

FEBRUARY 1978 VOLUME 8, NUMBER 6

the leader



Knights of Old



Most Beaver leaders should by now be aware that Feb. 19-26 is Scout-Guide week and that Feb. 22 is the Founder's birthday. It is the time of year when many in Scouting take a look at the historical development of our Movement as well as the life of B.-P., our Founder.

While the Beaver section is the newest addition to the Scouting family celebration, Beavers too should join in and share in the family spirit that permeates the entire Scouting Movement.

As part of Scout Week activities you might want to tell your Beavers

something about the life of Baden-Powell and the beginnings of Scouting. Section I of your Beaver Leaders' Handbook briefly touches on these topics. For a more detailed account you could obtain a copy of "B.-P.'s Life in Pictures," a colourful comic book style history of the life of our Founder. These are available from Scout Shops for 59¢ (Cat. #20-406). If your budget can stand it you might want to acquire a number of these to send home so that parents could read them to their boys. Your white tailed Beavers may even be able to do some of the reading themselves.

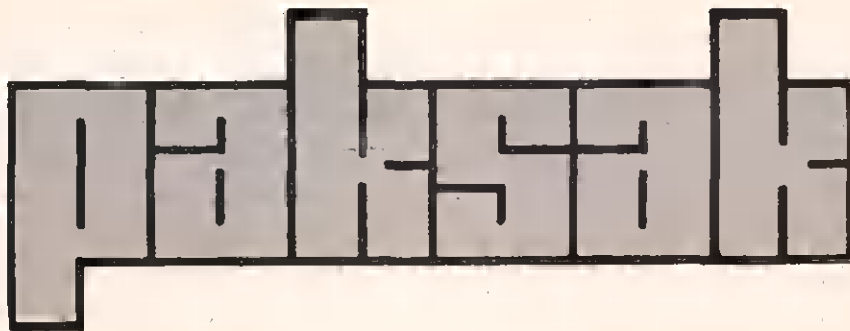
Another important thing for Beavers to learn about is the total Scouting family. If you have a Keo as part of your leadership team they probably already know something about Cubs but you can tell them something about Scouts, Venturers and Rovers. Or you could have a leader, or better still a boy from one or more of the other sections visit and talk to your Beavers. If your group holds a church parade, an-

other typical Scout week activity, this too can help foster a sense of family. The Guiding Movement should not be forgotten either.

Father and son banquets are another common Scout Week activity in which members from all sections in a group normally take part. Beavers too should be given this opportunity if such events are being held.

Your Beavers should also be made aware that they belong to an organization that is not restricted to your local colony or even to Canada but is truly a worldwide brotherhood. In fact there are approximately 15 million members of the Scouting family around the world.

While not all Scouting organizations have Beavers, or a similar program for this age group, many are keeping a close eye on the successful growth of our section in Canada and some are beginning to experiment with their own. (See *Beaver Happenings* Nov. 76 and Aug./Sept. 77). X



Bob Butcher

To quote B.P.&P. Camping Policy: "Boy Scouts of Canada believes:

- that the outdoors provides an ideal setting for personal growth and recreation;
- that responsible citizenship imposes upon man an increasing obligation to live in harmony with his natural environment.

Because of these beliefs, camping and outdoor activities are essential parts of the programs".

For many years now Cub leaders have been taught to accept the a) statement. Most of us have heard expressions such as "Put the *OUT* in *SCOUTING*" or "*OUTING* spells three quarters of *SCOUTING*"

But what about the b) statement? In recent years Scouting people have begun to recognize their "increasing obligation to live in harmony with the natural environment". The Calgary Regional Council, for example has developed a special "**Live in Harmony with the Environment**" program. Boy leaders (including sixers) and adult leaders (including Cub leaders) can take part in special training courses emphasizing this theme. In

fact adult leaders are expected to take the courses as part of their Wood Badge training.

We have decided to give "Living in Harmony" a new emphasis in Cubbing at the National level too and, in the future, watch for more attention being given to this theme.

In the meantime why not discuss with other leaders in your pack what "Living in Harmony" means to you. Try to evaluate your outdoor activities in terms of how they reflect our current Camping policy. Consider giving special attention to the World Conservation badge. Explore what implications this theme may have for the pursuit of the Woodsman badge, the Observer badge and the Black star. Think of what implications this could have for your spring or summer camp or a Saturday outing.

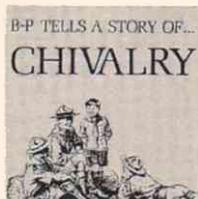
As you begin to increase your awareness of "Living in Harmony" share your ideas and your activities with me so that we can use them in future Paksak's and Cub articles.

Let's all contribute an increased effort to make Cubbing an experience of "Living in harmony with the natural environment." X

the leader

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Editorial and
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COVER

This month we begin a three part series of articles on a theme to stir the blood of boys of all ages — **Knights of Old** — which we hope will make a good basis for part of your programming over a two or three month period. Read what B.-P. has to say, too, on the subject of chivalry, in our special reprint of some of the Founder's thoughts, from *Scouting For Boys*.

supply services news

by Bill Johnson

Chief Scout's Award

A new, more distinctive Chief Scout's Award has been developed and is now available at your Council Office. The new badge is quite a bit larger and bears the words "Chief Scout's Award".

The old badge had a tendency to come apart when it was washed because of the extensive embroidery. This problem has now been overcome and members who have had trouble with the old one may wish to purchase this new design.

Catalogue #02-310 \$1.00

Have you ever walked down the hall to Supply Services in National Headquarters and noticed the hundreds of **crests** on the walls? And have you ever wondered why your district or group badge is not up there, or a crest from a favourite camp activity? It's probably because no one has thought to send us one. If you would like your crest on display for all to see, send it into Supply Services and we will be glad to put it on show.

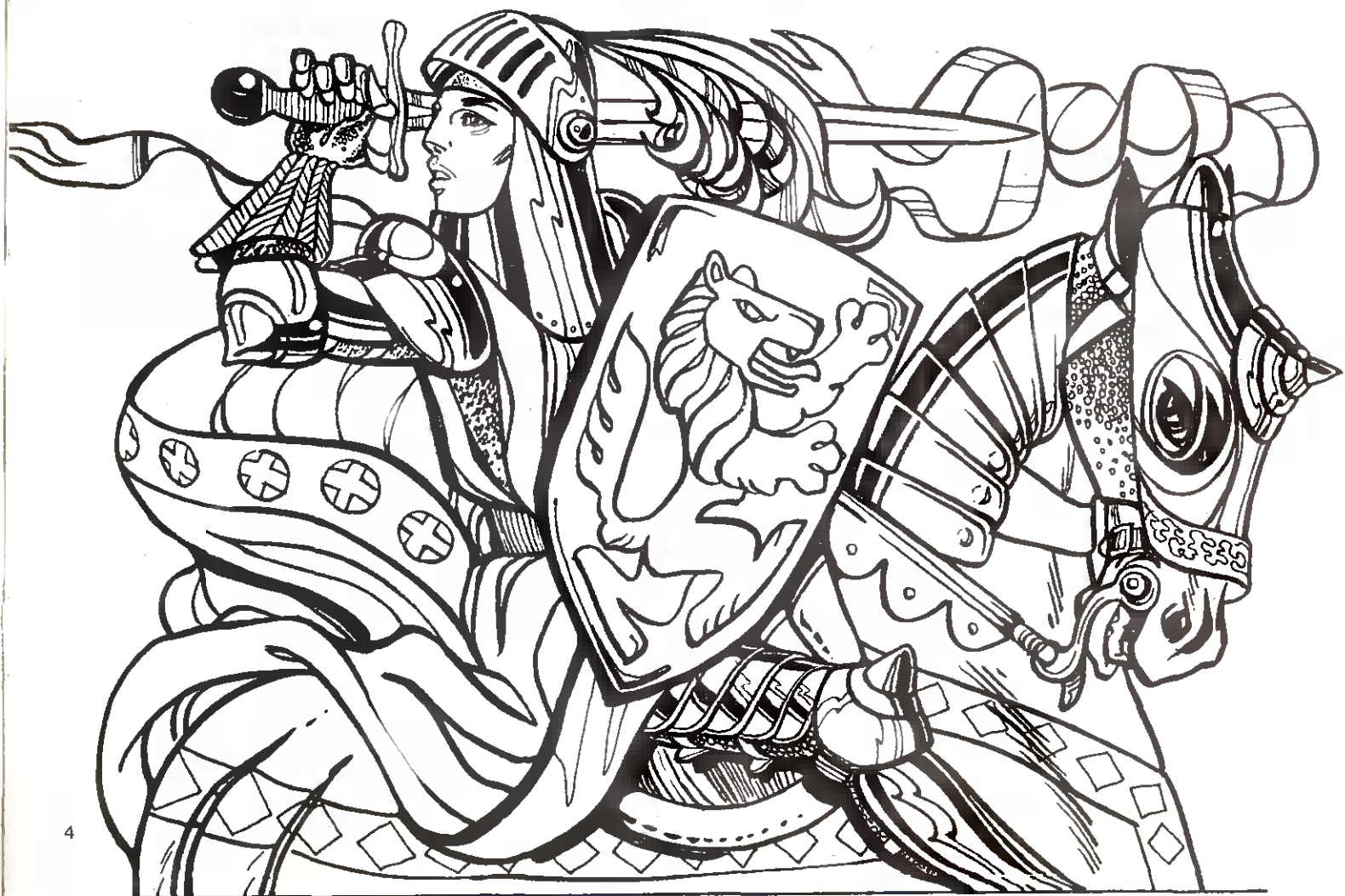
While we are on the subject of writing to Supply Services, we are starting to think about the production of the **1978/79 Supply Services catalogue** and would welcome any comments you may have about it. What do you think about the centre-fold? Do you find the catalogue colourful and easy to read? Do you find it easy to locate items? Send in your constructive comments — we would appreciate them.

Camping season is not far off and we encourage leaders to think about the equipment and supplies they will need. Many of our Scout shops carry a wide range of **camping equipment** at competitive prices. If they don't have exactly what you want they may be able to get it for you. Give them a chance to help you with all your camping needs. X

THE CANADIAN LEADER magazine is published monthly except for combined issues of June/July and August/September by Canyouth Publications Ltd., P.O. Box 5112, Stn. 'F', Ottawa, K2C 3H4. Enquiries concerning subscriptions, advertising or editorial should be directed to this address, attention the Editor. Second class mail registration number 2405. Yearly subscription price to registered members, Boy Scouts of Canada, \$2.00; Others, \$5.00; Outside Canada, \$7.00. Recommended by Boy Scouts of Canada.

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ISSN 0036-9462



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Knights of Old

by Betty Rapkins

There is nothing that can stir the blood like a good story, or movie, about the days when knighthood was in bloom. You need only mention King Arthur and his famous Round Table and immediately visions of gallant men in full armour, doing battle with fiery dragons; beautiful damsels being rescued; jousting tournaments; flashing swords; castles and colourful coats of arms and banners come to mind.

Such visions are not necessarily confined to the young but certainly boys of Cub and Scout age are especially imaginative and have no problem in putting themselves into the saddle of a charger or in one of the chairs at the Round Table.

The Knights of Old theme, with its tales of courage, chivalry and high ideals, has many parallels to our own traditions in Scouting: It can provide many hours of fun for your boys and is one theme that can become part of your programming over a two or three month period. In fact, to do the job properly, this amount of time is really needed.

It is important that the parents of your boys become involved at the very beginning because they should work with their sons, in reading stories about this period

in history and legend, and in making costumes and helping to provide other support material.

It is our aim, in this and subsequent articles, to furnish as much background material as possible and to provide ideas for crafts, games, costumes, etc., as a basis for your own group's research and imagination.

And while we have suggested that boys in the Cub and Scout age groups may find this theme particularly enjoyable, there is no real age limit to its appeal. It could easily fire young Beavers to try their hand at making model cardboard or balsa wood swords and shields — or even give Rovers and Venturers some ideas for tests of skill: it is interesting to note that mock jousting, for example, is considered by Hollywood stuntmen to be among the hardest tricks they are called upon to do, without actually damaging themselves in the process!

So, to set the scene, let us first of all consider some of the possibilities inherent in a "Knights of Old" theme.

What do we know of the history?

I suppose, if the subject of knights of old should crop up, we'd all have a few vague ideas about King Arthur, Sir Lancelot, the Age of Chivalry and the Round Table.

If we have ever read *Le Morte Darthur* by Sir Thomas Mallory, then we will know something of the wonderful stories of adventure and chivalry surrounding this legendary king. But for most of us, the picture is hazy. Was there a King Arthur? What exactly is the story of "Excalibur"? Was there really a Round Table? So let us try to find the answers to some of these questions and in so doing provide the basis of some stories to tell to your boys.

King Arthur

Some say that King Arthur was just a legendary character but, in fact, there probably was a real king of this name, in Britain in the early A.D. 500's. It was during this period of history that the Anglo-Saxons took over from the Roman civilization in Britain and established the English race and nation. At first they were pagan people but, towards the very end of the sixth century they were converted to Christianity and began to prosper. Craftsmanship was encouraged and a love of the arts, particularly literature and music. And so, perhaps from about this time, the stories began to be gathered and passed down by word of mouth, about "a wonderful king of long ago".

If you have ever played the game of "Whispers" with your boys - in which a message is whispered from one boy to the next all around the circle - then you will know that the sentence the last boy receives is a far cry from the original message. Thus it can readily be imagined that, as stories of King Arthur were handed down from generation to generation, brave deeds were embroidered and a dash of magic added.

According to the legends passed down to us at the present time, King Arthur was the son of a Cornish king, but was raised by one of the king's barons, who did not tell him of his royal ancestry. The land was in turmoil with many princes fighting over who should rule the whole of Britain but the problem was resolved with the aid of a magic sword.

Excalibur

It was said that whichever prince could draw the

magic sword "Excalibur" from the stone in which it was embedded, then he was the rightful king. One by one the princes advanced and tugged at the sword. But not one inch would it budge. And then something prompted young Arthur, a commoner as far as anyone knew, to step forward and take his turn. We can imagine the knights frowning grimly and muttering to themselves about "this young upstart, giving himself such airs!" Pale but determined, the boy seized the mighty sword by its jewelled hilt and lo, it slid easily from the stone!

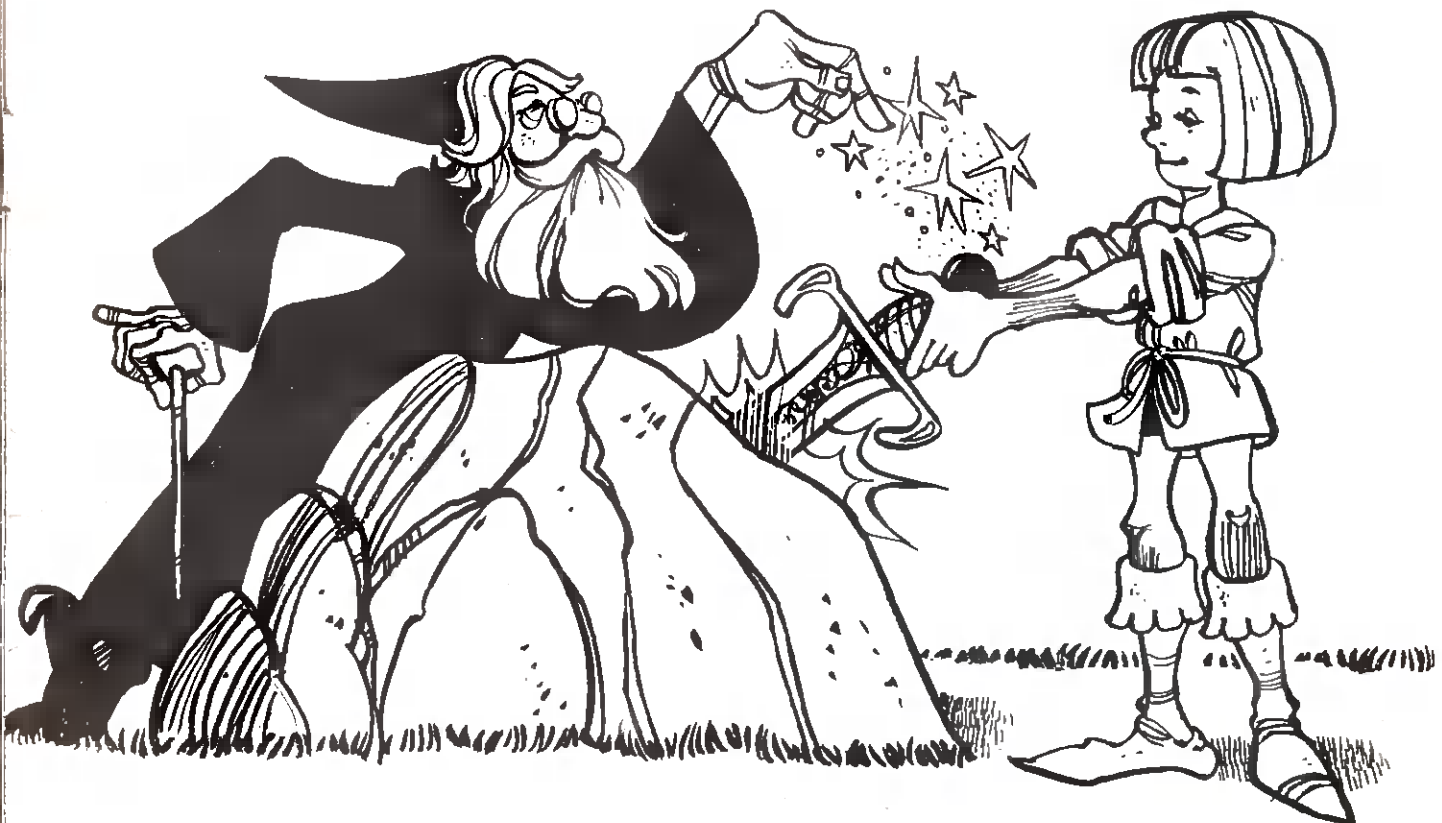
There were doubtless jeers of disbelief from the astonished princes and comments to the effect that all their prior pulling had loosened the sword anyway. Calmly, we are told, he slid it again into the rock and stepped back. Forward dashed some of the strongest princes, jostling each other aside, certain they could now be the first to loosen it. The sword did not budge until, once again, Arthur pulled it free and became their king.

