fire — if it's not too big. Unfortunately, frantic homeowners often bite off more than they can chew. An Oklahoma man was overcome by smoke and died when he returned to his burning home and tried to fight the fire with a garden hose. An Indiana man suffered the same fate when he tried to save his burning garage. His clothes caught fire and he died.








Fire extinguishers are a bargain these days. For \$45 to \$50 you can buy an extinguisher weighing as little as 14 pounds that will give you more attack power in 20 seconds than a 1943 fire engine with five men had in two minutes. You will need an extinguisher like this, rated 4A:40BC, to handle a curtain fire or other hot, fast fires. Smaller extinguishers are available for smaller fires.

## ABC's of extinguishers

How much power do you need? You'll have to use your own judgment. But it doesn't make much sense to rely on a "cheapie" \$3.50 extinguisher to protect your home and the lives of your family. You ought to have an extinguisher which can handle all three types of fires: "A" (paper, wood, draperies, upholstery); "B" (flaming liquids such as grease or gasoline); and "C" (electrical fires).

The best way to shop for a fire extinguisher is to check the specialists listed under "Fire Extinguishers" in the yellow pages of your phone book. You can also try local hardware and department stores, although they're likely to have a more limited variety.

## KNOW YOUR FIRE EXTINGUISHERS

	WATER TYPE				FOAM	CARBON DIOXIDE	DRY CHEMICAL
							
	STORED PRESSURE	CARTRIDGE OPERATED	WATER PUMP TANK	SODA ACID	FOAM	CO <sub>2</sub>	CARTRIDGE OPERATED
CLASS A FIRES WOOD, PAPER, RASH, RAYING, CLOTHING, EMBERS	YES	YES	YES	YES	YES	NO	NO
CLASS B FIRES FLAMMABLE LIQUIDS, GASOLINE, OIL, PAINTS, GREASE, ETC.	NO	NO	NO	NO	YES	YES	YES
CLASS C FIRES ELECTRICAL EQUIPMENT	NO	NO	NO	NO	NO	YES	YES
CLASS D FIRES COMBUSTIBLE METALS							

SPECIAL EXTINGUISHING AGENTS APPROVED BY RECOGNIZED TESTING LABORATORIES

## Editor's Note —

This chart is reproduced with the kind permission of Industrial Accident Prevention Association, Toronto.

Store the extinguisher near an outside exit. This enables you to get at it from the outside, and ensures that you will have an escape route behind you. When fighting a fire, always make sure you will be able to escape if the fire gets out of control.

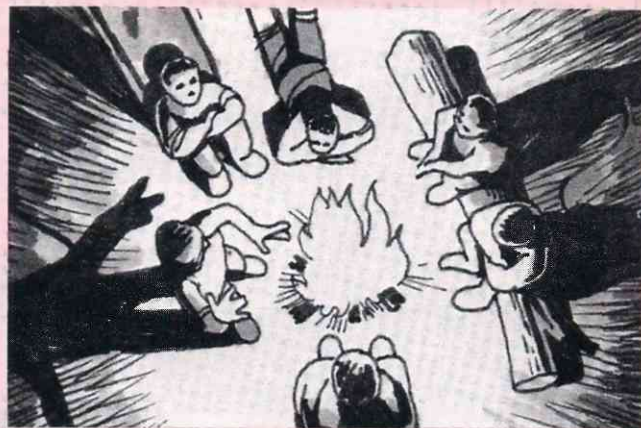
Even the best extinguisher will do you no good if the members of your family don't know how to use it. Give a demonstration out in the back yard. Or, if open fires are prohibited in your area, ask the fire department to demonstrate it for you. Aim at the base of the fire and then fan back and forth across the entire burning area until the flames have been smothered.

When a real fire strikes, don't relax and pat yourself on the back once you've eliminated the flames. On a class "A" fire (paper, wood, draperies, upholstery, etc.) you might have to follow with water to make sure the smoldering embers don't start up again. And no matter what the type of fire, call the fire department — even when you think the fire is out. That's the only way to be sure.

REXFORD WILSON is president of Firepro Incorporated, a technical consulting centre for fire protection.



