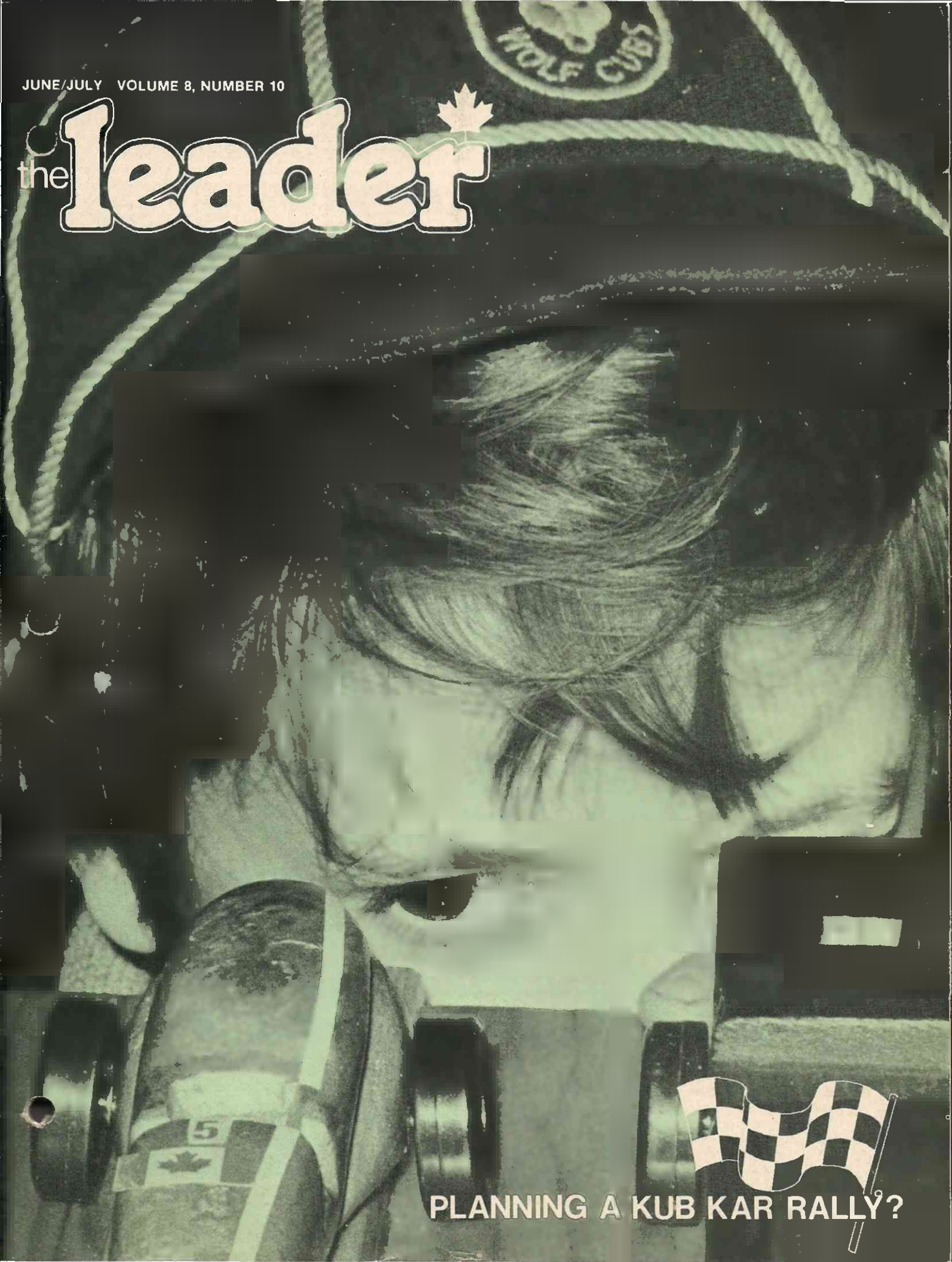


JUNE/JULY VOLUME 8, NUMBER 10

# the leader



PLANNING A KUB KAR RALLY?



The following are some thoughts submitted by Dawn Wiltsie based on her experience in organizing colonies in the province of Quebec. Dawn is the person responsible for Beavers on the National Program Committee.

#### **SATURDAY MORNING MEETINGS ARE YOU EXPERIENCING THE FOLLOWING PROBLEMS?**

- the church women's club is holding a supper and your colony meeting must be cancelled;

- today is a pedagogical day and the school is closed, so this means no Beaver meeting;
- the hockey team is having its awards banquet and requires the community center at 5 p.m., leaving you and your Beavers "out in the cold."

RECOGNIZING THAT THESE USUAL MEETING PLACES HAVE VERY TIGHT SCHEDULES THROUGHOUT THE WEEK, WHY NOT CONSIDER MEETING WITH YOUR BEAVERS ON SATURDAY MORNING AT APPROXIMATELY 9:30 A.M.? THE ADVANTAGES TO BE GAINED ARE MULTIPLE AND WE LIST BELOW THE MAJOR ONES.

- schools and churches, in particular, are infrequently used on Saturdays;
- many more fathers can be recruited to share in the leadership of the Beaver colony as they are free from business meetings, pro-

fessional commitments, university courses, and out-of-town travel;

- if you wish to take the Beavers on a ramble, visit, outing or incorporate a special theme in your program which might extend beyond the usual 60 to 90 minutes, you can do so very easily without overtiring the Beavers and making extra demands on the time of the leaders;
- the Beavers themselves will be fresh and rested and better able to participate positively in any activity.

FEEDBACK FROM COLONIES IN QUEBEC WHERE THIS APPROACH HAS BEEN USED SINCE THE INTRODUCTION OF THE BEAVER PROGRAM IN 1972 HAS BEEN POSITIVE FOR THE REASONS GIVEN ABOVE.

SO, IF YOU ARE LOOKING FOR AN ALTERNATIVE, KEEP THIS IN MIND WHEN YOU RE-OPEN THE COLONY IN SEPTEMBER.



I recently obtained from Kathleen Kennedy of the National Capitol Region a chart that had been prepared by herself and Alan Page of Riverview District in Quebec. This chart cross-references the Cub Badge and Star requirements and I thought it worth sharing with you in Paksak.