Another legend tells us that the Lady of the Lake rose up out of the waters and handed him the sword and that, upon his death, one of his knights flung it back into the lake. Whereupon a strange hand rose up out of the water and drew the sword below. After which it was never seen again.

What wonderful pictures these stories conjure up and what an interesting subject the sword might be, to introduce your younger boys to our theme. Perhaps they might like to draw, or paint, a picture of Excalibur. Or, as we'll show you later, they might create a sword to wear or to decorate their meeting place. And later we shall also hear of another magic sword, used by St. George to slay the dragon.

The Round Table

Because the knights of King Arthur's court were a brave, tough bunch but rather inclined - like some young boys I'm sure we can all think of - to break out into fights and scuffles among themselves, the king wisely decided to have built a marvellous circular table so that no-one could argue about who should sit at the



head of it. Again, legends vary regarding the size of the table, and how many it seated. Some versions say that it could seat 50 men, some mention 150, and some even quote 1,600. One medieval illuminated manuscript suggests that it consisted of a number of smaller tables, or sections, set up around the room with space for pages and servants to move around in the middle. This seems quite probable if many knights were to be seated and particularly if, as seems likely, the table had to be dismantled and carried from place to place, in time of battle.

At Winchester, in England, on the other hand, there is, hanging on the wall of the Assizes, a vast table top, all of a piece but decorated in sections, which purports to be the original Round Table.

One interesting story suggests that a place was always left empty in memory of Judas' seat at the Last Supper. It was reserved for a knight who, being totally pure and free from evil, would one day find the Holy Grail.

The Holy Grail

According to medieval legend, the Holy Grail was the cup used by Jesus at the Last Supper. But even back in pagan times, the Celtic people told of a magic cup which would always provide drink for the needy. Doubtless the two stories became entwined and in the legends of the search for the Grail, King Arthur's knights saw it, in a vision, suspended in the air, at his castle. After many dangerous adventures, Sir Galahad with the aid of two other pure knights, Sir Perceval and Sir Bors, found the miraculous cup which, at the death of Sir Galahad, rose into heaven, never to be seen again.

The Knights

We have mentioned some of the knights, and in particular Sir Galahad, because he has always been considered the noblest knight of all. You might like to get your boys to track down Alfred, Lord Tennyson's poem *Sir Galahad*, to learn more about him. In Tennyson's *Idylls of the King* he enters heaven via a marvellous bridge of flames. Another splendid pictorial theme, here, for younger boys to draw or paint.

Sir Lancelot, on the other hand, while the best of all the knights in battle, was considered a more sinful man, because of his great love for King Arthur's wife Guinevere. This romance ended sadly for all those involved, and eventually brought about the end of the knights' strong circle of brotherhood.

St. George and the Dragon

Another story, featuring a magic sword, is that of St. George and the dragon. A visit to your local library will produce stories of this, and of King Arthur's knights, to read to your boys and to serve as background material to the many ideas we hope to bring you in this and two further articles, for planning a comprehensive "Knights of Old" program.

According to one legend, St. George used his magic sword to save a king's daughter who was about to be sacrificed to a fiery dragon. St. George, who was in fact an early Christian martyr, was so highly venerated by the English Crusaders — another famous bunch of knights — that he was made the patron saint of England.

Since then, wonderful, fanciful tales of his bravery have been woven into legend and the red cross of St. George, on a white background, was worn by those early soldiers. It has since become a major part of the British Union Flag and might serve to introduce the subject of flags in general, and their history, to your boys.

Many splendid pictures of dragons have been painted and engraved through the ages — large, scaly, monsters striking terror into the hearts of all who see them — perhaps based on the very earliest word-of-mouth tales of pre-historic monsters.

There are lots of ideas here for your boys to take up. They might like to collect as many pictures of dragons as they can find in magazines, or on postcard reproductions of famous paintings obtainable from art shops and museums. Or how about a trip to a museum specializing in pre-historic monsters, so that the boys could decide for themselves which of those strange, early creatures most resemble dragons? Chinese celebrations often include parades in which several young men climb inside a long paper dragon which then weaves its fearful way through the streets. Could your group create a large paper dragon? And could they then enter it in a local parade? Or stage a re-enactment of the St. George story, complete with dashing white charger and swooning princess, for your own group's entertainment?

THE PROGRAM

With these ideas formulating in the backs of our minds, now is the time to set about planning our program, over a two or three month period, so that it culminates in a splendid "Knights of Old" day or evening, complete with parents and guests.

Start with Stories

Tell your boys about King Arthur, Excalibur and Merlin and find out how much they know. Whet their appetites to learn more of dragons and magic swords, of knights and jousting. Send them away from your next meeting, keen to find out more. Start scrap books. Suggest they look for suitable pictures in magazines. Ask them to bring any books they have on the subject to share with the group. Let the older ones read out aloud any especially exciting passages which they find stirring. Collect all the information and pictures you can, so that when they come to the costume making and decorations, they have lots of research material to work from.

Plan Ahead

Decide on a date to hold your final special meeting. What form will it take? Could it be a summer Saturday, an all day, out-of-doors occasion? Or will it be an evening meeting, indoors or out?

What entertainment will it include? Could there be a tournament with many trials of strength and skill? Would a medieval banquet be part of the occasion? Will the boys be reading stories aloud and acting out plays and skits of dragon-slaying and related themes of chivalry? Will Merlin appear and present a display of magic? Or perhaps a court jester might come cart-wheeling in, to amuse the guests with jokes and stunts and tumbling displays. And how about wandering minstrels, with everyone joining in for a final sing-song?

Make It Colourful

When that special day comes, you will want it to seem as realistic as possible. Well in advance, start the boys making costumes and planning decorations.

Indoors — it could consist of tables set all around the hall in an open circle, with a space left for the entertainers, caterers, announcers etc., to enter the circle and perform in the centre. Shields, weapons, brass rubbings,

"tapestries" and other related decorations could festoon the walls.

Outside — presents all sorts of possibilities: a good sized field, perhaps, with draped and decorated tents? A raised, arras-hung table for King Arthur and his most important guests and attendants, affording a good view of the tournament. At the entrance to the field, the suggestion of a castle gateway with "drawbridge" for visitors to cross. Lots of flags and heraldic devices strung between striped and garlanded poles. Benches or bales of straw to sit on, stalls selling hot "possets" and other medieval goodies to eat and drink. Hurdy gurdy music, hot baked chestnuts, an outdoor "ox-roast", craft stalls and jugglers and all the fun of the fair.

All of which may seem a little overwhelming to begin with but can be managed smoothly with a well thought out plan of attack.

There is plenty of scope here for including Beavers, Cubs, Scouts, Rovers and Venturers, so a get-together of all local Scouting leaders will ensure that the workload is spread according to talents and abilities.

For example, **Beavers** would make good pages to the older knights. They can make lots of things to wear themselves and to help with the overall decorations.

Cubs are at an especially imaginative stage in their lives. Let them create knights' costumes, horses, dragons, games, magic tricks, "medieval recipes" and skits.

Scouts too, have great creative potential for all these things. Perhaps a pre-arranged magic competition might produce a really good Merlin who could put on his own special display of wizardry on the great day.

Rovers and Venturers might provide some realistic jousting — with real acrobatic displays and horse-riding tournaments included perhaps, if their talents lie in that direction. They might also become King Arthur and his most senior knights for the occasion — with one or two sisters or Guides roped in as Queen Guinevere and her ladies in waiting.

Our master plan, then, should incorporate as many people as possible and should swing into action as soon as they can all be got together.

THE MASTER PLAN

1. Call a leaders' meeting.
2. Set the date and book the hall or field.
3. Get the boys interested via stories, questions, discussions, etc. Arrange trips to museums. Have a speaker come and give a talk on heraldry, flags, etc.
4. Plan your publicity.
5. Start gathering up resource material.
6. Involve parents as much as possible.
7. Plan a series of craft and rehearsal evenings or set aside time at each meeting for preparation and discussion.
8. Post up a "count-down" timetable so that everyone knows what they are doing and when.
9. Have fun! X

Next month: We will start to give some practical suggestions on how to make costumes, swords and heraldic emblems and in a future article we shall suggest games and other ideas for the big day.

BETTY RAPKINS is our tall, enthusiastic assistant editor. She is married, with two children, and lists her interests as just about everything but especially crafts, conversation and exploring the countryside.



Knights of Dore

The Knight's Code

Be Always Ready with your armor on, except when you are taking your rest at night.

Defend the poor and help them that cannot defend themselves.

Do Nothing To Hurt or offend anyone else.

Be Prepared to fight in the defense of your country.

At Whatever you are working, try to win honor and a name for honesty.

Never break your promise.

Maintain The Honor of your country with your life. Rather die honestly than live shamelessly.

Chivalry Requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace; and **Do Good Unto Others.**



B-P TELLS A STORY OF... CHIVALRY



Our Readership Questionnaire emphasized the fact that many, many people want stories to tell their boys - and especially stories from the writings of B.-P. We feel it appropriate this month, as we begin our "Knights of Old" series, that we let you hear some of the Founder's thoughts on chivalry to others from the book that started it all, *Scouting For Boys*, circa 1908.

CHIVALRY TO OTHERS

"In days of old, when knights were bold", it must have been a fine sight to see one of these steel-clad horsemen come riding through the dark green woods in his shining armour, with shield and lance and waving plumes, bestriding his gallant war-horse, strong to bear its load, and full of fire to charge upon an enemy. And near him rode his squire — a young man, his assistant and companion, who would some day become a knight.

Behind him rode his group, or patrol, of men-at-arms — stout, hearty warriors, ready to follow their knight to the gates of death if need be. They were the tough yeomen of the old days, who won so many fine fights for their country through their pluck and loyal devotion to their knights.

In peace time, when there was no fighting to be done, the knight would daily ride about looking for a chance of doing a good turn to any needing help, especially a woman or child who might be in distress. When engaged in thus doing good turns, he was called a "Knight Errant". The men of his patrol naturally acted in the same way as their leader, and a man-at-arms was always equally ready to help the distressed with his strong right arm.

The knights of old were the patrol leaders of the nation, and the men-at-arms were the Scouts.

You patrol leaders and Scouts are therefore very like the knights and their retainers, especially if you keep your honour ever before you, and do your best to help other people who are in trouble or who want assistance. Your motto is "Be Prepared" to do this, and the motto of the knights was a similar one, "Be Always Ready" . . .

SELF-SACRIFICE

One of the finest examples of self-sacrifice was the action of Captain Lawrence Oates, who was on Scott's Last Expedition to the South Pole.

The little party of men had reached the Pole on January 18th, 1912, to find to their bitter disappointment that the Norwegian explorer, Roald Amundsen, had been there ahead of them, only a few weeks before.

On the return journey the party suffered great hardships from intense cold and terrible weather. The men became weaker and weaker. One of them, Petty Officer Evans, died.

Then Oates became badly frost-bitten in hands and feet, and he realized that he was becoming a burden on the others.

This is what Captain Scott wrote of him, "He has borne intense suffering for weeks without complaint, and to the very last was able and willing to discuss outside subjects. He did not — would not — give up hope till the very end. He was a brave soul. This was the end. He slept through the night before last, hoping not to wake; but he woke in the morning — yesterday. It was blowing a blizzard. He said, 'I am just going outside and may be some time.' He went out into the blizzard and we have not seen him since . . . We knew that Oates was walking to his death, but though we tried to dissuade him, we knew it was the act of a brave man and an English gentleman."



Captain Lawrence Oates proved himself a man of great courage on Scott's Last Expedition to the South Pole. He sacrificed himself so that his comrades might live.

Boys, too, can show just the same spirit.

A lad of eighteen named Currie saw a little girl playing on a railway line at Clydebank in front of an approaching train. He tried to rescue her, but he was lame from an injury he had suffered at football, and it delayed him in getting her clear. The train knocked both of them over, and both were killed.

But Currie's gallant attempt is a true example of chivalry. It was sacrifice of himself in the attempt to save a child.

Thousands of cases of gallantry in saving life by Scouts have occurred.

KINDNESS

"Kindness and gentleness are great virtues", says an old Spanish proverb. And another says, "Oblige without regarding whom you oblige", which means be kind to anyone, great or small, rich or poor.

The great point about a knight was that he was always doing kindnesses or good turns to people. His idea was that everyone must die, but you should make up your mind that before your time comes you will do something good. Therefore do it at once, for you never know when you may be going off.

So, with the Scouts, it has been made one of our promises that we help other people at all times. It does not matter how small that good turn may be, if it only be to help an old woman lift her bundle, or to guide a child across a crowded street, or to put a coin in the poor-box.

Something good ought to be done each day of your life. Start today to carry out this rule, and never forget



A Scout does everything he can to help others, especially old people and children. He does at least one Good Turn a day.

it during the remaining days of your life. Remember the knot in your neckerchief and on your Scout badge - they are reminders to you to do a Good Turn. And do your good turn not only to your friends, but to strangers as well.

FRIENDLINESS

The great difference between bushmen and a stay-at-home city-dweller is that the first is in shirt-sleeves while the other is buttoned up in his coat. The bushman is open and cheery with everybody at once, while the city person is rather inclined to shut himself up from his neighbours inside his coat, and takes a deal of drawing out before he becomes friendly. The free, open-air, shirt-sleeve habits of the man of the woods or the open spaces do away with this, and life becomes much more pleasant to everybody all round.

A Boy Scout should remember that he is like Kim, the "friend of all the world". But don't let your friendliness lead you into the foolery of throwing away your hard-earned savings in standing treat to your friends.

Our Scout Law says: "A Scout is a friend to all and a brother to every other Scout." This has shown itself very much when our Jamborees have brought thousands of Scouts together from many different nations. The boys have found out that though they come from different countries they are after all very much alike in their tastes and amusements and that they can be jolly good friends with each other.

I want you Scouts to keep up that friendship and to make it wider and stronger. You can do this by writing to your Brother Scouts abroad and visiting them or by getting them to visit you in camp.

It will be fun for you and fun for them. But better than



A Scout is a "friend to all the world" and "a brother to every other Scout". "The way to have a friend is to be one."

that it will be making friendships between you, so that if difficulties should arise later on between the different countries they will not at once want to go to war, but will talk things over as friends and see how to come to agreement without the cruel and unfair test of fighting.

COURTESY TO WOMEN

The knights of old were particularly attentive in respect and courtesy to women.

Sir Nigel Loring in Conan Doyle's *The White Company* is a type of chivalrous knight of the old times. Although very small, and half blind from some lime which an enemy had thrown in his eyes very early in his career, he was an exceedingly brave man, and at the same time very humble, and very helpful to others.

But, above all things, he revered women. He had a big, plain lady as his wife, but he always upheld her beauty and virtue, and was ready to fight anybody who doubted him. Then with poor women, old or young, he was always courteous and helpful. And that is how a Scout should act.

King Arthur, who made the rules of chivalry, was himself chivalrous to women. One day a girl rushed into his hall crying for help. Her hair was streaming and smeared with mud, her arms were torn with brambles, and she was dressed in rags. She had been ill-treated by a band of robbers who roved the country, doing all the harm they could. When he heard her tale, King Arthur sprang to his horse and rode off himself to the robbers' cave, and, even at the risk of his own life, he fought and defeated them, so that they could no more trouble his people

THANKS

And, look here! Here is a very important bit of courtesy that is too often forgotten, but which a true Scout will never omit, and that is to *thank* for any kindness you receive. *A present is not yours till you have thanked for it.* You have not finished your camp, even if you have packed up your kit and cleaned up the ground, until you have thanked the owner for the use of it and have thanked God for giving you a good time.