# songs, openings & closings



## JOHNNY HAD A QUINCE PIE

Tune: *(The More We Get Together)*

- Johnny had a quince pie,  
A quince pie, a quince pie,  
Johnny had a quince pie,  
With a green worm on top.

Chorus:

- A fuzzy worm, a wuzzy worm,  
A great, big, fat, juicy worm,  
O, Johnny had a quince pie,  
With a green worm on top.
- 2. Johnny ate the quince pie, (etc.)
- 3. Johnny kicked the bucket, (etc.)
- 4. Johnny had a tombstone, (etc.)

## SPRINGTIME IN ALASKA

Tune: *Springtime in the Rockies*

When it's springtime in Alaska,  
And it's ninety-nine below,  
The Eskimos go barefoot  
In the white and drifting snow.  
The polar bears get sunburned  
And the seals sing all the day,  
When it's springtime in Alaska  
I'll be going the other way.

## WIENERS

(Tune: *Pack Up Your Troubles*)

- Pack up your wieners in your old knapsack  
And hike, hike, hike;  
Put in a loaf of mother's good brown bread,  
Marshmallows if you like;  
What's the use of worrying,  
All cares are out of sight;  
So pack up your wieners in your  
old knapsack  
And hike, hike, hike.

Songs — page 3

## The Fire Maker's Desire

- As fuel is brought to the fire,  
So I propose to bring  
My strength,  
My ambition,  
My heart's desire,  
My joy  
And my sorrow  
To the fire  
Of humankind.  
For I will tend  
As my father's fathers  
Since time began  
The fire that is called  
The love of man for man,  
The love of man for God.

— John Collier

Cold night weighs down the forest bough,  
Strange shapes go flitting though the gloom;  
But see — a spark, a flame, and now  
The wilderness is home!

— Edwin L. Sabin

## NOVELTY GRAND HOWL

- Begin with Cubs in lairs. Baloo enters  
from the centre of the hall and calls out:  
"Listen, O Cubs of the jungle  
To these words of old Baloo,  
On your left paw (pause) turn to follow  
(At pause, all Cubs turn to face left.)  
The trails laid down for you.
- "Now raise your voice to the jungle,  
Let the shadows echo it back,  
Once, twice, and again repeat,  
The 'Law of the Wolf Cub Pack'."
- At the final word, "pack," the Cubs start  
a slow march around the circle, repeating  
the Law three times. By the end of the  
third Law, they are in a complete circle  
and Baloo can call, "Pack, Pack, Pack."

Openings & Closings — page 301



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**CLOSINGS**

For an impressive campfire closing,  
campers can sing *Taps* while the campfire  
chief does symbolic gestures:

*Day is done* (stands motionless)

*Gone the sun* (points skyward)

*From the lake*

(extends both arms toward earth)

*From the hills*

(moves both arms, fully extended, to-  
ward the hills)

*From the sky*

(moves both arms toward the sky)

*All is well, safely rest,* (lowers arms slowly)

*God is nigh.* (bows head)

Around the fire's glow, the silent night  
Pressed close and closer to the dying  
flame,

And in the narrowing circle of its light  
Closer and closer to its heart we came.

Wood and water, wind and tree,  
Wisdom, strength and courtesy,  
Scouting favour go with thee.

**SOFTLY FALLS THE LIGHT OF DAY**

(Tune: *O, Tannenbaum*)

Softly falls the light of day  
As our campfire fades away.  
Silently each Scout should ask,  
Have I done my daily task?  
Have I kept my honour bright?  
Can I guiltless sleep tonight?  
Have I done and have I dared,  
Everything to be prepared?

Openings & Closings — page 302

**WHO'LL COME A-SCOUTING**

(Tune: *Waltzing Matilda*)

Once a mighty soldier, beloved by  
his fellow men,  
Under the shade of the flag of the free,  
Took some boys and trained them,  
Made them strong and brave and true.  
Who'll come a-Scouting, a-Scouting with  
me.