STAR REQUIREMENT	BLACK	BLUE	GREEN	RED	TAWNY
1	Handyman #10	—	—	Athlete #3	Carpenter #1
2	Collector Observer #9 World Conservation #1	Musician #3E	—	Athlete #3	Toymaker #1 & #7
3	Gardener #4 World Conservation #4	—	—	Personal Fitness #2	—
4	—	Guide #2	—	Athlete #2	Toymaker #6
5	World Conservation #5	—	—	Life Saver #1 Swimmer #4	—
6	Observer #6	First Aider	Observer #8	—	—
7	—	Reader #2 (a,c)	Woodsman #4	—	—
8	Carpenter #3 World Conservation #1	Guide #5	Guide #3	—	—
9	Gardener #1 Handyman #8	—	—	Athlete #1	Artist #5&6
10	World Conservation #1&4	—	House Orderly #2 Woodsman #5	—	—
11	Pet Keeper #1 World Conservation #1&4	—	Observer #7 Woodsman #7	—	—
12	Observer #2 World Conservation #1	—	Woodsman #6&10	Cyclist #5	World #3 Conservation
13	Angler #2 World Conservation #1	—	Guide #5	World Conservation #1	—
15	—	Collector	—	—	—



# the leader

The Canadian Leader Magazine

JUNE/JULY VOLUME 8, NUMBER 10



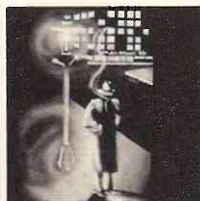
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JAMES F. MACKIE,  
Editor

BETTY RAPKINS  
Assistant Editor

MICHEL PLANT,  
Editorial and  
Advertising



## COVER

Kub Kar Rallies are fun. In our cover picture from the *Prince George Citizen*, B.C., Cub Murray Hampson of the 11th Fort George (Willow River) pack, is shown lining his Kar up for the start. The National Capital Region (Ottawa) hold the biggest Kub Kar Rally in Canada. Turn to page four to see how they do it.

# supply services news

by Bill Johnson

As we approach the climax of another dynamic year in Canadian Scouting, our strongest memories are of the **back order problems** we faced during the year. Many problems, most of them beyond our control, put us in a position where we were unable to keep up with the demands for many uniform items. These difficulties have been overcome and we expect to be in much better shape this fall. Our first priority is to try and eliminate the term "Back Order" from our vocabulary.

During the month of April, 31 Scout Shop personnel from across Canada and from Germany put in four hard working days at the **1978 Sales Workshop in Ottawa** studying selling, displaying, inventory control, product knowledge and sharing ideas with other shops. The overall objective of the Workshop was to give you, the leader, better service and a better understanding of our products. Call on your Scout Shop, they are anxious to share their new found information with you.

**New catalogues** will shortly be going out to councils, shops and dealers. There are some increases in cost but we have tried to keep them at a minimum. There are some **new items** in the catalogue, particularly **sleeping bags** and **camp cook kits**. We are proud of these new products and hope you will drop into your local shop and have a close look at them.

It is time to start thinking about **Scout calendars 1979**. Planning is now under way and we will soon be asking for orders. Remember, last year 440,000 calendars were sold by groups across Canada, raising nearly \$200,000, to bolster group operating funds. If your group has not tried this great item, which is both a good money-maker and a terrific PR tool, contact your local Scout Office. They will have all the details.

Do you have an active Ladies' Auxiliary working with your group? Make sure they have copies of the **Ladies' Auxiliary Handbook**. It is available at your local Scout Shop or dealer — #20-469 for only 35¢.

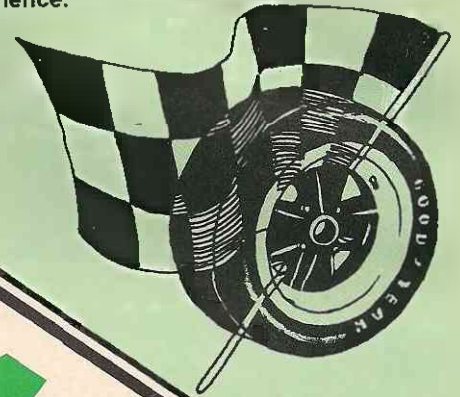
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If you are planning to hold a Kub Kar Rally, read how the National Capital Region organized theirs. From small beginnings — six years ago 75 Cubs mustered outside a local high school and just managed to complete the last race before the rain started — to what they now tell us is the biggest rally of its kind in Canada. Here's how it worked and what they learned, and are still learning, from their experience.



by Betty Rapkins

# PLANNING

It is Saturday April 22 and, at 9 a.m., the carpark outside Number Eleven Hangar at Canadian Forces Base, Uplands, is already filling up. It's a very large hangar but it needs to be, because already most of the 878 Cubs entering in the Racing section are standing in two long and remarkably patient lines, waiting to "Weigh-In". Among them are a further 250 entries for the Design section so, allowing that some boys have more than one entry and others are just there as spectators, it's safe to say that close to a thousand Cubs are gathered under this one vast roof.

During the course of the day they will have the opportunity, not only to test their skills as Kub Kar racers, but in a neighbouring hangar to clamber into real aircraft (Cosmopolitan; T33; Falcon executive jet) and onto fire engines supplied courtesy of the Forces' Base Commander. Cheerful, patient servicemen in attendance, answer questions and allow boys, endlessly, to press buttons activating assorted loud, scary and altogether enjoyable fire sirens.

Back in the main hangar there are 25¢ tickets available for cola, chips and hotdogs, on sale at Venturer-run stalls, in exchange for one ticket per item. All profits will go to the 119th Venturer Company who really deserve to make their fortunes after the hard work and effort they put into this particular venture.