PATROL PRACTICES IN CHIVALRY

The patrol leader can do much to encourage the Good Turn by referring to it at opportune moments (don't overdo it!), and by occasionally asking the Scouts what Good Turns they have done lately. When out with his patrol, he can suggest opportunities for individual and patrol Good Turns. But remember:

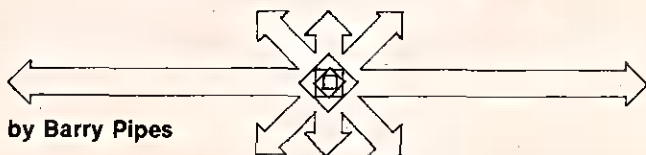
IT IS THE PATROL LEADER'S OWN EXAMPLE THAT COUNTS MOST.

Make each Scout tie a knot in his neckerchief every morning as a reminder to carry his idea of doing a good turn every day, till it becomes a habit with him.

Talk over some of the many good turns a boy can do in his daily life: sprinkle sand on a frozen road where someone is liable to slip - remove orange or banana skins from the pavement, as they are apt to throw people down - help old people - help to keep the streets clean by removing scraps of paper. THEN DO SOME OF THEM!

Have a Scout bring in a boy who is a total stranger, as his guest for the evening to play games, hear camp yarns, and so on. X

JAMAICA BOUND



"Jam-jam-jam-jam-jamboree — Caribbean Jamboree-ee!"

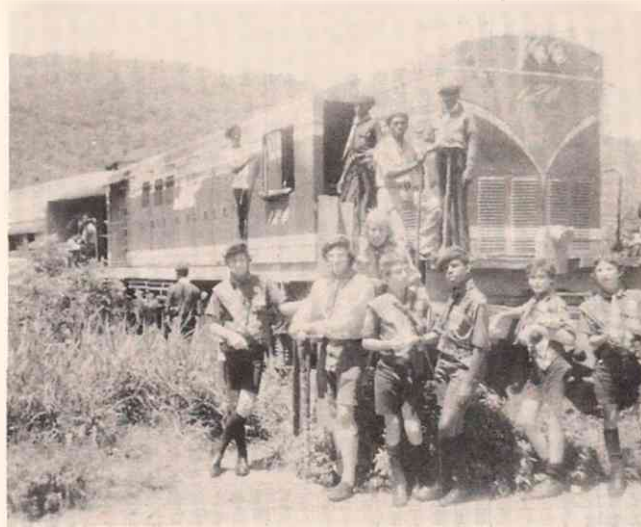
As the song rang through the departure area of Air Jamaica at Kingston Airport, one would have thought this was a group of Scouts on their way to a jamboree. But no — this was the Canadian Scout contingent preparing to board their return flight to Toronto — on their way home, yet still full of the spirit of the 6th Caribbean Jamboree that had just ended. Our 17 Canadian voices carried on with more verses of the jamboree song, much to the astonishment of not only the people in the airport, but also the Jamaican Scouter Noel Scott, Jamboree Deputy Camp Chief, who had come with us to the airport to bid farewell.

It all goes back to April, when Jim Shaw, the contingent leader and a deputy regional commissioner in Greater Toronto Region, met his assistant leaders, Martin Jogi and myself, together with the 14 Toronto boys who had applied to attend the 6th Caribbean Jamboree in Jamaica. As we sized each other up, while hearing some preliminary details from Scouter Jim, little did we realize the full extent of the Jamaican adventure that awaited us in August — nor did we realize the bond of friendship that was to be forged between the various members of our contingent and other Scouts and Scouters from the Caribbean area.

Several other planning get-togethers were held and at last we were all set. It was a wet Friday morning, August 5, as we all gathered together at Toronto International Airport, ready to fly down to Kingston, Jamaica — where we hoped the sun would be shining. The flight was uneventful, the reception committee of Dr. Edward Lee and Louise Thomas whisked us through the Jamaican Customs and Immigration authorities in a flash — and then it started to rain!

With our gear loaded on to a truck, we boarded a bus and came face to face with another contingent on their way to the Jamboree — a small group of Sea Scouts from the Turks and Caicos Islands in the Caribbean. As neither group knew much about each other's home lands, conversations were soon started, as the bus climbed into the foothills behind Kingston, where the Jamboree site was located on the campus grounds of The University of The West Indies.

After being photographed for our I.D. cards, we marched over to our site in one of the sub-camps, under the curious gaze of hundreds of Caribbean Scouts who had been working furiously erecting tents, building perimeter fences, gateways and all shapes and sizes of gadgets. A great pile of long bamboo poles in the sub-



camp was slowly decreasing in size as Scouts continued to draw on this supply to turn each troop site into a comfortable Jamboree home.

It bears special mention that Jamaican Scouts are second to none when it comes to bamboo gadgetry. They made any number of ingenious kitchen racks, benches, tables, clothes hangers and other articles for storing, hanging, racking and otherwise disposing of their troop gear — each carefully fashioned out of assorted lengths of the all-purpose bamboo. Incidentally, this is not the sort of bamboo cane seen in Canada for use in gardening activities, but 4 inch diameter cylindrical pieces that can be sliced lengthwise in halves or quarters as required.

We worked well into the night and then carried on the following morning to get our Canadian campsite into comfortable shape. Finally we had time to take stock of our surroundings and our immediate neighbours. On every side of us were troops from various parts of Jamaica — but we also had, as neighbours close by, the Barbados contingent and a small French speaking group from Martinique, flying the Tricolour of France. Not too far away could be seen the Stars and Stripes flying over the U.S. contingent, and a Dutch flag denoting the large group from Aruba, an island in the Netherlands Antilles. Elsewhere were Scouts from Trinidad, the Cayman Islands, Mexico, Venezuela and, as later arrivals — about 40 more Spanish-speaking boys from Ecuador.

The opening ceremony went off without a hitch under the watchful eyes of the Chief Scout of Jamaica, Governor-General Sir Florizel Glasspole and the Jamboree Camp Chief, Brigadier Dunstan Robinson. As the day progressed, some crest trading got under way. We Canadians were already settling down to tentative friendships with boys in the adjacent troop sites and, as we worked on our area, the perimeter fence usually included a number of Caribbean Scouts wanting to trade — or just talk. At the first sub-camp camp fire, we laid on a première performance of "Alouette" with multi-verses which became an instant hit with the Jamaicans — thereby doing our bit for Canadian unity. During this and subsequent camp fire sessions, several of our boys demonstrated their flair for leading songs — particularly Rover Bruce Wood (18th Willowdale Crew) and Venturer Joe Lee (10th Toronto Company).

On Monday the boys split into two groups. Most journeyed on an all-day special train excursion to Port Antonio on the Jamaica North Shore, while the remainder attended a Youth Forum at the University. The excursion



took us on single track line through the central part of Jamaica, lush with vegetation normally alien to us — sugar cane, banana trees, coconut palms, ackee fruit trees and the ever present bamboo groves. The train was delayed for about 2 hours just outside the mid-country town of Bog Walk, and before you could say "Be Prepared", the town was flowing with Scouts chewing on pieces of raw sugar cane and slurping "sky juice" which is crushed ice soaked in fruit syrup.

In the meantime, other boys from Canada were making a strong contribution at the Youth Forum under the stimulation of Queen's Venturer Andrew Armstrong (107th Toronto Company) who used his school debating skills to make strong points about the development of Scouting.

As the week progressed there were more trips — aboard a Coast Guard Cutter or around the Jamaica Defence Forces Air Wing — and a number of our boys joined with other Scouts in an overnight hike camp up into the Blue Mountains — from which they had an incredible view of Kingston, its harbour, and the surrounding South Shore of Jamaica, including the Jamboree site — all in miniature from the 3000 feet mountain top.

There were many visitors to the Jamboree during the week. Although normal visiting hours were 3 p.m. to 6 p.m. — there seemed to be crowds of visitors who came early and stayed late. Picture the Canadian Scouts over the open fire but under the critical eyes of a number of Jamaican local ladies who were very free with lots of advice on how to improve the meal. We also welcomed an almost continuous stream of Cubs, Guides and Brownies together with innumerable adult Scouters and Guiders.

Shortly after the Jamboree had opened, the festivities had been marred by the sad death of Sir Alexander Bustamente, a revered Jamaican statesman who had led the country into independence in 1962. His passing was marked throughout the remainder of the Jamboree by the lowering of each country's flag to half-mast. On Thursday, in addition, all Scouts participated in a grand march through the streets of Kingston in honour of Sir Alexander, before the eyes of hundreds of Jamaican citizens. Aside from some occasional skips to stay in step, the Canadian boys marched proudly and received a fair amount of applause from the onlookers as they passed. By the way, we had noticed the Jamaican Scouts back in camp going through quite a bit of foot drill, and we had to admit that they were particularly smart when marching in military-type formations.

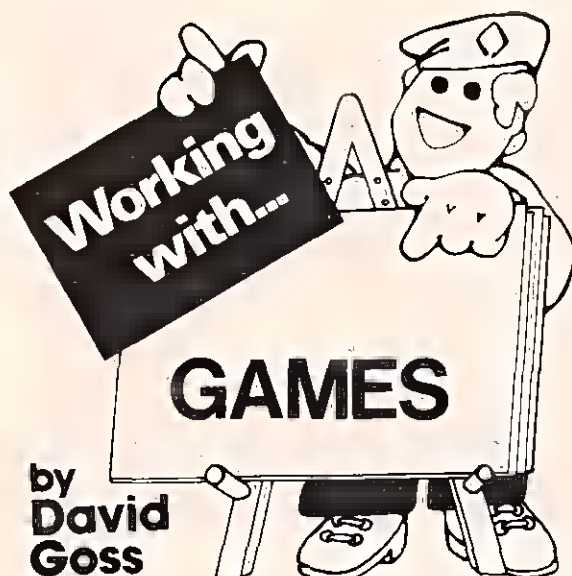
Thursday night was "Jamaica Night" and what a celebration it was! A large group of Jamaican entertainers gave a variety of thrilling performances on the arena stage. They included a lively reggae band and a host of singers, dancers, and assorted musicians that left the Caribbean Scouts "boogying" all over the camp.

In order to entertain our visitors we constructed a John Sweet pioneering gadget — namely the Abingdon Missile Launcher. Many Jamaican children, and indeed some adults, were lined up at each end of the launcher to have their turn at propelling the missile down the line. Saturday afternoon was Country Fair time. We had brought along with us a large amount of pancake mix and maple syrup and the cooks were kept busy handing out pancakes to a steady line-up of Jamboree Scouts. We were also able to sample the goodies being offered by other groups — the Jamaican ackee and salt-fish, the Cayman Islanders' turtle meat and bread fruit, and the Americans' banana fritters.

All too soon it was Saturday night and the closing ceremony. The flags were lowered and it was just about all over. With much regret we dismantled the distinctive Canadian gateway — a large bamboo replica of the Centennial symbol. This gate had been visible from a great distance in all directions and through the week had seemed to become a rallying point in our sub-camp. As we marched to the exit gate to embark on our transportation to the airport we knew that we would never forget the varied experiences of those Jamboree days. The Trinidadians, with their continuous and exuberant "jump ups"; the Aruba marching band and the Carnival they laid on at the final campfire; the highrise bamboo tower built by Jamaicans from Manchester District; the "twister" (miniature tornado) that whipped through the sub-camp one afternoon and threw a few tents thirty feet in the air; the rush of Jamaican hands to assist us when a high wind just about blew our gateway down.

And we will always remember all those super-friendly individuals who contributed to our enjoyment, such as Audrey in the Camp Store, Troop Scouters Rupert and Adrian, Sub Camp Chief Clifford, Commissioner Geoffrey Deane from Barbados, our Quartermaster Paul, and the ex-patriate Englishman Peter Whitely from Jamaica's Clarendon District, who contributed so much to a fine understanding between the Canadian and Jamaican Scouts.

As our Toronto-bound jet banked over Kingston harbour, we all looked down wistfully in remembrance of the exciting 10 days that had passed. X



I have a very talented friend who claims he couldn't write because everything he has to say has been said before.

When it comes to the topic of "Games", I know how he feels. There have been huge volumes written on the why's and wherefore's of games, and there are countless books and pamphlets on games themselves.

Although I have at least a dozen books on the subject in my personal library, I never pass a book store without looking at their latest books on games, stunts and party fun. And it is a rare book that doesn't have a new game, or a new idea for an old game, that isn't immediately written into my games notebook to be tried out at the next meeting.

In this way, over the years, I've developed a loose page notebook that contains over 200 games that I consider the best games available for our troop meetings. On occasion, I've also used some of these games for Girl Guides, Brownies, Sunday School classes, parties, Cubs and Beavers.

You will note I've said "the best games available for our troop meetings". What is best for me, and for the boys I work with, may not work at all for you. This is why I keep my games in a loose notebook arrangement. If the game doesn't work on the first try, you've room for a comment or two on what went wrong, and then when you try it again, your comments might help it to work. If it still doesn't work, the game should be filed away. (I'll leave the decision of where to file it, with you.)

Following are a selection of games from my games book. If one or two of these fit your needs, consider the time you spent reading this article well spent.

STEAM OFF GAMES — Games which expend a lot of energy. You need lots of these!

Bombardment — This game is best played within the confines of a badminton court or tennis court, and is described in that context here. Divide the troop into two teams with one team at each end of the hall in the courts. There is nobody in the centre area between the two courts. Three juice cans are placed on the furthest black line at the back of each court. The leader, at the centre (to the side) throws three tennis balls to each side, and the boys grab the balls and start tossing them at their opponents juice tin. First team to knock over three tins are the winners. Tins knocked over accidentally

are counted as "Hit" tins. Balls which roll into the central neutral area may be picked up by either team, but must only be thrown from the teams court area.

Master of the Ring — All players in a confined ring or court (like a badminton court) on the floor. The players hop on one foot, with one arm tucked behind their back. Everyone tries to bump everyone else so they lose balance or step outside the court area, with the last one to remain in the court being the winner. This is a quick game and can be played several times in 10 minutes.

Attention Twins — Two equal lines of boys in two opposing lines facing each other about 10 feet apart. The boys are numbered, with number 1 being the smallest, to the biggest, who receives your last number on each team. The leader calls out commands, which the numbered boys obey. First boy to complete the command is given a point for his team. You should have thirty commands written down, for example —

Boys number 1 — Go through number 7's legs

Boys number 2 — Have number 12 give you a piggy-back ride

Boys number 3 — Do six push ups.

RELAY GAMES

The Waiter — All relays basically follow this format. The boys are arranged in relay formation by patrol. The lead boy is given a paper plate on which three rubber balls (or tennis balls) are resting. With his hand under the plate, the boy runs to a marker 30' in front of him, imitating a waiter serving in a fancy restaurant. On his return, the second boy repeats the task. As a variation you can instruct the boy to change hands at the marker, or to return with the balls and plate on their heads.

7 Ways To Get There — Boys in relay formation, the leader asks them to choose 7 ways to get from their starting position to a marker 30' away. Boys confer and decide on such methods as walking, running backwards, doing cartwheels, crabwalk, wheelbarrow, crawling and hopping, so long as each boy chooses some different method of movement, for each boy in the patrol. Leader calls "Go" and the game is on. First to finish wins. As a variation, the leader can issue the 7 methods of movement prior to start of the game.

QUIET GAMES — Games which require concentration — not every boy is athletic.

Blow Football — Place a ping pong ball in the centre of a table. Station two boys at each end of the table with large soda straws in their mouths. On the signal, the boys blow through their straws and try to move the ball toward a goal on their opponents side. (Goal can be two coins set 5" apart.) If the ball is blown off the table, it is set back in the centre of the table by a referee. As this game requires lots of "wind" you can have six a side, the next two stepping up when the first two tire out. A cardboard edging on the table will improve the game.

Follow the Leader — The boys are in a circle, with "it" outside the room. One boy in the circle is chosen as the leader and initiates some action such as clapping hands, changing to stomping feet, changing to scratching his head. As the leader changes, the boys follow his direc-

tion. "It" returns to the circle and watches carefully to see who the leader of the action is. "It" has three guesses, or he pays a forfeit. The leader of the action becomes the next "it".

Animal Imitation — The boys are in a circle with "it" blindfolded in the centre of the circle. "It" points to one of the boys and says "dog". That boy then imitates a dog (or any animal named by "it"). "It" then tries to guess who the person doing the imitation is.