**Chorus:**

Keep on a-working, never a-shirking,  
Carry out the rules as he wanted them  
to be,  
And we'll sing as we put our shoulders  
And our brains to work,  
Who'll come a-Scouting, a-Scouting with  
me.

Soon the little band grew,  
Swelling great in number  
Through other countries, one, two three,  
Then around the world it spread,  
Stronger, ever stronger,  
Who'll come a-Scouting, a-Scouting with  
me.

**Chorus:**

Keep on praying, keep on saying,  
If we work hard enough,  
Then we'll stay free.  
And we'll sing as we put our shoulders  
And our brains to work,  
Who'll come a-Scouting, a-Scouting with  
me.

Songs — page 4



## GAMES-

(Continued from page 13)

examined and listed — such things as coins, a file, paper-wrapped candy, etc.

### WHO WAS WHERE?

A number of boys, again depending on the age of the players, are seated in a circle on chairs. "It" enters with a paper bag over his head and is placed in the centre where the bag is removed for only the time it takes him to make a full rotation of the circle. The bag is then replaced and the sitters leave their chairs. "It" must then put them back into their proper places. Deduct points for errors.

### THE LEAKING PACKSAK

Various articles are arranged, not too conspicuously, along one side of a path. They can include a flashlight, toothbrush, soap, toothpaste, a sock, matchbox, spoon, etc. The whole group then passes slowly along the path in single file. No one is permitted to walk back after he has passed an article. Each boy then lists everything he has observed, in order.

### HAUNTED HOUSE

Boys sit facing a curtain (or in the dark) behind which a number of sounds are produced: pulling a cork from a bottle; dropping a key or coin; turning the pages of a paper or book; removing a cellophane cover; striking a match, etc. After hearing all sounds, boys must list, in proper order, what they think they heard.

### THE STORY TELLER

As you read the story of Kim, do several things such as mopping your brow, blowing your nose, buttoning your shirt, etc. When the story is finished ask the boys to list on paper, in proper order, the things

you did. You may also wish to have them do this verbally as a group.

### THE ROBBED CAMP

A camp kitchen is set up with utensils, packs and other equipment, in certain positions. The whole area is roped off. A whole patrol forms the team. Competing teams are to study the setup for two minutes. They are then taken away while 20 changes are made (items removed or moved). Teams return for another two minutes to study the layout, then retire to list changes.

### ARMED ROBBERY

In the middle of some other, unrelated activity, have a masked adult rush into the meeting area, waving a gun and shouting, "This is a holdup!" Other adults should add to the confusion by giving up their wallets, watches, rings, etc. The whole thing should be over in a matter of seconds and, when the "robber" departs, each boy is asked to write a description of the man, items stolen and any other pertinent information that would aid the police.

### WITNESS

Through pictures or actual mock-ups, using toy cars, create an accident and then ask boys to describe what happened.

A variation would be to have parents drive through a parking lot, one after another, and then ask boys to describe the cars, give license numbers, etc.

### SMELLS

With boys blindfolded, pass a number of items in small bottles along the line, such as: orange and lemon peels, cloves, cinnamon, shoe polish, wax, fire ashes, etc. Then have them list, in proper order, what they think they smelled.

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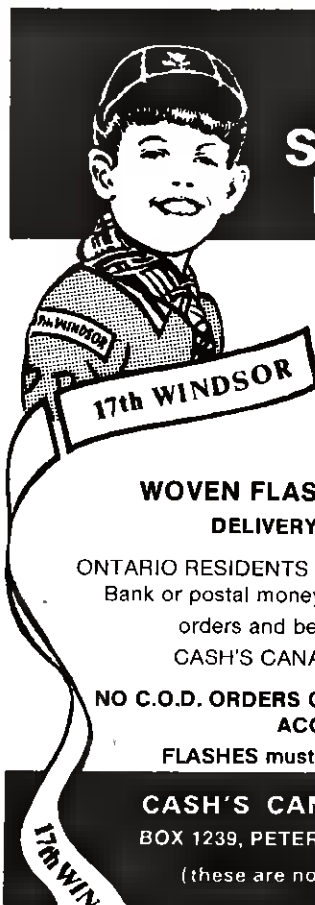
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