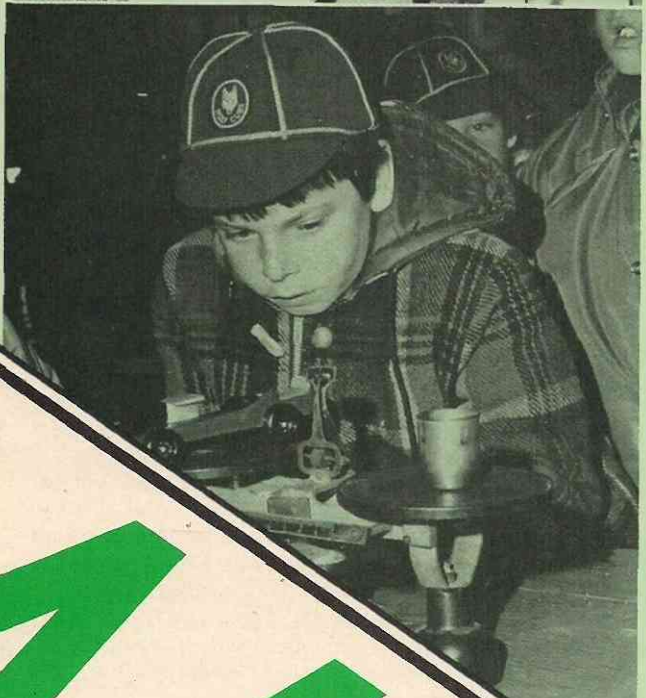
Cubs can also make last-minute registrations at a special counter, and get a wheel fixed or an axle oiled at the "Pitstop" where a bunch of very jolly Scouters are specially equipped with tool boxes, drills and assorted expertise to tackle unexpected disasters.

They can study, at close range, a group of real racing cars displayed by a local racing club and wander around various open Scouting displays.

If they feel energetic, they can try for part of their Personal Fitness badge and the first requirement for the Red Star, at a special athletics track set up in the centre of the hangar.







For less energetic moments, there is a continuous film show taking place and, *for adults only*, the blissful opportunity to slip away through swing doors into a leaders' rest area complete with coffee machines and, I might add, an eager adult line-up for ice cream. (Although I suspect that, since Cubs are strictly barred from this area, many a dad has been coerced into buying them for his son's gang waiting, beady-eyed, just beyond the doorway.)

Then as their score cards gradually fill, hopefully with high marks, at the Kub Kar tracks, contenders can get a close-up view of Willie and Floyd, those engaging Ottawa television characters, who are ambling about waving starter flags and cracking jokes about coming from such a small town they belonged to "kind of a six-pack".

If the Racing score cards look like reaching one of the top 40 totals, or a boy's Design entry seems especially good, there is always the display of prizes to be studied and hoped for.

The two top prizes of all, one for Design and one for Racing, are 10-speed racing bikes. Then, in the Design category, there is also a first prize of a sleeping bag, second a mess kit and third a canteen, in each of the four sub-sections: Past; Present; Future and Comic.

The Racing prizes go to the top 40 scorers in the following way:

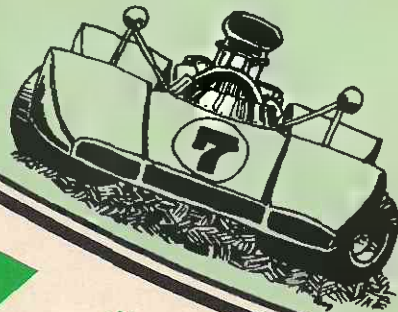
- 2nd and 3rd: 4-Man tents
- 4th and 5th: Backpacks
- 6th — 10th: Sleeping bags
- 11th — 15th: Cub jackets
- 16th — 20th: Mess kits
- 21st — 25th: Canteens
- 26th — 30th: Flashlights
- 31st — 35th: Rucksacks
- 36th — 40th: Pouches.

All this, plus the fun of just darting about being a boy, certainly adds up to a super day for Ottawa Cubs. So now let's look, in more detail, at some of the real effort, careful planning and genuine enthusiasm necessary to make it work.