BLINDFOLD GAMES

Step Over — This is a good game on a parent night, as it produces lots of laughs. The boys are lined up in a relay formation. Between them and a wall 30' in front of them, a number of objects such as chairs, coats, ropes strung across the room, staffs, books, etc., are placed. The boys are asked to study the position of these objects, then place their scarves over their eyes and walk to the far wall without bumping into any object. Anyone touching an object stops where he is. The first person to reach the far wall successfully is the winner. Now the fun begins. Return the boys to relay formation. Rearrange the objects on the floor. Have the boys place their blindfolds over their eyes. Now, create a momentary diversion while someone gathers up all the objects. Then start the game. It will be quite hilarious watching the boys step over, around and under objects that don't exist.

Are Ye There? — Boys in a circle with two boys in the centre blindfolded. One of the boys has a rolled paper baton which he uses as a club. This player calls out "are ye there?" from time to time, and the other player must answer "right here". This is a signal for the player with the club to try and strike his opponent. The boys in the circle must not push those in the centre, but just act as a barrier.

GOOD STUNTS

Air Pilot Test — This is reported to be a test of balance given air pilots in the American Air Force. I can't vouch for that, but I can tell you this always goes over well. A candle is placed on the floor in a candleholder. A foot to the right you place a box of matches (the wooden type). Then, 18" beyond the candle, place a strong glass tumbler or a small flower pot, upside down. The boy participating stands on one foot on the flower pot, leans and picks up the matches, takes a match out of the box, strikes it on the box edge, then leans over and tries to light the candle without losing his balance. Only one lad in a dozen will succeed at this, but all will enjoy trying. Fair warning though; they will probably ask the leader to try, so practice or have an excuse ready.

Shadows — This is a good parent night activity. Hang a sheet over a doorway with a strong light behind it. Send a patrol of boys behind the door. On a signal each boy passes between the light and the sheet, as close to the sheet as possible. He may disguise his walking style, but make no other changes. The other boys try to guess who the shadow on the screen belongs to. As a variation, provide an old box of clothes, allow the boys to change their appearance somewhat, prior to their appearance on the screen.

Momentary Diversions — Sometimes, when the district commissioner or the pastor drops in for a chat, and you

need five minutes to talk, give your boys the following which you've had tucked away in your briefcase, typed on some file cards:

1. A verse to figure out — That that is is that
That is not is not is
Not that it is is
2. With three straight lines change this into a word
= aaaal
3. This is the way Mary signs her name. What is her name? $\frac{\text{Mary}}{2,100}$

Answers:

1. That, that is, is; that, that is not, is not. Is not that it? It is!
2. Adapt
3. Mary Overton

Of course you can only use this once, but there are many similar ones, or puzzles, riddles, etc., that make good emergency fillers.

ELIMINATION GAMES

Run the Gauntlet — Half of the boys are lined up at one end of the Hall, the other half split between the two sides of the hall, also against the wall. The boys at the side are provided with 6 tennis balls. The boys at the end of the hall run between the two side lines, as the boys at the side try to hit them below the knees with their tennis balls. Once the end boys reach the opposite wall, they re-group and run back to their starting position. After all are eliminated the positions are reversed. In a small troop the leaders can act as ball throwers and all boys run the gauntlet.

Last Man Across — The boys are in a line across one end of the hall. On a command they move to the opposite wall, with the last man to touch the wall being eliminated. Commands to move should be varied, such as — fast run, baby walk, walk backwards, crawl, piggyback ride with a friend, etc.

Selling Out — The boys are sitting in a straight line at one end of the hall. At the opposite end are a group of chairs with one less chair than the number of boys. The leader holds up some object to auction off, and the boys bid. When the leader has a satisfactory bid, he calls "Sold". This is the signal for the boys to stand, and run to try and get a chair at the opposite end of the room. If a boy does not get a chair he is eliminated. If the game is going too slowly, remove two or more chairs. This adds an element of surprise to the game.

OBSERVATION GAMES

Look Sharp — There are many observation games better than this one, but this one can be done on the spur of the moment, so it is included here. Patrol "A" faces Patrol "B", and looks over their uniform closely. Patrol "A" now faces away and each boy now makes three changes in his appearance. Upon facing Patrol "B" again, Patrol "A" members try to note the changes. Reverse the procedure and try again.

Sources — I can make no claim for the invention of these games, and I wish to thank the many un-named originators of these troop night diversions. I hope you will use them, as I have, in providing fun and in developing skill and sportsmanship in your group. X

Rover Jottings



by Doug Campbell

Rovers are a unique group of people who do some unique things. Once they set their mind to doing something they do it — and do it well. Following is an example of how a group of Rovers decided to improve the communications within their region.

"Rovering" magazine - Something for everyone.

Something borrowed and something new, has made a success of "Rovering", a magazine published by a group of Rovers in the Green Acres Region of Ontario.

The something borrowed is the idea of a centrefold gracing the inside pages, featuring attractive young ladies involved with the organization. However, morality officers are not needed to skim through the pages of "Rovering"; the ladies are much more modestly clothed than in other magazines which offer centrefolds.

The something new is the idea of the magazine itself; "Rovering is one of a kind".

Every two months a group of ambitious young adults gather together to print another issue of their unique magazine. For five hours the press turns as these Rovers work to put it all together.

The magazine has an input from Rovers ranging from as far away as Mexico; and several centres in the United States, and soon will be a Canada-wide publication as well. Almost 300 subscribers now enjoy each issue of "Rovering".

With the establishment of the magazine in 1972, (then only a set of regional reports), the need still existed for better communications. One of the biggest beefs, was that Rovers knew of little else happening within the Scout Movement, and particularly the Rover section. This magazine is helping to bridge this gap, and its staff members look for a bright future for the magazine. In 1976 "Rovering" underwent its first significant change; from a newsletter to a magazine. And with all the new changes came a marked increase in readership. Subscriptions jumped from about 60 to almost 300 within a year.

Incoming articles have increased also, as the editor now receives many letters from Rovers, Scouting people, and the general public. Some have offered a critical eye. Many letters have suggested the quality of the magazine had to be improved. And so, the editor and his staff have taken the criticism to heart, improving the magazine greatly in the last six months.

Content of the magazine ranges from news of upcoming events to candid interviews, tips on camping, motorcycles, and of course, the Moot Miss, a regular centrefold.

Magazine staff members anticipate continued growth in their publication, as more Rovers get involved. True Rover tradition is evident in the unfolding pages of "Rovering" magazine.

"Rovering" is the only publication of its kind in Canada and plans call for the extending of the staff to a wider geographical area, getting more groups involved.

Subscriptions are available at a cost of \$3.00 per year.

Drop a line to:

"Rovering"
Box 811,
Cambridge, Ontario
N1R 5W6



Editor Tony Wallbank



They like what they see

In Reply to a Concerned Rover

Last May The Canadian **Leader** ran a letter signed "Concerned Rover Group". The following letter is written by a Rover from British Columbia in answer to that letter.

"It's not that I disagree with 'A Concerned Rover', (last District Newsletter) but some of his ideas strike a blow to my eighth and final year as a Rover. (Rovering is the longest time a person can stay in a section of the Scouting Movement.)

"It is true that Rovers are seldom heard of and of course in some parts of Canada the population is decreasing. It is also true that Rovers act as troop Scouters, district personnel, community resource teams, as well as Search and Rescue Clubs and countless other organizations helping the public; however too many important activities directly related to Rovering were not explained to the outside Scouter.

"You can't do away with Rovering! It is not a physical thing or a machine that can be destroyed. Formally, it is a *feeling* amongst young people to *work, live and act responsibly* under the rules set by *their* specific Rover crew. The actual members may grow older, some may move or get married *but* the Spirit of Rovering will always remain. It may take ten years to build the crew up again but somewhere it will build and Rovering will remain *alive and well* in the Scouting organization.

"A point I would like to stress regarding Rovering is that the adult advisors (leaders 30 years and over, assistants 25 years and older) are in many cases background figure heads, helping when asked, acting as counsellors and friends rather than official administrators. A sign of a poor crew reflects one where most functions are controlled by the leaders. A strong crew however, administers the total program and in some cases *invests* it's Tenderfoots.

"Rovering was involved with the Boy Scout organization many years before the Venturing program came on the scene, hence Venturers merely blend into the sequence with a crew of the same sponsor, or are sponsored by other Rover crews to form their own crews when age becomes relevant. An over extended Venturer company (age wise) solves few problems.

"Rovers, generally, are not people who are in the habit of seeking glory. In fact, our crew for example, could count on *one hand* the number of times we have been thanked for helping in one way or another with many functions. But this does not stop us from living up to our motto — "SERVICE", which includes anything from helping as a section Scouter or district advisor to lighting bonfires for a Silver Jubilee. We don't ask for anything and we don't expect anything. Our satisfaction lies within the fact that we *did it* - together - and we had fun.

"We may help other organizations, as Rovers, to fulfil many of our interests, but we always put the crew first. Our existence is justified by a complex initiation and an elegant investiture. Above all our Pride is Great! Our spirit is *unsurpassable* and our *accomplishments* are many.

"We are not dwindling but in fact are increasing, our name may be different in many other groups but our ideas are present in countless other organizations.

"Finally, we do not just believe in SERVICE, WE LIVE IT." X

Stephen Ferguson,
Mate 5th Rovers (Knights)
Richmond Georgia District
Vancouver-Coast Region

15th World Jamboree Iran • 1979



Two important Jamboree appointments have been made by the National Council, Boy Scouts of Canada. Lieutenant-General W.K. Carr was appointed chairman of the Jamboree Planning Committee. Our National Commissioner, Lieutenant-General A.C. Hull, was appointed Contingent Leader.

The Jamboree will be held at Omar Khayyam Camp, Neishaboor, Iran, from July 15 to 23, 1979. The event is open to registered Scouts and Venturers 14 to 18 years of age.

The Canadian contingent will probably total not less than 1,000 members. For preliminary planning it is suggested that prospective participants figure on a total cost of around \$2,000. Naturally, everything possible will be done to keep costs to a minimum. Remember, 1,300 Canadians paid \$1,300 each to take part in Nord-jamb in 1975.

Possibilities are being explored for a stop-over visit in one or more countries *en route* to Iran. This would be included in the total cost.

As further information becomes available, it will be published in **The Leader** and special bulletins.

BEFORE THE WHITE MAN

Part 2



FARMERS OF THE EASTERN WOODLANDS

In the forest areas of eastern Canada, two kinds of culture existed, side by side. Most of the people in the eastern woodlands lived by hunting, fishing and gathering plants which grew wild, but one group of people was different. They were farmers and lived not by hunting alone but by growing vegetables, especially corn. They were called the Farmers of the Eastern Woodlands.

They lived for the most part in southern Ontario and at one time along the St. Lawrence River, and unlike their neighbours who spoke the Algonkin language, all spoke the Iroquoian language.

The southern Ontario area provided good soil and plenty of rain, which was why this group became farmers in the first place. The land was easy to till and their tools of shell and bone could dig easily. The growing season was long enough to ensure enough food for everyone.

Most of the tribes in Canada could not have become farmers, even if they had wanted to, because their soil and climate weren't right.

THE HURON

The Huron tribe became farmers because they had everything they needed to ensure a good harvest. In fact, they needed only one more thing to make them farmers. That was the simplest but most important thing of all - seeds.

You might think the seed was the easiest thing to get but it wasn't. Most of the vegetables the Huron grew - corn, beans and squash - came originally from the United States and Mexico. Indians far to the South had learned to grow them and eventually were able to develop bigger and better varieties.

As time passed two things travelled north, the seeds and the knowledge of how to grow them. They passed from tribe to tribe, finally reaching the Huron in Ontario. It took almost 6,000 years for this to happen.

Life among the Huron was not easy and despite the good conditions, they had to work hard to grow their crops. They moved their fields every ten to twenty years because without fertilizer, the soil soon was exhausted. Moves meant that new areas had to be cleared of trees and while smaller trees and undergrowth could be cut down with stone axes, to down a large tree, a ring had to be cut around the trunk and a fire built at the roots. This involved a great deal of hard work and time.

Everyone had their share of work to do. The women planted the crops and tended them; the men cleared the fields and the children chased birds and animals away from the crops.

Deer was the main animal that was hunted. A large group of men would band together and drive the animals into a stream or pen and the kill was made with arrows. Often they took only the skin and fat and left the meat. They also hunted bear and beaver for their pelts, to make clothing.

Farming allowed more people to live closer together than did hunting.

There were about six large villages in Huronia, with up to forty longhouses and as many as 2000 people in each village. The village was surrounded by log walls for protection against attack.

A longhouse was as much as 9 metres high and 30 metres long and was made of slabs of bark tied to a wooden frame by saplings. As many as ten families, usually members of one clan, lived in one longhouse.

Law and order was maintained without policemen, prisons or capital punishment by a village council on which the chief of each clan sat. The council chose one of their number to be the overall chief to represent them at meetings of the Huron Confederacy.

The chapter on the Farmers of the Eastern Woodlands in *"Indians: an Introduction to Canada's Native People"*, covers the preceding in more detail, as well as the spiritual beliefs of the Huron; the effects of their meetings with the whiteman; their trade with the whiteman and other tribes and their present status.

PEOPLE OF THE EASTERN WOODLANDS

One of the largest culture areas in Canada was the Eastern Woodlands. As the name indicates, it included all the tribes living in the forested area of eastern Canada from Manitoba to the Atlantic and from the Great Lakes and the St. Lawrence to the tree line in the north.

The inhabitants, who belonged to the Beothuk, Micmac, Malecite, Montaignais, Nascapi, Algonkin, Ojibwa and Cree, lived in a similar way and spoke dialects of the Algonkin language. The country was a beautiful one with forests and rivers. The forests were full of animals and to the east, the Micmac and Malecite were able to hunt seals and whales.

THE OJIBWA

The Ojibwa was one of the largest tribes of the Eastern Woodlands, living around Lake Superior, to the north of Lake Huron and to the west of the Great Lakes, in what is now the United States.

Sometimes called the Chippewa or the Anicinabe,

meaning "original man", Ojibwa was the name that finally stuck. It meant "people whose moccasins have puckered seams" and was probably given to them by other tribes who recognized their tracks by the marks made by their moccasins.

They lived mainly by hunting and fishing and were good at it, too. They used no guns but were experts with bow and arrow, snares and traps. Wise in the ways of the woods, they knew how the animals lived and where they fed. In fact, the habits of animals, their main source of food, dictated where the band lived and how long they stayed there.

For one day, a band of 50 Ojibwa needed two deer or 40 rabbits or 160 kilograms of fish, just to survive. A bear fed the band for two days, an elk for four and a moose for five.

Because of this, it was important that every father teach his son the skills of hunting and fishing, so when it came his turn to provide for his own people, he would be able to support them properly.

Certain tribes supplemented their diets with fish, corn, squash, wild rice and maple sugar. Each family had its own stand of maple trees and in the spring they were tapped, just as a modern farmer does, to make maple sugar.

Because they moved around so much, the Ojibwa developed some ingenious means of transport. So well designed was their canoe that the one we use today, is almost the same. The only difference being that we now use a more sturdy covering than birch bark. In winter, they used snowshoes and invented the toboggan to carry their possessions.

Their major dwelling was the wigwam. It was made of a frame of poles, with bark or skin stretched over the top. Most were dome shaped, while some were conical. When the Ojibwa moved, they left the tent poles in place and cut new ones at their next camp.

Most of the time they travelled in small knots of people. In winter they split up into family groups, which included a mother and father, their children and the father's parents. In the spring the families came together again to form bands.

While there was no formal government, chiefs or chiefs' councils, and each band was quite independent, the Midewewin or Grand Medicine Society did unify the various bands. The Midewewin was a religious organization devoted to healing the sick and teaching its members the right way to live.

The Ojibwa survived the coming of the whiteman better than most tribes because they suffered fewer of the epidemics of disease that almost wiped out many tribes. They saw fewer of the men who spread the disease, perhaps because of their travel habits and because they did not live in large encampments. Secondly, most of their land was unsuitable for farming and therefore not of interest to the new settlers.

Today, the Ojibwa are one of the largest groups of Indians in Canada. There are some 51,000, many still living as did their ancestors, by hunting, fishing and trapping.

INDIANS OF THE PLAINS

The third culture area, "The Plains", is the stretch of high, flat land east of the Rocky Mountains, in the southern areas of Alberta and Saskatchewan. The climate was dry with very little rain and the land poor for farming but on its short grass, ideal for grazing, roamed vast herds of buffalo.

The people of the plains, the Assiniboine, Plains Cree, Sarcee, Gros-Ventre, Sioux and Blackfoot, shared some-

thing in common, they all hunted the buffalo to stay alive.

THE BLACKFOOT

The Blackfoot were originally Algonkian people who lived in the timber country around Lesser Slave Lake. Long ago, they began to move south and west until they reached the plains at the foot of the Rocky Mountains. This was their territory until they acquired horses.