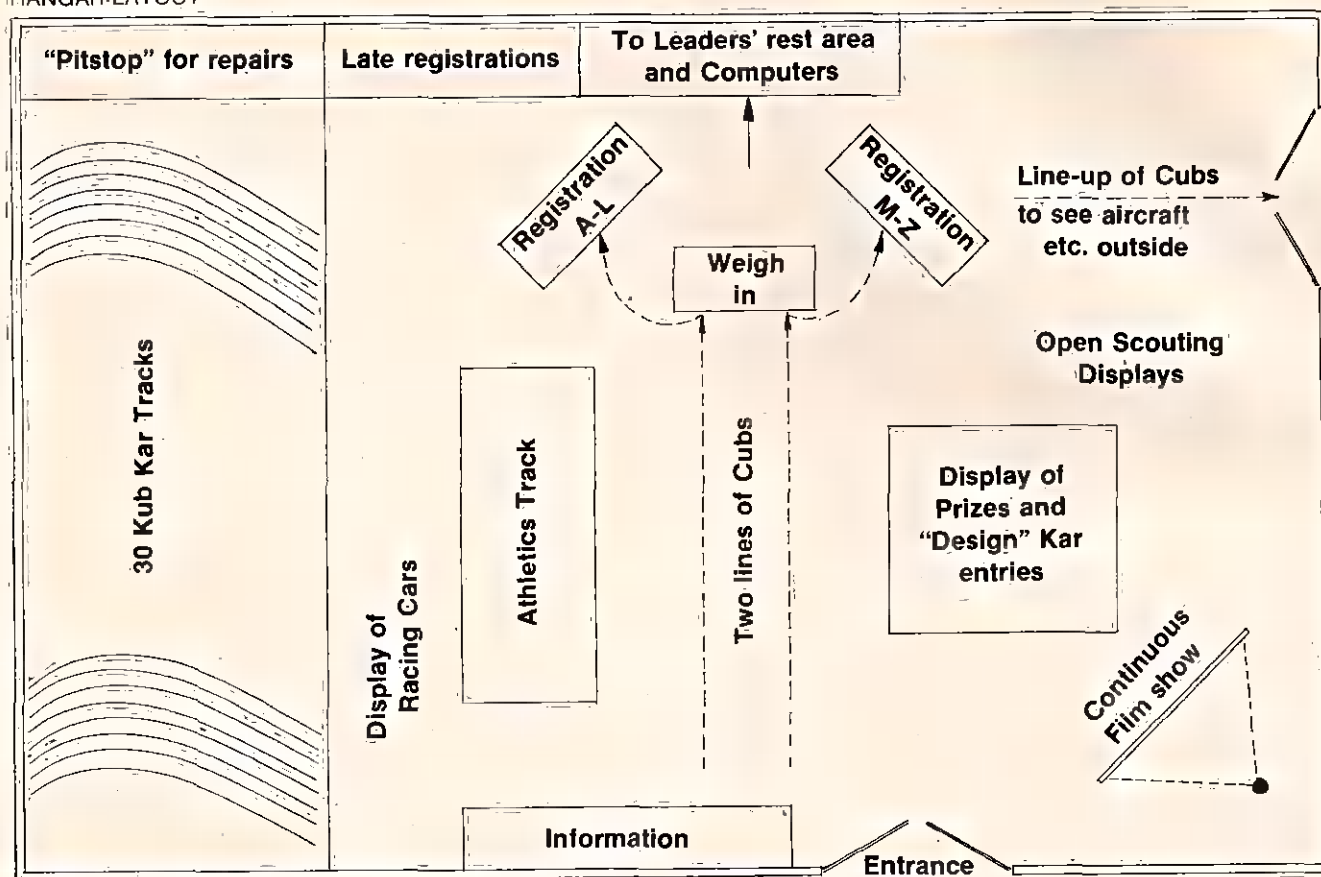
#### Weigh-In and Register

Once the racing cars are strictly weighed and measured — *maximum weight must not exceed 5 ozs. and size specifications are 7" long x 2 3/4" wide* — the boys move across to registration tables, divided up alphabetically.

Entrants for the Design category have, as we have said, four sub-sections to choose from: Past; Present; Future and Comic. Specifications for these are much more relaxed. In fact anything goes — two kits per Kar even — and the more imagination used the better. The Comic section in particular, has its share of way-out ideas. Picture if you



# KUB KAR RALLY



can a mechanized Cub cap, a racing light bulb, a motorized mini-bedstead!

But the real, serious business of the day concerns the racing entries and already, along one end of the hangar, assorted adult enthusiasts are busy setting up thirty tracks, arranged in fifteen pairs. Each boy will be required to race his car on one track from each pair. Since the tracks vary in height and slope, a good deal of shrewd decision-making goes into each boy's individual choice. But each entrant must physically run his own car fifteen times and get his card officially marked up with the results. Points are awarded thus: 100 if they come first; 65 if second; 25 if third and, if there's a fourth track, 10 points for fourth.

### Kub Kar Tracks

Since the tracks themselves are such an important part of the event, I cornered Slim Hodgson, local expert on track building, and here's what he has to say on the subject.

"There are probably as many different Kub Kar tracks in the country as there are groups that have constructed them. They range from the small, straight line, two car track supported by anything from boxes to books, to the large six lane curved track with an electronic timer to determine the winning car. Certainly the most popular is one with three lanes as suggested in the plan that is supplied with each Kub Kar Kit.

"Construction of this track is fairly simple and it can be built with workshop tools normally found in most homes. Access to a table saw simplifies the cutting and allows one to use cheaper materials (masonite or plywood for the car guide rather than pre-cut pine lattice strips as suggested in the plan).

"Experience has shown that this track can be built for about \$30.00 including hardware. Main track material should be 1/2" thick (flexible enough to bend but rigid enough to prevent warping) and can be good one-side

plywood or pressed board. One 4ft. by 8ft. sheet will produce the four sections required for a 32ft. track. One other important measurement is the height of the starting end (4ft.). The support braces as well as section joining cleats can be made of any material that is readily available."

Slim goes on to suggest that anyone who hasn't yet entered the Kub Kar racing fraternity should give it a try, because he's sure they'll enjoy it. Start by buying a Kub Kar Kit, get your group together to build a track similar to the one on the plan included in the Kit and join the many thousands of present participants. And if you run into any technical difficulties then I'm sure that, if you contact Slim Hodgson, care of the National Capital Region, he'll be glad to give further advice.

### Computer

This is where, for such a big event, real planning and organization is needed. I talked to Roy Knight, over-all coordinator and go-getting mastermind of this Ottawa Rally and he stressed the need for smooth efficiency when processing all the boys' scores.

In the light of earlier experiences when manually gathering up and sorting the scores caused hold-ups, he was delighted that, for this year's rally, a local computer firm, Systems Dimensions, under the direction of Tom Welsh, donated \$4,000's-worth of computer time and provided ten typists employed by their company, who also very kindly gave up their time to help out, free of charge.

### Use Your Resources

Roy Knight particularly recommends making good use of resources available to you close to home. A word to your boys and their dads may well produce the promise of equipment and prizes. Approach a local radio club for walkie-talkie gear. Roy says this has proved a real "must" for efficient, instant communication among leaders and organizers. But limit it to adults. If the boys start buzzing around with their own sets you'll be heading for chaos.



## Plan Well Ahead

Most important of all, and especially necessary if you intend holding a really big, well-attended event, is to plan well ahead. This particular Ottawa Rally couldn't have functioned nearly so well in smaller premises and already 'his same aircraft hangar is booked for next year's event. So look around at your local resources, figure out how many people, racing tracks and side events you intend having, pick suitable accommodation and book it right away.

Then start thinking about publicity. For this April event, notices started to circulate in September. Here's one of the leaflets they sent out.

### BOY SCOUTS OF CANADA NATIONAL CAPITAL REGION

#### 1978 NATIONAL CAPITAL REGION KUB KAR RALLY

WHEN: APRIL 22, 1978  
WHERE: C.F.B. OTTAWA SOUTH — HANGAR #11  
TIME: 9:00 A.M.

**TOP PRIZE — RACING & OVERALL DESIGN — 10-SPEED BIKES  
MANY GOOD PRIZES AND TROPHIES — FREE NATIONAL CAPITAL  
REGION KUB-KAR CREST — NEW DESIGN**

CANTEEN FACILITIES OPERATED BY THE 119TH  
VENTURER COMPANY

PACK TROPHY TO BE WON BY PACK EARNING MOST POINTS  
IN RACING AND DESIGN.

**ENTRANCE FEE:** \$1.50 per car — Racing Category  
\$1.00 per car — Design Category

SECOND CAR IN DESIGN CATEGORY AT NO  
CHARGE.

DESIGN CATEGORIES — PAST, PRESENT, FUTURE, COMIC  
EACH CUB WILL RACE 15 TIMES  
ALL RACE RESULTS TABULATED  
BY SYSTEMS DIMENSIONS LTD. — FAST!!!!

ALSO: MOVIES, TOUR OF AIRCRAFT, DISPLAYS

tion can all then be fed into the computer ahead of time, so the boys' stick-on identification labels will be ready and waiting, in alphabetical order, for their arrival and will just require attaching to the base of each Kar on the day.

Here is part of the special notice which went out to Ottawa Scouts nearer to the rally date.