Three tribes made up the Blackfoot nation - the Blackfoot proper, the Blood and the Piegan. The name came from the Indians' own name for themselves, Siksikauwa. This name describes their moccasins, either because they were painted black or because they were covered with black dust from prairie fires. The three tribes were united by a common language, common customs and by frequent marriages between the tribes. To their enemies they presented a united front, the rest of the time they went their own ways.

Before the Blackfoot acquired horses, they could not move very far or very fast. The men usually walked ahead, carrying their weapons in case of attack and were followed by the women, carrying their babies and heavy bundles of goods.

Big dogs pulled the rest of the tribe's goods on travois, made of tent poles. A good dog would pull 27 to 32 kilograms of weight but dogs were difficult to control.

They lived by hunting the buffalo and since the buffalo moved around, the Blackfoot had to be constantly on the move. The buffalo supported all of their needs. Its meat was rich and nourishing; the skin was made into moccasins, braided rope, tent covers and clothing. Buffalo robes, with the hair still on, were used as blankets. The horns were used as containers or carved into spoons and cups. The sinews provided thread for sewing as well as strings for bows. They even made a yellow paint from the animal's gall stone.

The life of the Blackfoot changed with the arrival of the horse, which was introduced to North America by the Spanish around 1400 AD. It took almost two hundred years before the Blackfoot acquired the horse but when they did it changed their life.

Well suited to the prairies, the horse took the Indians to the buffalo and, with its speed, made hunting much easier. In fact, the horse became so important that a family's wealth was measured by the number of horses it owned.

The Blackfoot could not breed all the horses they wanted, so the rest they acquired by trading or stealing from their neighbours. Raiding for horses became an important activity among the Indians and allowed a young man to prove his bravery and skill, and also enabled him to start building up the horse herd which would make him wealthy and respected.

The many trials and tribulations of the Blackfoot are detailed in the book "Indians" but today many of them are successful farmers and ranchers. There are probably more Blackfoot now than there were before the whiteman came. In 1809, there were 5,200, today there are 8,030 living in Alberta. X

Next month: Indians of the Pacific Coast; the Inuit and the Metis.

This is the second of a three part series on the Native peoples of Canada. Taken from the book: "Indians, Inuit and Metis, An Introduction to Canada's Native People" by Hope MacLean and available for \$3.00 plus 30¢ handling charge from CASNP, 251 Laurier Avenue West, Suite 904, Ottawa, Ontario, K1P 5J6.

The MYTHS of WINTER SURVIVAL



by M:E. Lamothe

Michael Lamothe is a 33-year old wildlife biologist who is more at home in the wilderness than in the city laboratory. A graduate of the University of Guelph, Mr. Lamothe has worked for the Ministry of Natural Resources but gave that up preferring to be independent. With his brother, Philip, he founded Wilderness Living Experience where he teaches guides and outdoor enthusiasts how to survive in the bush without equipment. He and his wife, Ann, have taught other courses on survival in the Toronto, Ottawa and Montreal areas. Following are Lamothe's ideas, gained from years of practical experience, on the best type of survival shelter. His ideas could save your life.

Reprinted by courtesy of OUTDOOR CANADA Magazine.

Most books on survival advocate the lean-to shelter as a necessity for survival not only to provide protection from the elements but to promote a sense of well-being. While these objectives are, in themselves, of prime importance, years of practical experience lead me to believe that the authors of many of these books have built only one lean-to in their lives and that was probably based on plans from someone else's book in order to add another chapter to their own. In many cases, these authors used a sleeping bag, and therefore any properly constructed shelter would be comfortable. But if they had spent a night in a lean-to without the aid of a sleeping bag, they probably would have written much differently about them.

A lean-to is relatively easy to build if there is a good supply of evergreen boughs handy. However, the amount of firewood necessary to keep it warm if a sleeping bag is not used is phenomenal. If building the shelter doesn't exhaust you, carrying in all the wood to keep a fire blazing for 10 to 12 hours will. It would be ideal if you could just put all your wood in one pile, set it on fire and relax for an eight-or 10-hour sleep. But such is far from the case.

Here is how a lean-to might work for you if you are

alone: You put a few good-sized pieces of wood on the fire. As it starts to flame, you feel a warming glow, so you climb into that also overrated bough bed. You really feel comfortable. Suddenly you are getting too hot on the side next to the fire so you roll over to warm the other side or you move a little farther from the flame. Some people are fortunate enough at this point to fall asleep and not to awaken until the fire dies down. But this is the exception. Most people will toss, turn, move away from and then closer to the fire in an effort to maintain a comfortable temperature as the fire constantly varies in intensity. Sometimes, you will doze off, then suddenly awaken, startled by the flames, envisioning that you were in a house that was on fire.

As the fire burns lower and chilling begins, you generally go through the routine of telling yourself that you should tend the fire but you decide it can wait just a little longer. Finally, after two hours at the most, more wood is added to the fire and the cycle begins anew.

I have seldom ever slept comfortably in a lean-to shelter, even in the warmer months. The best variation I have been able to come up with is a group of four or five people. A four-or five-sided lean-to is built around a depression so that the fire is lower than the sleeping area. The shelter is made only deep enough from front to back so that a person can lie full length exposed to the fire. A door opening is left on the lowest side through which the cold air enters rather than through the walls of the sleeping area.

Since this type of shelter greatly reduces air movement, considerably less wood is required to heat it but I still consider it far from the ideal shelter. Enough heat is given off and wasted in one night to heat a house for a month or more. Unfortunately, there is only a very small portion of that heat used. The trick is to store some of that heat and have it released slowly while you sleep.

"Sounds great," you say, "But in the wilderness?" This is when rocks are a man's best friend. Heat the rock for a couple of hours and you will be amazed how long it will continue to give off heat.



Radiator-wall shelter with bark "mattress" and branch "roof" ready to be covered with evergreen boughs.

Unfortunately, rock shelters are not the answer to every survival situation because they are not always available *where* you need them. However, many wooded areas contain a lot of exposed bedrock. A little time spent searching for the right rock usually pays good dividends in terms of comfort.

A typically good rock for a shelter will be six to 10 feet long and flat on one side. For convenience let's call this the radiator wall. This radiator wall should be at least two feet in height and be perpendicular or sloping inward toward the base of the rock. The top of the rock will be flat or sloping away from the radiator wall. The ground at the base should be relatively flat.

Two rocks are better than one!

That kind of rock is good but what is even better is to have another rock parallel to that one and three to four feet away. It can be only two feet high though. This makes a second radiator wall. If there are any smaller rocks that are movable, these can be placed at one end of the radiator walls to form a three-sided enclosure. These last two walls are more of a luxury than a necessity.

To heat the rock, simply remove most of the snow between and above the radiator walls and start a fire. Let the flame lick the rock for at least two hours. Some rocks have more capacity to absorb heat than others. Avoid rocks with ice on top. This indicates that on warmer days, water has dripped over the surface you are trying to heat. That rock will contain a lot of moisture and will break off in large flakes as it heats. The end result will be that it will absorb very little heat to radiate during the night.

The longer the rock is heated, the longer it will give off heat. You can have the fire burning as you gather more wood, roofing and bedding material or dry out clothes. The nights are long in winter so four or five hours of heating the rock goes by quickly. Often a rock will give off heat for two or three times as long as it was heated. Keep enough wood to keep the fire burning for one more hour as the rock cools down in the night. The second heating is always more efficient because the rock is already partially warmed.

During the last hour of the first heating of the rock, it is preferable to use only small pieces of coniferous wood and, of course, at all times, only dead, dry wood should be burned. This will burn cleaner without leaving a thick bed of coals which result from hardwoods.

When the fire has completely burned out, the remaining live coals are scraped outside the area with a stick. Care must be taken that there are no live coals left before the bedding is laid down.

Evergreen boughs can be used for a bed but I personally don't favor them. There is too much moisture in them which is given off into your clothing. I prefer large pieces of bark from a dead tree such as elm or birch. The wood in a birch tree can completely rot out but the bark will remain in good condition except for a few insect holes. Using old bark defaces the landscape less than cutting green boughs. When using green boughs, respect nature and the environment. Experiment in isolated areas. Use only the lower living limbs that would soon die by nature's self-pruning process.

Next, a roof must be put on with the light of another fire nearby or by moonlight. The material, of course, would have to be collected in daylight.

The framework can be made with a few old dry limbs on top of which is laid some evergreen boughs such as balsam or spruce. You can also use large pieces of bark from dead trees if it is available. The whole roof is constructed in such a way that it can be easily removed during the night for reheating the rock.

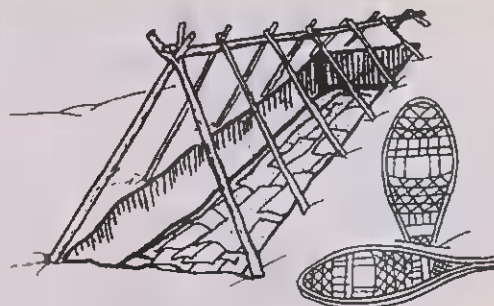
The angle of the roof depends on the circumstances. On a clear night, it can be quite flat which utilizes less material because its only purpose is to reduce movement of hot air out of the shelter. On a snowy night, it will have to be steeper and thick to keep out the melted snow which will result from the heat that rises from the shelter. The boughs or bark are laid on like shingles starting at the bottom of the roof.

Once the roof is installed with the foot radiator end blocked off with boughs, you are ready for bed. Crawl into the shelter, feet first. If the rock absorbed the heat well, you may have to remove a lot of your heavy clothing before you enter. You might be comfortable like this for three or four hours, even when it is -20 or -30 outside. The important thing is not to permit yourself to get so warm that you begin to sweat or you may get chilled.

So that my feet won't sweat, I often remove my socks or felt liners. If they are damp, they are put next to the rock to dry thoroughly. If your feet sweat, you may find that in a few hours, the rest of your body is comfortable but your feet are cold. At first you may think that you heated the rock more than necessary but if it is quite hot, it is a sign that the heat penetrated deeply. This is your guarantee of a good comfortable night's sleep.

You may awaken during the night a bit chilled. Just put your clothes back on or move in a little closer to the rock and feel the warmth surge through your body even though you may hear the trees cracking from the cold outside.

At a time like this, you can't help but think how kind Nature has been to provide the necessary materials for such comfort when you could be freezing outside. If you



After the coals have been removed from the pit shelter, an inverted V-type frame is erected before being covered with boughs.

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We are indebted to Cub Scout Leader Mr. T. Hillbeck of the 6th Selby (Drayton), North Yorkshire, England, for adding a new refinement to the pick-up braking device on the good old Aerial Runway.

It appears that they built one of these things at a recent Adventure Day and found that, on a run of 100 feet down a natural slope of one in eight, which enabled them to increase the angle without breaking the Code, the standard braking system caused the seat to swing up to an alarming extent — which no doubt gave the passenger quite a thrill but can't have been so good for the leader's blood pressure.

Mr. Hillbeck's idea was to have three brake ropes in the system — one running back from the travelling block to the head of the run and the other two connecting the pick-up device on the hawser to pickets driven into the ground at each side of the run. All ropes were made fast in the slack condition to the anchorages in such a fashion that, whatever happened, they would pull up the bosun's chair well short of the sheerlegs at the foot of the run, and strings of strong rubber bands cut from discarded inner tubes were inserted to act as shock-absorbers. Brilliant!

"In practice," writes Mr. Hillbeck, "we found that the brake from the head of the run should come into action first, with the pick-up brakes acting as a fail-safe device."

Well, it just goes to show that one ounce of practical experience is worth a hundredweight of theory. For myself, I should have thought the reverse would have been the case, with the pick-up things slowing down the travelling block before the check rope from the head of the run finished the job. Obviously not.

Perhaps this is something other Scouters might like to discuss with their patrol leaders.

A Cub Guided Missile Launcher

Here is a table-top model.

You will need: 5 lengths of cane or dowelling about 18 inches long; a long length of thin nylon twine or fishing line; two sections cut from an old felt pen or other straight ball-point pen; fairly strong elastic bands.

Lash three of the canes into a triangle, using the elastic bands. Remember to keep these tight whilst you are doing the lashing as you cannot pull them tight when you have finished.

Fasten the length of nylon to the other two canes, one to each end, but before you secure the second end you must slip one of the lengths of pen onto the nylon. This is the missile and it needs to run freely along the line.

The other length of pen is the firing mechanism and should be attached to the canes as shown by strong elastic.

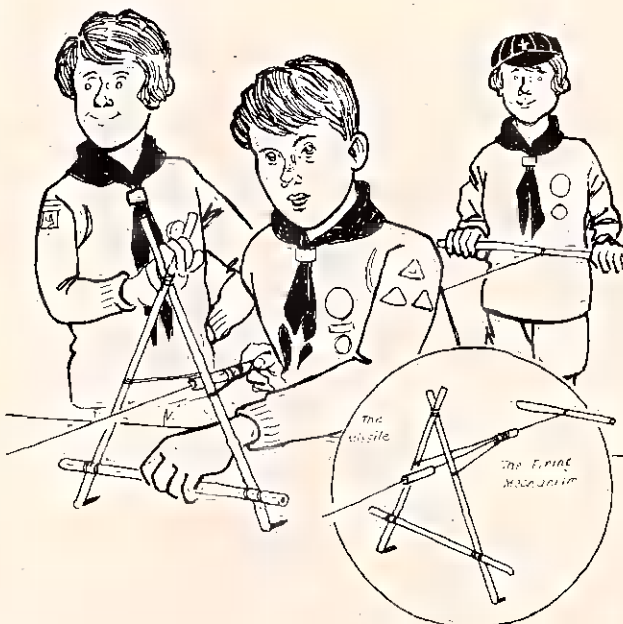
The launcher pulls back both the missile and the firing mechanism before letting go. The idea is to see who can shoot the missile farthest along the line. The line should be held taut by two Cubs. If they let it slacken the missile will not travel very far.

When you have made a successful model you could have a try at a much bigger one. Use 4 ft. garden canes and make the triangle able to stand up on its own by adding further legs as shown. The firing mechanism should be a cotton reel and the missile a washing-up liquid bottle.



To make a rope quoit (well, you never know when you might need one) take a piece of (expendable) rope slightly more than three times as long as the circumference of the quoit you intend to make. This will actually provide you with enough cordage for three such quoits, so you can't say it isn't good value. De-strand the rope to give you three separate lengths. Turn one end back to make a ring of the required size and lay it up upon itself, giving the part of the strand you are working a slight clockwise twist with your fingers as you turn it into the lay. You will find that it will settle into place quite naturally and stay there. Where the two ends come together and overlap, halve them, join with an overhand knot and tuck them into the lay. Trim off the whiskers.

Include a short session on quoit making in the agenda of the next meeting of the Court of Honour and leave it to the p.l.'s to pass on the instruction to their followers at the ensuing troop night meeting.



Follow us closely. I am about to explain an act of classic Fringe Lunacy which was performed by a motley crew consisting of Patrol Leaders Steve Solinger and Tom Currie, Scouts Jonathan Smith, Doug Salter and Ronald Meyer and their Scouter Doug Richards, all of the 21st Cambridge, Ontario, Canada, ably assisted by Assistant District Commissioner Ian Dudgeon.

What those characters did was to rig up an ingenious system of ropes and blocks so that they could transport a bucket of water across a contaminated area without entering it themselves or spilling a single drop.

"Three pulleys," we are informed, "were fastened up in three trees about 15 to 20 feet apart. Each pulley had a hoisting line with a hook on the end and a handline that amply reached the safe areas on each side. This was tied to the hook. By lowering the first hoist and pulling the handline, the hook was brought over to the safe area and the bucket was loaded on to hook Number One. Number One hoist was then raised slowly and the handline payed out on one side and pulled in on the other, until it was past being plumb. Hoist Number Two was then lowered and pulled towards Number One. By manoeuvring Number Two hook on to the handle and taking the weight of the bucket, Number One hook could be disengaged. This operation was then repeated between Numbers Two and Three hoists until the bucket was safe on the other side.

"After several times back and forth the boys became quite proficient at making the transfers."

Absolutely marvellous. We have had no hesitation in recommending the award of the Lunatic Fringe certificate to all seven members of the team and I am sure I speak for all four hundred odd registered members of the Fellowship on this side of the North Atlantic when I say, "Well done, gentlemen. Delighted to have you with us." On top of which, of course, the 21st will have the satisfaction of knowing that for years to come their rope and bucket idea will be in the repertoire of every go-ahead Scout troop throughout the Scout-speaking world.

Not long ago a gang of youths were making a perishing nuisance of themselves in a quiet Bedfordshire village. When challenged by a local house-holder they said they were Scouts. The irate gentleman took their word for it and dashed off what was described as "a rather nasty letter" to the Scout leader. The Scout leader at once went along to investigate so that, if he was satisfied that his boys were implicated, he could take whatever action seemed appropriate. The complainant refused to discuss the matter with him.