**IF YOU HAVE A KUB TRACK AND HAVEN'T  
BEEN CONTACTED, PLEASE CALL ROY  
KNIGHT AT — RESIDENCE 828-7550 OR BUS-  
INESS 728-1875.**

*Rules of Kub Kar Kits will be strictly enforced in  
Racing, especially Rule #3.*

*All cars will be weighed on arrival and also be-  
fore final race.*

*A repair station will be set up for emergency re-  
pairs only. No parts will be supplied so bring  
extra wheels and nails.*

*Drinks, hot dogs, chips and pastries will be on  
sale for 25¢ each.*

*There will be a limited number of extra Kub-Kar  
crests on sale for 75¢ each.*

*Scout Headquarters are still accepting a limited  
number of entries in the Race Category so  
HURRY!*

*If you haven't turned in the Final Registration  
form with boys names, please hurry so we can  
enter them into the computer.*

The agenda for the event was also posted but, in the light of subsequent experience, it was felt that some changes will be required next year. Registration and Weigh-in take up a lot of time and it might be a good idea, where large numbers of entries are involved, to specify that odd pack numbers register at 9 a.m. and that even pack numbers do so at 10 a.m. Each boy will then have lots of time to enjoy the various displays, demonstrations, films, etc., but must also run the required number of races, to be all finished by 3 p.m. (Boys do tend to straggle off and leave things to the last minute and it was necessary, at the Ottawa Rally, to use the public address system at some length to round up boys who hadn't completed their 15 races.) Then the computer has half an hour to tabulate all the scores. Any ties can be quickly run off and the top 40 scorers, in order of merit, are ready to receive the prizes.

Design awards can be made by a panel of judges, during the course of the day, and labelled accordingly for all to see.

Roy Knight suggests a Grand Closing — complete with Grand Howl and perhaps a few words from your Regional Commissioner — with the day officially ending at 4 p.m.

There's a lot of work involved, as you can see, in planning a really good Kub Kar Rally. But as all who attended this particular one will readily agree, it's a really great day for everyone and one, I'm sure, the Cubs will always remember. X



Photographs by David Rapkins

# Fundy's BIG BORE

by Robert A. Brownridge

Once again we extend thanks to the editors of *Ranger Rick's Nature Magazine* for permission to reprint this Beaver story from their February '78 issue. Perhaps you can use it in your colony as part of a special meeting on Canadian geography or on tides and the sea.

## Fundy's Big Bore

"What a trek!" puffed Bobby Beaver. "This trip into Canada has worn me out." "You're getting there," called Morgan Mockingbird flying above them. "Water ahead!"

"The Bay of Fundy," said Ranger Rick.

"Oh, boy!" cried Ollie Otter.

"The tide must be in," said Rick.

"The tide, Rick?" questioned Ollie. "Didn't you say we were about 180 miles from the Atlantic Ocean?"

"Yep," said Rick. "but the tide comes in all this way — right up to where the Petitcodiac River runs into the bay."

In a minute they stood on a bank, looking down at the moonlit water.

"The tide's about half in," Rick noticed. "See those pilings under that pier? They show the highwater line."

"Well, I'm not waiting for high tide!" yelled Ollie, and he dove right in. "Come on in, Bobby!"

"I'm too tired," Bobby called back. "I'll take a dip in the morning."

"Let's bed down among those crates," Rick said, pointing to the far end of the dock.

Ollie soon came ashore, and in minutes the animals were all snoring.

It was barely dawn when a terrible howl came from below the dock. Rick and Ollie sat straight up.

"What's that?" chirped Morgan sleepily. "Can't be gulls screaming!"

Rick suddenly yelped. "Where's Bobby?"

Sure enough, Bobby Beaver was missing. They rushed to the edge of the dock. Far below, Bobby lay half buried in thick, red mud, making a terrible noise: "Owww! Yeeaaaowww!"

Rick and Ollie ran off the pier and slid through the mud to reach him.

Bobby was gasping. "Where did the water go? Ollie dove in here just last night!"

Bobby grunted as Rick and Ollie pulled at him. "I woke up and jumped off the pier — and went *splat* in the mud."

Finally he was on his feet. He stepped carefully on each leg.

"Are you O.K., Bobby?" Morgan asked.

"My left hind leg feels funny," Bobby said, testing it. "But I think it's all right."

"I hope so, Bobby," Rick said. "This is all my fault. I was too tired last night to tell you about the tides in the Bay of Fundy. Where the bay is shallow — as it is here — low tide

means *no* water, just mud. In some other places on the bay, the tides rise and fall as much as 50 feet. That's about 15 meters."

"Lucky we aren't in one of those places!" Bobby said. "I'd have sunk out of sight."

"Well, the very high tide is one of the unusual things about this bay," Rick said. "Another thing is the way the tide comes in some places. It comes so fast it could bowl you right over. This is one of those special places. And we mustn't get caught away from the shore."

"Oh, dear," Morgan said. "Does that mean we can't go talk to those gulls?" He nodded toward a big flock out in the bay. "I really want to learn gull-talk."

"We want to meet the gulls too," said Rick. "We'll just have to watch out for the bore."

"Watch out for *what* bore, Rick?" Ollie asked. "D'you mean a gull telling boring fish stories?"

Rick grinned. "No! The incoming tide here is called the *bore*. It's a great wave that comes galloping straight in. It pushes — it bores — up the bay. At least that's what happens in places as narrow as here."

With his paw Rick drew a picture in the mud. "Ranger Tom told me the bay is shaped like this — like a huge funnel. Where we are is the small end. The wide end is where the ocean is. Near the ocean the tides rise and fall about 10 feet — that's three meters. But where the bay is narrower and also shallow, the water can't spread out sideways. So it climbs the banks. By the time the tide gets here — where we are now — the water is moving very fast. The first wave will have built into a wall of rushing water. Sometimes the wave is six feet high. It looks like surf and comes on with the force of a firehose."

"Wow!" Ollie said. "I'd hate to be hit by that! Come on, let's catch up to Morgan."

They slogged off through the mud.

When they were close to the flock of gulls, Morgan called to his friends. "Hey!" he squawked, practicing gull-talk. "Over here, guys. Come meet my new friends." Morgan introduced them. "This is Lelli Gull and her friend, Terry."

Lelli blinked. "Hi, I was just telling Morgan here what a great place this is for gulls and many other seabirds," she yelled. "The tides bring food in from the sea. That feeds the small animals that live in the mud. Then we feed on the small animals. It's a great system."