It turned out that twenty boys were said to have been present during the disturbance. The total strength of the troop at that time was fifteen boys, not all of them resident in the village. In fact, the only time they were known to be together in one place was on troop night. My correspondent does not say whether he questioned his boys about the incident but, granted that some of them might have been members of the gang, it seems a little odd that they should have volunteered the information and so allowed the troop to carry the can for the rest.

Put yourself in the position of this lone Scouter in Bedfordshire. What would you have done, if anything? Ask your p.l.'s what they would have done.

Would you have -

- let the matter rest?
- written a polite note back to the plaintive?
- reported the matter to a higher authority (the dis-

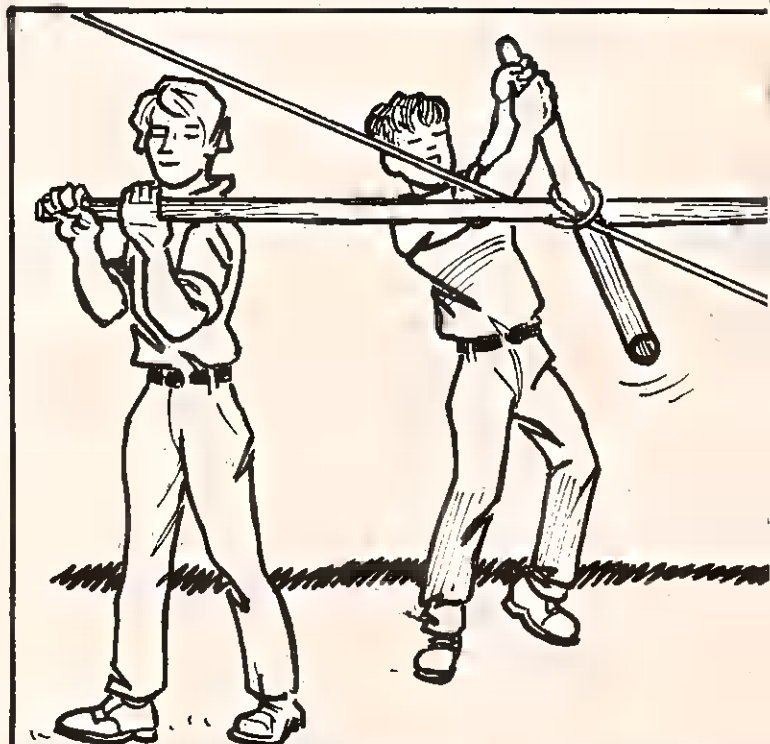
trict commissioner, the vicar, the police?)

- referred the whole business to the chairman of the group council and left him to cope?

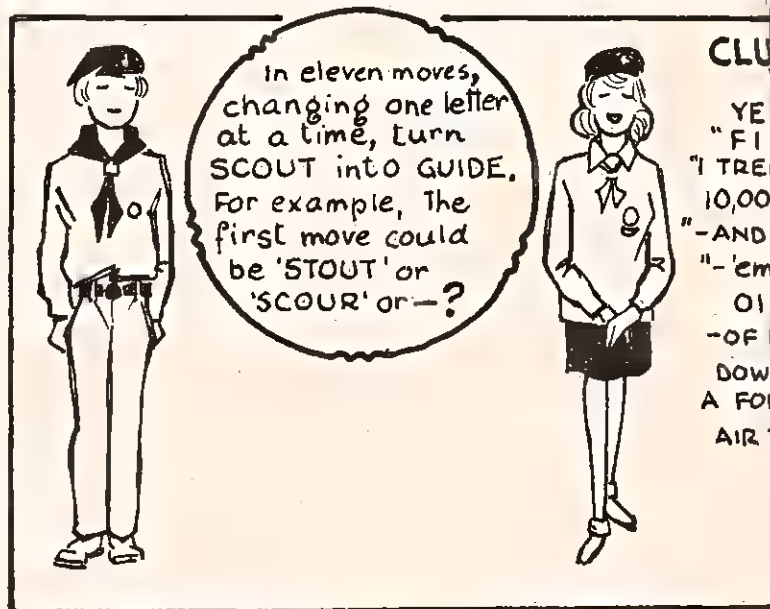
The Scouter concerned summed up his own feelings thus:

"When I was a Boy Scout I used to wonder why *They* (the Scouters) bothered. As a Scouter myself I now know . . . I think."

Our thanks to Mr. W.W. Ogilvie, Venturer Adviser and District Venturer Co-ordinator, Seneca District, Quebec for pointing out potential dangers of the tent radiator, mentioned in the November issue. He suggested we con-



TROOP ROOM RESEARCH : THE INSTANT SPAN



tact R.H. Pallen, Ph.D., Associate Professor, Chemistry Department, Concordia University in Montreal concerning the matter.

This is what Professor Pallen has to say:

"In response to your request for a statement on the dangers of using a lighted candle for warmth during winter camping, I would like first to qualify my remarks. I understand that today many of the treated tent materials do not readily allow significant air changes and a tent pitched in the snow can become "sealed in" by snow around the base and/or a snow cover on the roof and sides. Under these conditions, a burning candle would seriously reduce the oxygen level inside the tent. Furthermore, as the oxygen level diminishes, the burning candle produces greater quantities of carbon monoxide — an insidious poison.

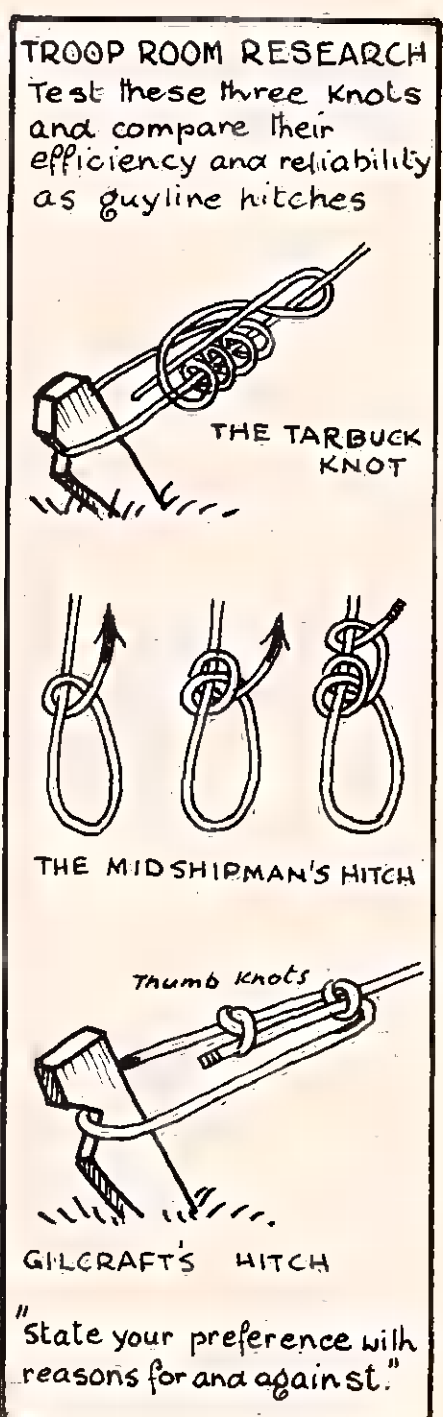
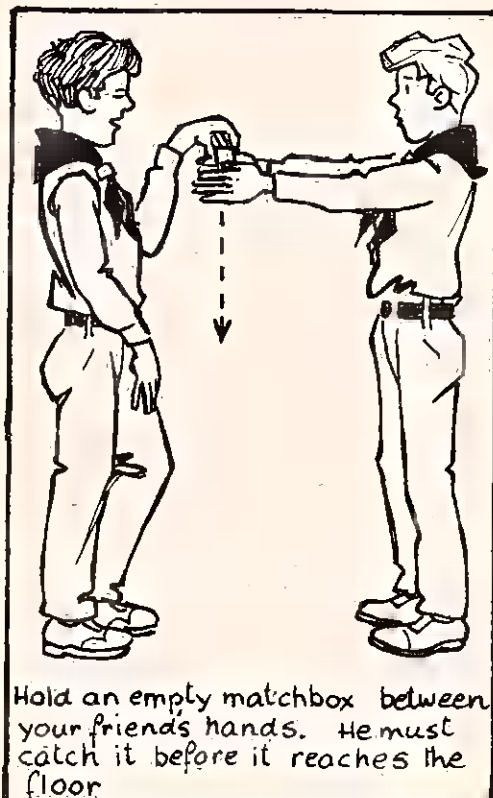
"The hazards of this situation increase as the size of the tent decreases. I would certainly advise against the use of a burning candle as a heat source under the above conditions. It is absolutely essential that any flame be accompanied by a supply of fresh air.

"Your readers should be advised of the potential dangers of this device."

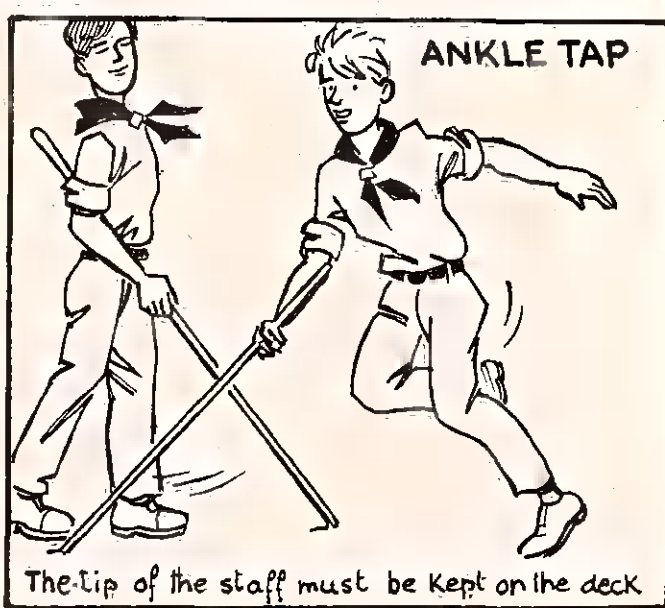
So, a word to the wise!

We are indebted to Cub Scout Leader J.W. Rosedale of the 1st Eaton Bray and Edlesborough for the following gem:

"The Pack had lost the game 17-nil. On the way home only two questions were asked: 'Who do we play next?' and 'When?'"



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2. Canadian groups taking part will be expected to reciprocate in the same year or in 1979 by entertaining their American hosts in an appropriate program of activities.

This is a great opportunity for members of Canadian Scouting to enjoy an international experience. Discuss the plan with your Group Committee, your boys and their families — and get in on a good thing.

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Comments and Conferences

Because of the nature of printing deadlines for this magazine, those of us who write articles have to be sure we present our copy about two months before the magazine arrives in your home. Consequently I am writing this February column in early December.

I mention this fact so that those of you who recall the survey conducted in the magazine last October will know why I am dealing with it now, some four months later. It was only this past weekend that I was able to look at the first batch of survey responses (some 560) and get an indication of how the Training Talk articles are viewed by some of the readers.

In reading through the survey comments, quite a number lead naturally to subject matter for future articles and I will endeavour to respond to those items in the months ahead. However, as I have said in the past, it would be very helpful to have some indication as to just what aspects of training you would like to see dealt with in this column.

Picking up some of your observations from the survey is a lot like having a question and answer session on a training course. Many of the questions seem like old hat questions or ones that have been answered before. What trainers often overlook is that while the questions may be simple ones to us, to the people asking they are quite new and still have to be resolved.

The most asked about area of our operation from all section leaders is that of discipline. How to deal with it, how to handle the bully or the boy who disrupts the program. One reader asked for information on understanding boys and how to put across training in this area.

Closely related to this is the question of the role of the leader in relation to boys in the section who are "always hasselling" with their parents and then looking for guidance from the leader.

Recently the pack and troop wood badge notes have been revised and a new set of notes has been written for Beaver leader training. Some useful guidelines appear in each of these documents and trainers could review them as an aid in dealing with the whole area of discipline and understanding boys.

Another major area of interest is that of resources; where to find and how to use them. Again closely related is the question of resource people and how they can be approached to help out in section operations. How to

encourage parent participation is also related to the resource area and seems to be a problem in need of solving.

Any trainers who are, or have been, responsible for sessions dealing with any of these areas should be aware that they are really seen as significant by a lot of people and deserve some extra attention in your next session preparation. Oh yes, and if you develop a session or have any material, please send me a copy to share on these pages.

Other areas of interest to trainers arising out of the survey are as follows:

- Putting across the need and value of the uniform
- Using Activity Leaders and Scouters-In-Training
- Something on Cub leadership
- What is Wood Badge training all about and what can I expect to gain from taking Pt I or Pt II?
- Ideas on teaching skills to boys
- More training aids and ideas for training
- More sharing of training techniques
- Developing boy leaders
- How to be a better leader

These and other questions raised will be developed further in the months ahead. Your help in sending ideas, suggestions, session material on any of them will be greatly appreciated.

One other request that was made was that an update on training policy be made from time to time. In this regard you should know that a revised edition of By-laws, Policies and Procedures is soon to be made available. The new issue will contain amendments to the Adult Training Policy which were approved by the National Council at the November 1977 meeting.

The amendments are as follows:

Policy (Page 39)

1) Boy Scouts of Canada makes available a continuing program of adult training for Scouters, committee and council members in the belief that training can help adults develop the knowledge, attitudes and skills required to be effective in their work in the organization.

Adults are expected to participate in training in order to develop competence in their role.

2) Following the third paragraph the first indented statement:

— participation in training must be voluntary, with trainees not feeling coerced;
be changed to read:

— participation in activities within a training session must be voluntary, with trainees not feeling coerced.

3) Responsibility (Page 40)

The first paragraph will now read:

— Within national guidelines the method and content of training experiences is determined by the trainees and trainers concerned in keeping with identified needs.

4) Training Recognition

The last paragraph under this heading will now read:

Requirements for the award of training recognition are published by the National Council and are based on a combination of hours of participation in training and demonstrated ability in specified learning areas.

In addition to the above and in support of the training policy amendments, a further amendment was made in the section dealing with 'Appointments' on page 33 of By-laws, Policies and Procedures. Under the heading SECTION LEADERSHIP (Regulations covering Appointments) a final paragraph is added which reads:

Wherever possible all uniformed Scouters are expected

to attend Wood Badge 1 training for the appropriate section within one year of appointment, to ensure the development of quality leadership and Scouters must be so advised before appointment.

All of these amendments arose out of the work of Task Groups of the Conference on Adult Training, and are seen as a means of indicating that training is an expectation by the organization of each leader and that through training, leaders can be more effective in and satisfied with the position they hold in Scouting.

Trainers Conference

During the last year or so I have attended a number of conferences for trainers, or have received feedback from those who have attended one and on that basis would like to share some observations with you.

Those attending trainers conferences, whether they be provincial or regional events, range from trainers of long standing, to those who have recently been asked to participate in training and who are attending for the first time.

One would expect that being trainers and having some skill in working with people, those attending would be well aware of the need to 'look out for each other' and make sure no one is left out.

This isn't always the case. Often those who have trained together tend to stay together in their own exclusive groups leaving some people very much on their own.

For some trainers (those coming to the conference from distant points and those attending for the first time), there tends to be a separation between them and the "old timers" or those from the local area.

It seems to me that at least some important objectives need to be achieved by every one attending and these should be such things as — everyone feeling welcome; opportunities for learning to take place; skills and knowledge being shared; having a chance to meet new people and feeling comfortable enough to participate in all that is going on. Such objectives will not be achieved by chance but must be part of the planning.

Most conferences of this nature are usually held on a weekend and so suitable accommodation at a reasonable price must be arranged. Welcoming committees should be set up; and everyone greeted on arrival.

Early program activities should be designed to help

people get to know each other and what the conference is all about, and careful observations made to see that no one is hesitant about getting into the swing of things.

While most of the trainers may be quite skilled at meeting others in their own area they may be unsure of themselves in a new setting. The conference organizers need to work hard at building a climate of belonging.

Also near the beginning some exercises or activities should be planned to stimulate thinking, help people establish their identity and just plain have fun. Care should be taken that no one will be embarrassed or put on the spot as a result of these activities. In forming groups for the various activities or sessions try to arrange for a mixture of new and older people on the training scene, and for people from different locations to come together.

Plan to have an updating of any policy matters related to training. A run down of new developments, a reporting of successful events and a briefing of what is planned for the future helps dispel some of the uncertainty and starts everyone off on the same footing.

As trainers we know that people are more alert at some times during the day than at other times. Plan something active and stimulating for the slow times (following lunch) so that all can really do something.

Over-program the event. Make sure you have more to do than the time allows, then if you have a dead spot you have items ready that can be added.

Plan backhome group sessions near the end so that people can review with their own colleagues the events of the conference and decide how to put them to use when they return home. Then have groups commit their plans to the conference before they leave.