"It's pretty noisy here!" Bobby hollered.

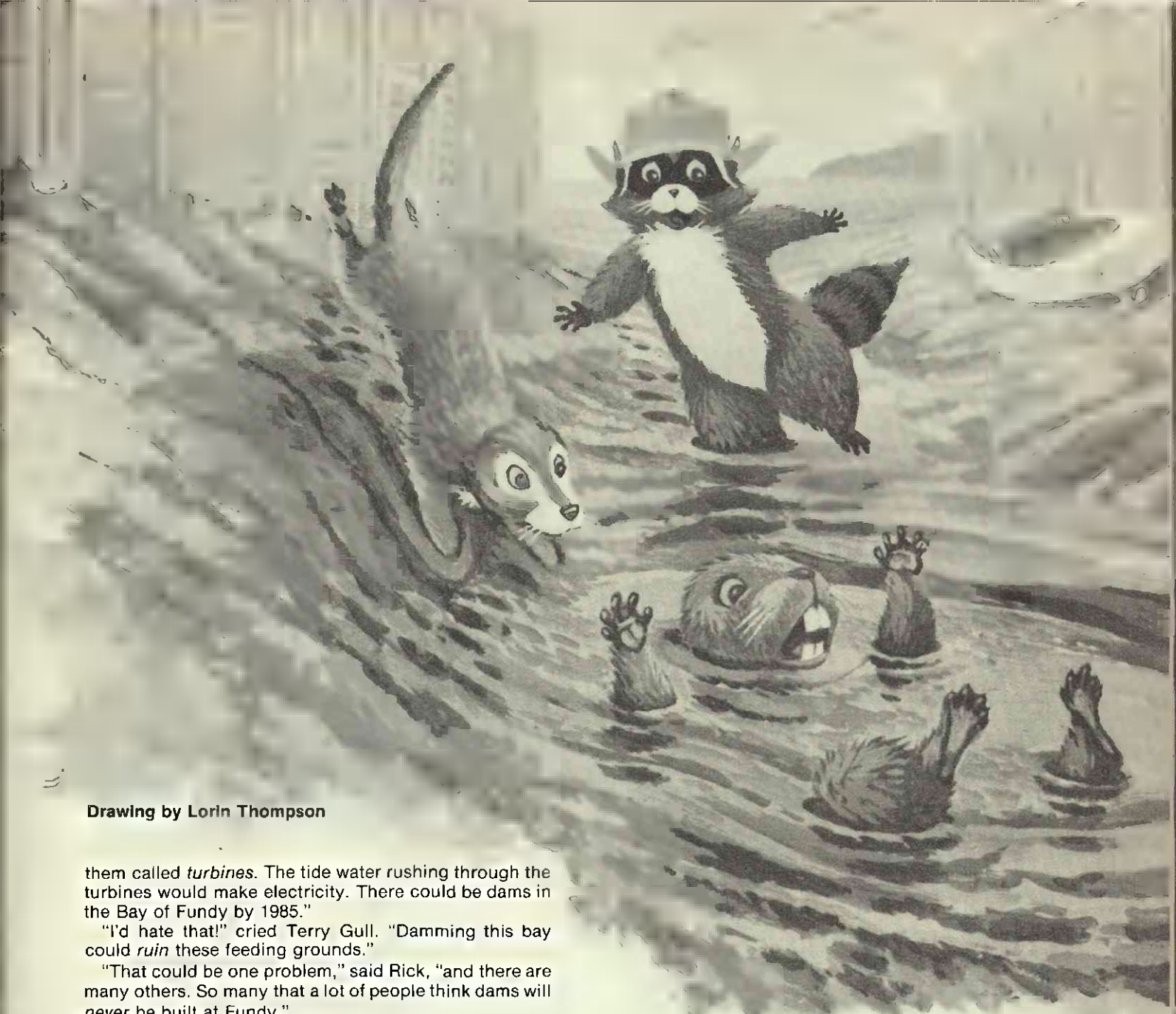
Lelli laughed. "You should be here in the spring or fall!"

Rick nodded. "Yes, then it's a stopover for millions of migrating birds. And they'd have a hard time if people dammed this bay in the wrong way."

"Dam the bay? Who'd want to do that?" Ollie asked.

"Ranger Tom told me that people are studying ways to dam it," Rick said. "They'd build dams and put machines in





Drawing by Lorin Thompson

them called *turbines*. The tide water rushing through the turbines would make electricity. There could be dams in the Bay of Fundy by 1985."

"I'd hate that!" cried Terry Gull. "Damming this bay could *ruin* these feeding grounds."

"That could be one problem," said Rick, "and there are many others. So many that a lot of people think dams will *never* be built at Fundy."

Suddenly Lelli screeched. "The bore!"

Far down the bay screaming gulls lifted in clouds off the mud flats. "Hurry, everyone!" Rick yelled. "Make for shore!" He spotted a large fishnet. It was held up by poles and was so large that it stretched from the bank far into the bay. "Wait! Aim for that fishnet. It's closer than the shore."

They set off through the mud toward the net. There wasn't time for Rick to explain how fishermen used the big net to catch fish when the tide came in.

Just as they reached the fishnet, Morgan screamed, "Hurry, Rick!" He sounded *just* like a gull. "*Squeeeawk! Run!*"

Panting and struggling, the animals saw the wave coming straight at them! It was at least five feet (1.5m) high and looked gigantic.

Bobby suddenly yelled. "Ouch! Rick! I *can't* run! My leg . . ."

"Quick, Ollie," Rick cried. "Boost Bobby up on the net. Then we'll jump up too. If we all get about ten feet above the first rush of water, we can climb to shore on the net."

Rick and Ollie shoved at Bobby. He grabbed the net and pulled himself up.

Just as the wave hit, Rick leaped to the net and scrambled up it to safety. At the last minute Ollie jumped — and missed. He disappeared in a roar of foaming water.

Morgan fluttered over his friends.

"Look for Ollie, Morgan!" Rick called.

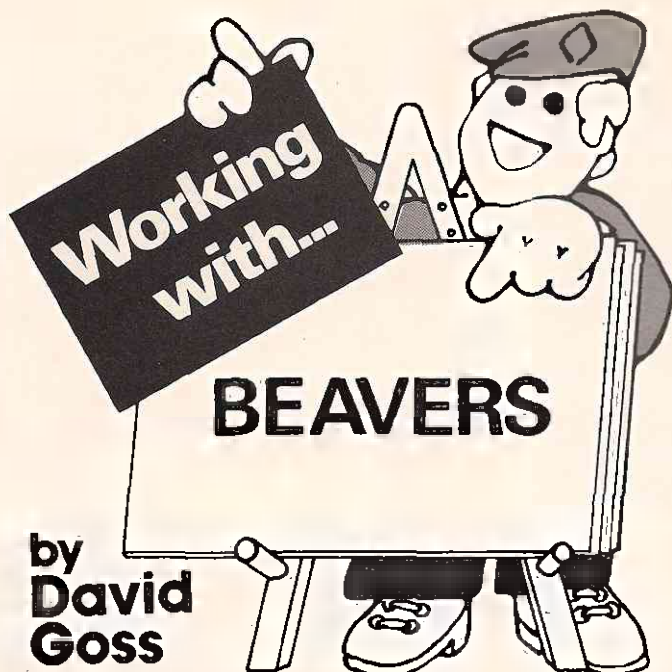
Back and forth Morgan flew. Finally he zoomed back to Rick. "I can see him, Rick — underwater. He's swimming like crazy toward shore. He'll make it."

Ollie surfaced at the shoreline just as Bobby and Rick clambered off the net onto dry ground.

"Whew!" Ollie said, falling in a heap, "I never thought there'd be a time when swimming would be a bore!"

Rick looked at his friends and down at his own muddy belly. He laughed hard. "We came to Canada to see the sights — and I think we're it!"

"Especially me," said Bobby, very muddy and still hobbling. He tried jumping on his left hind leg. "It's better on solid ground," he said. "Now I'm ready to have some real fun at Fundy!" ^



by  
**David  
Goss**

Can a Scouter of 13 years experience with troop programming switch to Beavers? "No," according to the advice of those who were implementing the program in our area. "No," according to the provincial executives, and "no," according to such a renowned Scouting authority as John Sweet. In fact, of those I asked, John was probably the most emphatic. He just could not believe it was possible for a leader to gear himself down to the level of Beavers after the challenge of the Scout age boy.

Well, they were all correct, at least in part. It is difficult to work with Beavers, and I am convinced the established leader probably has more difficulty than the new leader. However, it is also possible for the experienced leader to modify many of the ideas he has previously used, so that these ideas can be used in the Beaver program. What follows are some of these:

**Circus Night** - Send a memo home inviting all the Beavers to come to the next meeting, either in clown mask and costumes, or with their faces made up as a clown and their clothing patched to represent a hobo. Upon their arrival, have a costume judging and award simple prizes, making sure that every Beaver takes home a prize — even if this means hastily making up a few awards to give all a chance to shine. Following this, the boys circulate to a number of games which can include:

- Tossing pennies into a dish floating in a waterfilled dishpan.
- Throwing darts at balloons tied to a piece of plywood.
- Shooting arrows from a play bow 'n arrow set, at cardboard cones standing on a table.
- Bowling rubber balls at styrofoam cups half-filled with sand and taped together to form a small bowling pin. (As an alternative, you could use milk cartons, again partially filled with sand.)
- Fishing in a cardboard box, with a magnet on the end of a fishing line and many nails or paper clips in the bottom of the box.
- Guessing the weight or contents of wrapped parcels or the number of nails in a bottle.

The Beavers travel in pairs, trying each game once or twice. Conclude the meeting with a circus story, or a few favourite games.

**Pet Show** — Invite your Beavers to bring their favourite pets, either real or stuffed, to your meeting place. (Live pets must be house trained.) Have ribbons (available from your Scout Shop), on which you have typed the following:



Best Live Pet in the Show  
Best Stuffed Pet in the Show  
Biggest Live Pet in the Show  
Smallest Live Pet in the Show  
Biggest Stuffed Pet in the Show  
Smallest Stuffed Pet in the Show  
Best Trick by a Live Pet  
Best Trick by a Stuffed Pet  
Most Original Name — Live Pet  
Most Original Name — Stuffed Pet





The stuffed pet category enables boys who are not able to have live animals, due to allergies, or living arrangements, to join in the fun. In order that all entrants receive a prize, you should buy extra ribbons and present one to each Beaver entering a pet. Conclude your meeting with some stories about pets, or some favourite games. Extra parental help is advised at this meeting.

**Beaver Rally** — This is a good event for your Beavers so they will discover there are plenty of other Beavers in the land. And your leaders might discover a Beaver leader they didn't know that works in the next office, at such a Beaver Rally. If it is scheduled in March, it will make a good Saturday activity in a month that has poor outdoor weather in most of Canada. Simply issue an invitation to six or so Beaver colonies in your area, to gather at your meeting hall from 2 pm to 4 pm on a Saturday afternoon. They need only bring themselves and any craft material you don't wish to provide, plus a bit of the program. Here is a sample program:

2:00 pm Beavers arrive

2:05 pm Build the Dam, opening prayers

2:10 pm Demonstrations — each colony to introduce their leaders

— present a favourite song

— present a favourite game

— do a yell, or other activity their colony enjoys.

Leaders should have copies of whatever they present available for all the other leaders, so ideas can be shared.

2:30 pm Games period — each colony runs a leg stretching game in their assigned corner of the meeting hall.

2:40 pm All Beavers Game — for example, all Beavers are lined along one wall. Each one is given a straw and a square of paper 2" x 2". Beavers are to inhale through the straw, place paper on the straw end, and try to walk to the opposite wall. If they drop the paper, they stop, pick it up, inhale again, replace the paper and continue. Could also be run as a relay race. Another game, using the same straws, is to give each Beaver a ball of absorbent cotton, and they try to blow this from one end of the hall to the other.