Try to introduce some new skills or techniques or new ways of doing old things so that the participants have some tangible learning to take away.

Don't assume that the best trainers are the older ones or that new people have little to contribute. Seek everyone's input, much good "stuff" can result.

Conferences tend to happen annually and can become a highlight for those attending. They can also become dead dull without adequate planning. Bringing trainers together regularly can be the making of highly successful teams who can positively influence the new section leaders. Make sure your conference is planned to do just that. X

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THE BITE IS WORST THAN THE BARK!



Reprinted from **FAMILY SAFETY**, a publication of the U.S. National Safety Council.

"BEWARE OF DOG" signs display a clear warning to all who read English. In Canada, this warning sign is equally clear to all who read French: "CHIEN MÉCHANT."

Chien means dog and—according to the dictionary—*méchant* can mean any of the following: "Wicked, evil, bad; ill-natured, spiteful, mischievous, malicious; wayward, naughty . . ."

Most of those adverse adjectives seem like quite a put-down for man's best friend, even when the sign refers to an attack-trained guard dog.

For the most part, dogs are loyal and affectionate. Many will protect their masters to the point of risking their own lives. Their barking can frighten a burglar away and awaken a sleeping family to the danger of fire.

A Million Bites

Now comes the saddest word in any language—"but." A dog is man's best friend *but*: more than a million Americans will be bitten by dogs this year, and at least a million other cases will go unreported.

Most of the victims will be children. Most of the bites will be inflicted by dogs whose owners allow them to run loose, despite leash laws. The bites will cost the public an estimated \$30 to \$50 million in medical treatment and settlement of litigation.

And many of the bites will cause serious injuries, reports Dr. Joseph S. Hansen in the veterinarian publication, *Norden News*: "There is no way to estimate how much physical or psychological damage to the victims cannot be repaired . . ."

Along with other experts, Dr. Hansen attributes much of the problem to dogs that are spoiled and badly trained. But he, like others, is also alarmed by the increasing and indiscriminate sale or rental of attack-trained guard dogs to the general public:

"Few people who buy such a dog . . . are aware that those animals are potentially more dangerous than firearms. A firearm is usually set in motion by a human hand whereas an attack dog can go off all by itself, and once started may not stop.

"We are all familiar with the client who is lucky if he or she can control a pet animal, let alone a potential killer or maimer. Many of the people who own German Shepherds today are not even qualified to own a poodle."

According to the U.S. Army and Air Force, the German Shepherd can generate up to 700 pounds of pressure per square inch with his bite. "When sufficiently agitated," says Dr. Hansen, "those dogs could rip off a grown man's arm. What could they do to a small child?"

Nobody knows the answer to that question better than Ludwig Gessner—owner, since 1924, of Gessner's Training Kennels in Chicago. In World War II he was an expert consultant for the U.S. Army's K-9 Corps where he trained many attack dogs, including German Shepherds and Doberman pinschers.

Today, Gessner trains all breeds in either attack or obedience, and if all owners had their dogs trained by people like him there probably wouldn't be a problem. For Gessner trains both dog and owner! When they graduate, the dog knows how to behave, the owner knows how to make him behave, both respect each other and the dog respects all humans—unless he's frightened, angered or trained to attack *after receiving a responsible command from his owner*.

Once a dog bites a human and learns he can get away with it, he may bite any human: adult or child (including you and yours), other loved ones, friends and visitors, and service personnel such as letter carriers, meter readers and delivery men.

Central Regional Safety Manager Ken L. Cooper of the U.S. Postal Service told **FAMILY SAFETY**: "The U.S. Postal Service most likely has more experience with animal bites and more exposure to such attacks than any other single business in the country.

"We average about 7,000 reported attacks each year that require medical attention, and that doesn't account for the many attacks to our employees that go unreported.

"Animal attacks represent a danger to our letter carriers and other delivery personnel that is as real and ever present as sharing a swimming pool with a school of sharks."

You can hardly blame the U.S. Postal Service for getting a little mad. And their legitimate anger leads to this legal warning.

"While letter carriers will make every reasonable effort to continue service, they are not required to deliver mail where dogs or other animals interfere. They will keep themselves informed on the location of vicious dogs and communicate such data in an effort to avoid being attacked.

"Postmasters, letter carriers and their supervisors will also leave notices to customers to restrain their animals during times of delivery, and if all reasonable precautions fail to get the customer's cooperation, the postmaster has the option of suspending mail service until the animal is effectively controlled."

But a negligent dog owner may lose more than his mail service, according to Cooper: "For those owners whose animals bite postal or other Federal employees, there are provisions in the Federal Employee's Compensation Act whereby the Department of Labor can bring suit against the owner for recovery of medical

expenses, loss of income, pain and suffering, et cetera.
"In total, the costs to the owner can easily run far in excess of the employee's medical bills."

His Master's Voice

The following precautions represent a consensus of experts:

If you own a dog, you must always make him understand that you are his master. If he doesn't respect you, he'll rarely respect anyone else. And if he'll bite a stranger, sooner or later he may bite you or a family member—a vicious circle indeed.

If your dog isn't instantly and severely reprimanded for a bite, growl or any act of aggression toward your family or harmless strangers, he'll regard that as approval for potentially dangerous behaviour. The important word is *instantly*, for dogs have short memories; if you wait for only ten seconds he probably won't understand why he's being reprimanded.

If a dog is kept in the home and not exposed routinely to strangers, he'll be more likely to bite when he's exposed to or handled by strangers. (From his protective point of view, the dog may regard them as threats to him and you.)

Expose him as regularly as you can to strangers and visitors and let him know they're harmless—while you keep a watchful eye on your watch dog.

Never let your dog run loose in the neighbourhood. Walk him with a leash. If your yard has a fence too high to jump or climb, he can stay there under supervision (with a collar and chain if necessary).

If you find you can't control your dog's behaviour, take him to a professional dog trainer or to an obedience class where experts will teach you and your dog what you need to know about good canine manners. So much for *your* dog. Now, about those other dogs:

Never let children approach a strange dog unless the owner is present and permission is given. Look for these signs of a wary dog: ears back, head down, tail between legs, eyes shifting continually.

That dog doesn't want to be approached. If he runs up to a child, the child should not look at the animal (looking a strange dog in the eye can make him angry for he may regard it as a threat or challenge).

Nor should the child (or adult) make any quick moves or loud noises. Instead, the child should look for a safe place such as an enclosed yard or porch, then *walk*, not run, to safety.

If you know whose dog it is, tell the owner about the incident and demand that his dog be leashed at all times. If the dog is a stray, notify your city dog warden.

If you meet a dog while you're out walking, ignore it. If you're carrying something in your hand, tuck it under your arm. The swinging motion of the object may excite him.

If the dog growls at you or looks like he wants to bite you, stand perfectly still. Keep your hands at your sides and try to pretend he isn't there—he'll probably lose interest and go away. If he doesn't, calmly continue walking.

If he attacks you, fold your arms, grabbing each elbow with the hand of the other arm, and thrust your arms up quickly in front of your face. Depending on the size of the dog, you may be able to knock it off balance.

If the dog knocks you down, roll as fast as you can onto your stomach and protect your head and neck with your arms. Don't move.

Report a Bite

If you or a family member are bitten by a dog, immediately wash the wound and surrounding area with soap and water, making sure you wash away all saliva. Then irrigate the wound by running very warm water on it. Cover the bite with sterile gauze and go to your doctor or hospital as quickly as possible.

Report the bite to police—all bites must be reported. If the dog doesn't have a rabies inoculation, it must be impounded for ten days for a rabies inspection. (Rabies in a human usually causes death.)

If the dog is a stray and can't be caught right away, try to remember its colour, size, breed and special markings, so you or the victim can avoid that series of 21 rabies shots!

A final safety tip for everyone to remember: never tease or provoke any dog whether you know it or not.

Dogs are man's best friends *but* (there's that word again!) to keep that friendship, you must treat them properly and give them the same respect you expect from them. A



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The Woodchuck



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On the second of February each year, much of North America observes groundhog day. On that day, according to folklore, the woodchuck (*Marmota monax*) — sometimes called groundhog, or simply chuck — awakes from his long winter sleep and comes out of his den. If he sees his shadow he will go back in and we will have another six weeks of winter. If he does not see his shadow he will remain awake and active, and we will have an early spring. This popular old legend apparently came to North America with early settlers from Europe, where it is believed in some parts that bears or badgers behave in the same manner. While most people recognize that the legend has no basis in fact, it provides a welcome mid-winter diversion which is usually promoted by the news media. Actually most woodchucks do not come out of hibernation until March, or even later in the north.

Scientists recognize as many as nine varieties or subspecies of woodchuck, mainly based on subtle differences in colour or skull characteristics. They range widely in North America, particularly in the east where they are found from Alabama and Georgia in the United States to northern Quebec in the southern Hudson Bay region. In the west they extend northward to Alaska through the south of the Yukon and the Northwest Territories. Woodchuck distribution is spotty everywhere on the edges of the range.

General appearance

Woodchucks are rodents and belong to the large family of mammals Rodentia, that includes squirrels, prairie dogs and chipmunks. Among North American rodents only beavers and porcupines are larger. Woodchucks are stocky little animals with a flattened head. They commonly weigh 4 to 12 pounds and large ones may be heavier in the autumn. They measure 16 to 26 inches total length, including a short bushy tail seldom over six inches long. Fur colour varies from place to place, and between individual animals. It ranges from yellowish to dark reddish brown, with an intermediate brown colour being the most common shade. The fur is usually grizzled in appearance because of light coloured

tips on the hairs. The belly fur is commonly straw coloured and the feet black.

Woodchucks are occasionally found with melanistic or albino fur. The fur of melanistic specimens is completely black. Albinos, on the other hand, have no colour in their fur at all and even their eyes lack pigmentation merely showing a pinkish tinge from blood vessels near the surface. Being white, they are conspicuous, and usually fall easily to predators.

Because woodchucks are burrowing mammals their feet have sturdy claws and their legs are thick and strong. Their forefeet, the principle ones used for digging, each have four well developed claws and the hindfeet have five. They escape from enemies by diving into burrows, which may account for the fact that their top running speed does not exceed 10 miles per hour.

Breeding and young

Young woodchucks are born in March and April, following a gestation period of 28 days. One litter, usually with four young, is produced per year. Woodchucks are blind and helpless at birth, about four inches in length and about an ounce in weight. At about 20 days old their eyes are open and they are covered with short hair. They are weaned when they start to emerge from the burrow at five to six weeks of age. Woodchucks grow rapidly. They weigh two pounds at eight weeks of age, and become very fat for hibernation. Woodchucks have been known to live for ten years, although the average life span is probably much less than that.

Food habits

Woodchucks prefer to eat fresh green vegetation. They eat a wide variety of wild plants, clover and alfalfa, and garden vegetables if they can get them. Occasionally they eat snails or insects.

Burrows

Woodchucks tend to avoid forests and damp or swampy areas. They prefer open areas such as fields, clearings, open forests and rocky slopes. They generally dig their burrows in areas where luxuriant grasses and other short-growing plants provide food. Summer burrows are often in the middle of pastures and meadows, and the animals will have a denning burrow, used only in the winter, in a nearby row or brier or bush thicket. Winter burrows, whether separate or part of a woodchuck family's main burrow system, are usually deep enough to be located below the frost level. Burrows usually have a main entrance, one or more "spyholes" for added safety from enemies, and separate toilet and nesting chambers. The same nest is used for sleeping, hibernation and as a nursery. It is made of dry grass in a chamber which may be a foot and a half wide and over a foot high.

Life history

When not hibernating or caring for young, woodchucks spend much of their time eating and sunning. They love to stretch out on warm ground, a smooth rock or along a low branch of a convenient tree. Their tree climbing ability is limited, however, and infrequently used. They seem constantly on the alert when outside their burrows and give a shrill warning whistle when alarmed. When fighting, seriously injured, or caught by an enemy, woodchucks give a squeal. Woodchucks also give low barks, but the function of this particular sound is unknown.

In preparation for their long winter sleep, or hibernation, woodchucks grow enormously fat towards the

end of the summer. They begin hibernation with the onset of freezing weather, the adults before the young ones who probably need extra time to put on sufficient fat to see them through the winter. The first adults to hibernate disappear late in September and all woodchucks are underground in October.

Hibernation is a process of deep comatose sleep. Bodily functions are greatly retarded allowing the accumulated body fat to nourish the animal throughout the winter. Body temperature may drop to only 4 to 5 degrees above freezing (37°F), and the heartbeat will drop from its normal rate of about 80 beats per minute to only 4 or 5. The breathing rate and consequent consumption of oxygen are also much reduced. When the animals emerge in the spring they generally still have a good deal of body fat left, which is necessary. Emerging in March, as many of them do, they find little food about them. They may even burrow up through snow to reach daylight. Several weeks may pass before the snow is all gone and there is abundant fresh green plant growth to eat.

Because they are Canada's largest true hibernators, woodchucks are the subjects of a great deal of medical research. Scientists are studying their ability to lower their body temperature, reduce their heart rate and reduce their oxygen consumption. If it were possible to induce the same sort of reactions in man, even for brief periods, certain forms of heart surgery and other medical treatments would be much facilitated.

Values and uses

Woodchucks are the major hole-digging mammals over much of eastern North America, and in some places in the west. In the days when most farm vehicles and machinery were drawn by horses, woodchucks were viewed by man as decided pests. Burrow holes in meadows, fields and road edges all too often meant broken legs for horses that stepped into them. But now that horse-drawn farm machinery is no longer common, man is better able to admire the woodchuck as an interesting part of the environment and to appreciate the indirect benefits which his hole-digging provides.

All sorts of animals are able to thrive because of the shelter supplied by these holes. The list of animals using woodchuck holes for shelter is long; it includes a wide

variety of fur and game animals, some of which destroy huge quantities of farm pests such as rats, mice and insects. Skunks, raccoons, foxes, rabbits and snakes all have a place on the list.

Many farmers still consider woodchucks to be nuisance animals because of the vegetation which they eat. Woodchucks do compete on a small scale with farmers' cattle for food, and occasionally with the farmer himself if they can get into his garden. But the view that woodchucks are therefore pests is nearly always a short-sighted one which overlooks the benefits of having the animals about.

To many hunters, particularly in eastern North America, woodchucks are valuable game animals. Some hunters simply waste the carcass of the animal they shoot, but a growing number are learning that fried, roasted or stewed woodchuck can be just as tasty as any other small mammal. Late summer and early fall are the common woodchuck hunting seasons. Sometimes woodchucks are trapped for their fur, but it is generally of low value. Although not frequently tamed, the animals make affectionate pets.

Woodchucks are a natural prey for large carnivorous animals and in the past they were taken by bears, wolves, lynx and cougars. However, these major predators are scarce or absent over the predominantly agricultural landscape where most woodchucks live. The principal woodchuck predators today are eagles, foxes and coyotes.

Woodchucks, curiously enough, can be fierce and determined fighters in defence of their lives and would probably be a match for any fox that was unable to take them wholly by surprise. There are many records of woodchucks having held dogs even the size of a collie at bay and driving them off.

Woodchucks have roles to play in the world we live in. Let us wish them a long survival.

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NEXT MONTH: The Killdeer

From the Canadian Wildlife Service's **HINTERLAND WHO'S WHO** series, issued under the authority of the Honourable Jack Davis, PC, MP, Minister of the Environment.

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EDITOR'S NOTEBOOK

Our good friend **John Sweet** of **On the Level** fame has just completed another book which is due off the press in January. Called *Pioneering in Town and Country*, it is well illustrated by the author and contains many exciting projects. I have a photo copy of the page proofs before me, kindly supplied by **Ron Jeffries**, general editor of **The Scout Association** in London, and can assure you that it will be a book well worth owning. Watch a future issue for more information on its availability in Canada.

John and Claire Sweet will probably be in Canada by the time you read this item. John has been invited by the **Greater Toronto Region** to come over to address their annual Scouters' dinner which will be held this year on February 18 and then before coming on to Ottawa for a two week visit with the Mackie family, will speak to Scouting gatherings in **Niagara Falls, Oshawa, Hamilton, Windsor** and **London**.

As mentioned in the December column, I was invited to give the keynote talk at the **7th. Annual Regional Conference of Scouts Toronto**, which was held on Saturday, November 26 at the **Ontario Institute for Studies in Education** and can tell you it was a most enjoyable and worthwhile day.

Over 760 Scouters, group committee and council personnel were on hand and the proceedings were opened with a bang, with a concert by the famous **Toronto Police Pipe and Drum Band**. Having had a father who was born in the Highlands of Scotland, I have always been most appreciative of the pipes (I am told

that some are not but must admit I find this hard to believe) and can assure you that by the time the band finished their program, everyone in the auditorium was wide awake and ready for me.

Assistant Editor Betty Rapkins flew up to Toronto on the "*Early Bird*" flight on the Saturday morning to attend her first Scouters' conference and is, even now, preparing an article, based on Toronto's experience, on "*how to plan a Scouters' conference*," which will appear in a future issue. For this reason I won't go into any more detail, except to pass on a vote of thanks and "well-done" to **Chairman Fred Foster** and his hard-working committee. I should also thank the **3rd Scarborough West group** for the gift of the snow/ice scraper and tell them that, unfortunately, I have had to use it just about every day for the last two weeks.

When I visited **Kandersteg** for the reopening of the **Canadian Room** in the fall of 1976, I was hosted by **Deputy Camp Director Richard Rutishauser**. Richard is a Scouter who has worked, along with his Rover crew, as a volunteer at World Scouting's Swiss chalet for a number of years. At the time, he showed me a number of excellent cartoon drawings on the doors of the national rooms. Each was in colour and in various ways identified the nationality of the donors of the rooms. They were the work of **MIWI**, who was identified as a 13 year old Swiss Scout, with a definite artistic talent and promising future.

Richard told me that **MIWI** was then working on a cartoon for the door of the Canadian room and promised to send me a photocopy of it when it was ready.

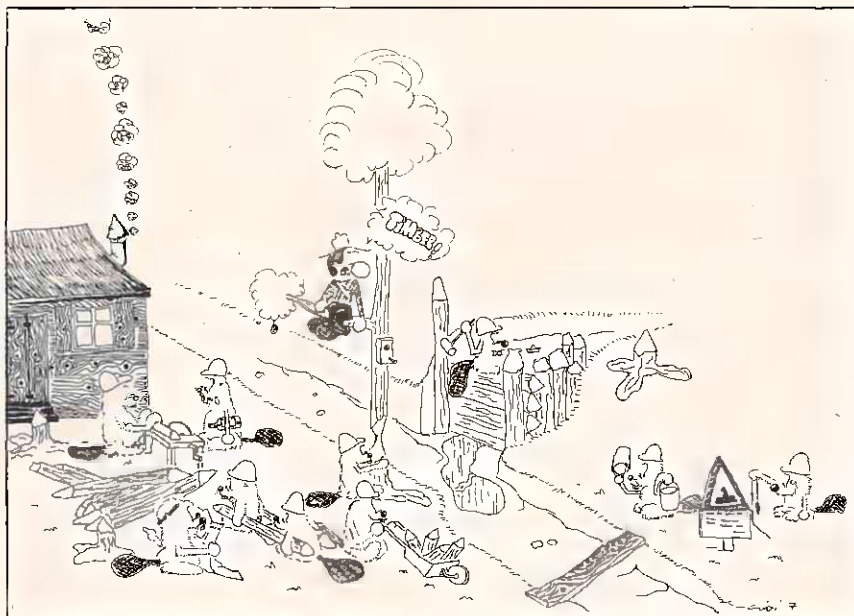
Recently a parcel arrived from Switzerland containing, not a photocopy of the work, but a second "Original" that the artist had done especially for me.

So to **Scout Michael Winkler** of **Arlesheim, Switzerland**, my sincere thanks. The drawing is shown here for you to see and when it is returned from the printer, will be framed and hung in my office. From the contents of the drawing, I would guess that Michael was impressed with the work habits of the good folks from the **Maple Leaf Region** who did all the work on the room - thus the busy Beavers.

Project. Clean-Up 1977 ran from June 21 to August 17 and with the help of others interested in cleaning up the outdoors, the **Saskatoon Council** greatly improved the natural environment in the area in and around the **La Ronge Provincial Forest** in **North Central Saskatchewan**.

The project team from the council's **Northern Canoe Base** volunteer staff at Nemebien Lake, organized and conducted the project. Traveling by truck to campsites in the area, a minimum of once a week, they gave each group of campers they met, one garbage bag and one bumper sticker, while asking for their support.

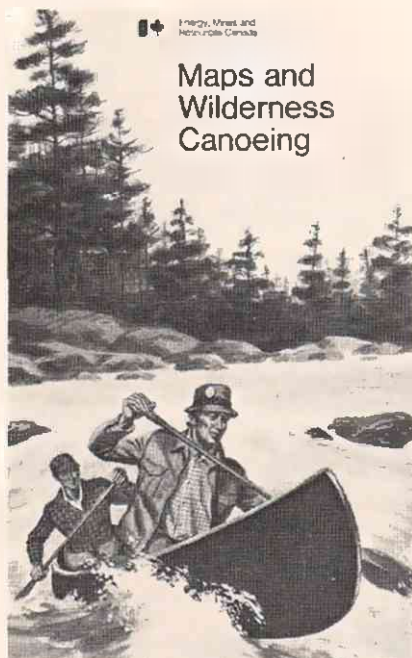
Additionally, many canoe trails



were cleaned up, along with rural lakes.

During the project time, some 2,000 garbage bags were given to campers, canoeists, outfitters and fishing parties.

So successful was the Project that the team has recommended it be continued next year. Financial support came from the federal and provincial governments, the Saskatoon Scout Council and a private company.



In 1972 we published two articles on the subject of mapping by **L.M. Sebert, Technical Information Officer, Surveys and Mapping Branch, Department of Energy, Mines and Resources**. Mr. Sebert is now **Head of the Mapping Program Section, Topographical Survey Division** of that department and recently sent along English and French versions of his section's new brochure, "Maps and Wilderness Canoeing". He pointed out that although the brochure deals specifically with canoeing, it can be used by troops and companies to assist in the teaching of map reading. Map symbols are illustrated, as well as some ground areas being depicted on air photographs and examples of different scale maps.

Mr. Sebert grew up in Toronto and first developed an interest in maps when he joined the **91st. Toronto Scout Troop**.

The English version details all of Canada, with the exception of the Atlantic provinces. This information is presently available on 1:50,000 scale maps and is detailed in an index available free on re-

quest, at the address shown in the final paragraph.

The new brochure is available in "troop/company quantities" at no charge, as well as singly for all Scouters. It is an attractive and informative item that should be most useful in all aspects of mapping instruction.

Order both items from: **Canada Map Office, 615 Booth Street, Ottawa, Ontario K1A 0E9**. Be sure to mention that you noted the offer in **The Leader**.

A letter received recently from badge collector, **Brian Lacroix, 1457 Valiquette, Verdun, Quebec, H4H 2E8**, asks for help in locating information on three districts which he feels are no longer in operation. The information obtained will eventually be published in "*The Canadian Badger*", official publication of the **Canadian Badger Club**, who will be remembered for their popular display at CJ '77.

The districts in question are **Nelson and Peel**, both in Ontario and **Long Sault and Gaspé** in Quebec. Brian would like to know the significance of the design of their badges.

It would seem that long-time readers still remember the monthly column of the 60's which featured different district badges each month. In fact, a significant number asked for its return on the readership survey and accordingly, as a result of a talk we had with Badger Club members at the Toronto Scouters' Conference, (where they had a display) they have agreed to prepare some material for us, for future issues.

If you read **Bill Whitehead's** CJ'77 article in the August/September issue, you will remember **Rick Reeves** as the 20 year old Scouter who decided to spurn conventional means of travel to the jamboree and pedal the 3,800 miles from his home in Chilliwack, B.C., to P.E.I., on his ten speed bicycle. It took him 33 days but he arrived the night before the event opened.

Rick recently wrote us from Europe where he is no doubt two-wheeling it again, to ask for some help. "*I would like to ask some of the people who took photos when I arrived at the campsite if they could perhaps send me a copy. I'm in Europe right now but when I get home I'll be writing the journal of my trip and putting my photos together to make a book. This will be for myself but I'll be sharing it with my troop and friends.*"

So, if you have a photo of Rick, would you send him a copy to **#201-214 Davis Street, Chilliwack, B.C. V2P 2W3**? He'll appreciate your kindness.

As they say - "*There's something about a man in uniform...*" When **Cub Kevin French, 8**, went to the **Hamilton Scout House** to polish apples for the district's annual Scout Apple Day, he probably didn't expect to have an admiring audience but there was **Melissa Allender**, to make sure he did a good job. Our thanks to the *Hamilton Spectator* for allowing us to use the picture by **Ottmar Bierwagen**.



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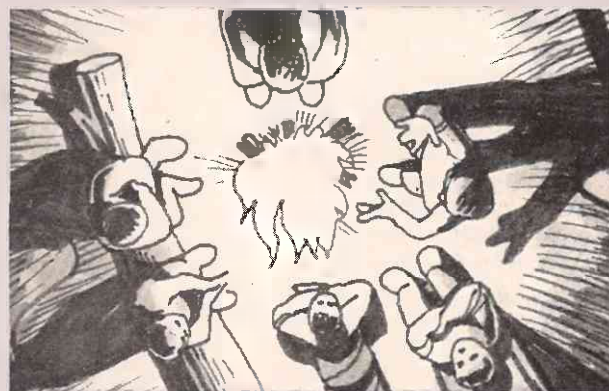
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SONGS & GAMES



COPS AND ROBBERS

Here is a good, dashing-about, outdoor game for a cold day. In advance someone not in the game buries a box labelled "Loot". He writes down about 20 clues to its whereabouts, such as: "The loot is buried by a maple tree," or "Look ten paces from water," etc. He gives each clue a codeword and enters these in two code books. For example, the word "Peppercorn" might mean "Look between a broken gate and a heap of logs". He then writes the code words only on separate strips of paper and attaches these by string, thumbtack or sticky tape to trees, fences etc., in a given area containing the hidden loot.

The boys are divided into two equal teams: "Cops" and "Robbers". Each team has a headquarters and a leader — the Police Chief and the Robber Baron, and both leaders only have code books. A time limit is set and the game becomes a race, the boys rushing about finding clues and taking them back to their leader for de-coding. Each team pools its information and when they think they have enough clues they are able to pinpoint their search for the loot. Whichever discovers the loot first wins. But to confuse the cops, the robbers lay false trails: each time they return to their Robber Baron with a real clue to be de-coded, he hands them a slip with a word not in the code books which they hurry to pin up somewhere. If the cops find these false clues it slows them down as they waste a trip back to H.Q., and a search through the code book. If the robbers are quick they may be able to replace enough real clues with false ones, but only one at a time, to prevent discovery of the loot in the allotted time.

We rescheduled our cut-out section at the last moment, to include this splendid song from Scouter Allan.

CJ'77 PRINCE EDWARD ISLAND (*Unofficial Saga*) (Tune: *Oh dear, what can the matter be?*)

Chorus:

Oh dear, what can the matter be?
Seventeen thousand jammed into a Jam-boree.
Tents blown down by the wind's high velocity.
Grease pits, they won't soak away.

The first day was hot and a lot to see.
Where is our cooler, we ordered it properly?
Miles of searching was utter futility.
Grease pits, they won't soak away.

The second day had no formal programming.
Searching around and our cooler now locating.
Open-air service and official opening.
Grease pits, they won't soak away.

The third day, up early for golf by bus.
Down to the wharf, bought live lobsters for all of us.
Cooking and eating created a bit of fuss.
Grease pits, they won't soak away.

The fourth day, got up in no hurry, Singing
and walking in crowds for Anne Murray,
Early October, it came out on C.B.C.
Grease pits, they won't soak away.

Le cinquième jour, nous avons invité
Les Scouts pour manger avec nous notre souper.
Beaucoup de temps, nous parlons Français.
Les puits de graisse sont très plain.

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The sixth day we chartered a fishing boat.
Out in rough seas, were we going to stay
afloat?

"Who would be sick?" was a question not so
remote!

Grease pits, they won't soak away.

The seventh day was a bus trip to Charlotte-
town.

Wear your hat, there's a risk that you'll put
it down.

Had a great time, but there's one thing that
made us frown,

Grease pits they won't soak away.

Chorus:

Oh dear, what can the matter be?

Seventeen thousand jammed into a Jam-
boree.

Tents blown down by the wind's high ve-
locity.

Grease pits, they won't soak away.

— J.S. Allan, Scouter,
199th. Troop, Toronto, Ontario

DAISY, DAISY

Daisy, Daisy, Give me your answer do,
I'm half crazy, Oh for the love of you.

It won't be a stylish marriage,

I can't afford a carriage,

But you'd look sweet upon the seat

Of a bicycle made for two.

Michael, Michael, this is my answer, dear,

I can't cycle, it makes me feel so queer,

If you can't afford a carriage,

Bang goes this blinking marriage,

"Cos I'll be blown if I'll be towed

On a bicycle built for two!

— from *The Scout Fire and Folk Song Book*
where you'll also find the music.

Songs — page 36

THE CAT BURGLAR

Here is another "cops and robbers" type
of game but this one is suitable for indoors.

One boy is chosen as The Cat Burglar. The
rest are Detectives and sit in two rows, on
chairs, facing each other about ten feet
apart. The Detectives are given bean bags,
ping pong balls or other soft throwing objects
and they are securely blindfolded. The Cat
Burglar must now tiptoe between the two
lines of Detectives, making tiny mewing cat
noises and the detectives must guess his
position from this and try to score a direct
hit with their bean bag. An observer stops
the game when a direct hit is scored and the
Detective responsible now changes place
with the Cat Burglar.

DETECTING BY SOUND

Another indoor game of detection for any
age group to play. Collect ten or twelve
matchboxes and in each one place small
objects which will make a sound when rat-
tled. You might put matches in one, paper
clips in another, sand in a third, and so on.
Seal them up completely with tape and give
each box a number. Make a list on a large
card of the various substances you have in-
cluded, but place them in random order,
(other ideas might be small shells, pins,
nails, beads, thumbtacks, sugar, seeds,
coins, stones etc.) and prop this card up for
the boys to see. Number each ingredient
clearly on a secret master list so that only
you know which box contains which item.
Pass the matchboxes round for the boys to
shake, listen and detect the contents, writing
them down against each number. This game
can be played without a clue list but is then,
of course, much harder.

Games — page 244

THE MYTHS OF WINTER SURVIVAL

(continued from page 19)

ever spend a winter night in a rock radiator shelter without a sleeping bag, you will get a great feeling of satisfaction and being one with nature. It is so much better than desperately heaping more wood onto the lean-to shelter's fire with the knowledge that as soon as the flame dies down, the harsh cold will be threatening you with freezing again.

If you happen to be caught in a place where there is no rock, it may not be so easy, but you are not doomed to a lean-to shelter.

Select the best drained and sandiest soil in the area and with the use of a sturdy stick, excavate a pit a bit larger than yourself and one to two feet deep. Now build a fire at least six feet long in the pit. Over several hours, if the soil was well drained, the heat from the fire will have penetrated deep in all directions. As you poke into the ground with a stick, it will have the appearance of boiling water as the heat makes the soil particles bubble.

Remove all live coals, let the ground cool slightly, then lay down a bed. An inverted V-type shelter is built on top and closed in at one or both ends depending on how cold or windy it is. This will remain comfortable for several hours.

I have had students who have used rocks incorrectly. The noise these people created groping through the dark forest or on the lakeshore late at night would wake me from my comfortable sleep. Experience is the best teacher, so if they insisted that their form of shelter would be comfortable, I let them do it.

Some have had their sleeping area lower than the fire. Inevitably, the cold air entering the shelter to replace the hot air rising from the fire passed through the sleeping area which further chilled them.

Other uncomfortable nights have been caused by using rocks which were too moist, usually indicated by ice on top or on the sides. A fire that does not burn close enough to the rock will not heat it sufficiently. Also, if it is not heated long enough, it will cool quite quickly.

One student, with the help of an ax, some wire and plastic had made himself a framework similar to bunk beds but with a ridge pole on top. The whole affair was covered in plastic. He heated large rocks in a nearby fire, then lifted them onto the lower bunk. He slept in the top bunk three feet above. The rocks were changed every two or three hours which he claims gave him a very restful, warm night. When he demonstrated how it worked to the others the next morning, it finally caught fire. But he had the right principle. Store the heat in the rock and let it come out as you sleep. With a little practice and experimentation, anyone can go out into the woods, at any time of the year, with no fancy equipment and get a good night's sleep, but he must first learn to live in harmony with Nature. Further, he must know his own capabilities, limitations and have learned the skills necessary to use to greatest advantage what Nature has to offer. But he should modify the environment only enough to blend in and become a part of it. Then, he can sleep comfortably in sub-zero weather armed with nothing more than a match, content in the realization that he is self-sufficient, at one with Nature and enjoying the experience of a lifetime. X

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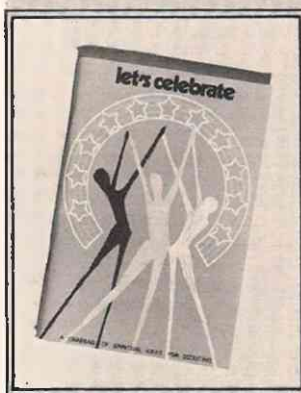


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