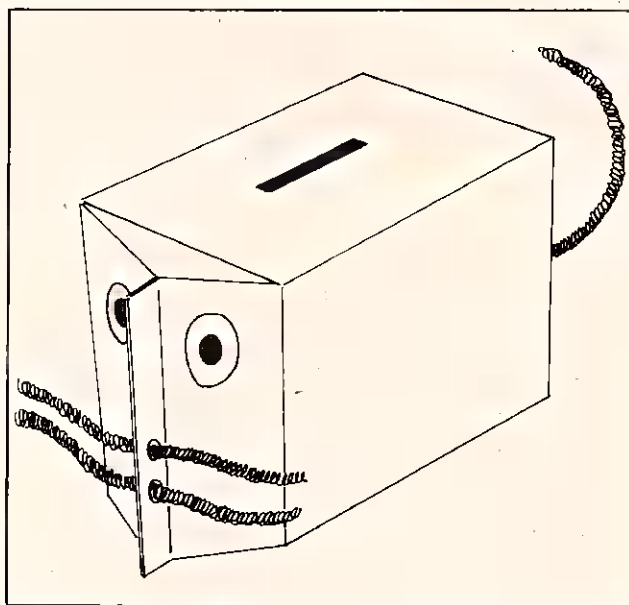
2:50 pm Craft period — do a simple craft, one which requires a minimum of materials, yet gives the boys a memento of the day. Gluing their name with alphabet macaroni on an ice cream spoon is one idea. These are then taped onto their vest. Another involves making a mouse bank out of an empty milk container, by wrapping the carton in construction paper, adding a pipe cleaner tail, construction paper eyes and cutting a slot in the top for the money to be inserted.

**TACK IRISH**

3:15 pm Drink of juice and cookies

3:30 pm Short movie — see the National Film Board in your town for a suitable one. Be sure to view it beforehand to be certain it is in good condition and is suitable for your purposes.

**Using Films** — Despite the high incidence of T.V. viewing among Beavers, they still enjoy a film night. Films are available from a number of sources and, as mentioned above, the National Film Board has some good titles. Also, many other government agencies are now using films to promote their programs. Your local Scout office probably has films of interest, some of which may be local productions that will help make your Beavers aware of the world of Cubbing and Scouting. Your Coca Cola dealer can get you the popular "Snoopy" series, and the local branch of the major Canadian film distributors can provide cartoons and short subjects (though they will charge a good fee for the more popular titles). Don't overlook parents who have contact with the school board, museum or local library, all of whom have excellent films, often related to Beaver programming, and community organizations out to promote everything — from reading programs to weed control — are now using film and film strips to promote their ideas. One such organization is the Non Smokers Association, who have excellent films produced by the National Health and Welfare Department, entitled "King Size" and "Best Friends". These films emphasize the dangers of smoking in the most humorous and entertaining way and should be combined with a visit by a representative of the Non Smokers Association, who can ceremoniously pass out their "No Smoking" buttons. This can be followed with a craft, such as making a "No Smoking" poster. Of course, a couple of games should be planned before the showing of the films, so the Beavers will have a chance to expend some of their energy.



**Monthly Outing** — One of the most enjoyable parts of Beavering, that was a carry-over from my Scouting days, was the institution of a monthly hike or outing. It must be kept simple. Our group usually limits it to two hours on a Saturday, usually 11 am — 1 pm, the warmest part of the day, in our part of the country. We've visited our local park, animal farm, the seashore in winter, the park in winter, taken sleigh rides, visited a farm outside of town, held cookouts, gone sliding, and this spring we hope to have a family cookout for our colony.

Many groups are still not having outdoor activities for Beavers, others I understand are thinking of taking up camping.

Though I can say I've grown accustomed and comfortable with the Beavering program after so many years at the Scout level, I'm not at all sure I'm ready to consider camping. Maybe next year! X



# Scouter's Five Minutes

## part 1



12

by Betty Rapkins

People often ask us to explain the Scouter's Five Minutes — what exactly it means and why we often include cut-out pages in **The Leader** under this particular heading.

As experienced Scout leaders will know, and as our recent survey returns show, the Scouter's Five Minutes is a popular and useful program ingredient. It provides a calm, reflective time at the end of a meeting or campfire. A little story, a poem, a prayer or an interesting quotation is a good way to quieten the boys down and often to get a point across in an interesting way.

Many leaders will tell, if asked, of a particular incident when, during those few minutes, a thought has really struck home — perhaps to a particular group or individual in a way that no amount of direct lecturing could achieve. Jim Mackie, our editor, tells of just such an occasion when, through the story of "The Watch", he brought home to a boy in his group the message of watching one's words.

And while we were discussing the inclusion of this particular story in **The Leader**, it occurred to us that readers would find it interesting if some of our senior people in Scouting, and regular contributors to the magazine, were asked to share some of their own favourite little stories, or items, suitable for that quiet few moments. So, a short time ago, we wrote to some of our volunteers and executive staff across Canada, asking them to share with us any special thoughts they might have on the subject. While we haven't heard from all those we wrote to, we did receive a wonderful, wide range of material, so here, along with our editor's story, is a selection of those we received.

### THE WATCH

As everyone knows, the watch has as its basic reason for existence, the job of keeping its owner informed as to the correct time of day or night. An important task, in itself, in a world that seems to operate, more and more, on schedules, where a few minutes can often mean the difference between success and failure; happiness and sorrow; defeat and victory.

When it operates properly a watch is a good friend; when it stops, loses or gains time, it is a source of frustration.

The watch can help teach us the value of time and of dependability but it can perform a secondary service, by reminding its owner of a code of conduct. Take the five letters of the alphabet that make the word and see what a glance at your timepiece can remind you of: It can remind you to:

#### **WATCH** your Words:

Remember you are often judged by what you say and how you say it. A careless tongue can do much damage.

#### **WATCH** your Actions:

It has been said: "Actions speak louder than words". Many people think their thoughts are private. Perhaps someone higher knows and is disappointed when our thoughts are not worthy of ourselves.

#### **WATCH** your Thoughts:



**WATCH** your Companions: We are often judged by the company we keep.

**WATCH** your Health: Your health is a precious God-given gift. Protect and value it.

\*Note: special emphasis can be placed on any particular area a Scouter wishes to emphasize.

One of the first people who sprang to mind when we thought of contacting other well-known Scouting personalities, was our regular British contributor and friend, John Sweet. As is so often the case, his reply, all the way from Suffolk, England, was the first to arrive.

His little story originated, he believes, with the late F. Haydn Dimmock, for many years Editor of the UK weekly THE SCOUT, who was reputed to be the longest serving editor of any periodical in the history of journalism. Mr. Sweet sent it along to us as a tribute to his memory.

### AVALANCHE

It was the sort of morning you only get in the mountains in the springtime and, generally speaking, you have to be well above the treeline to appreciate it properly. On this particular day the only one about was a leveret which, as you know, is a young hare; but he certainly was appreciative. He looked down at the sunlit valley below — the farms, the villages, here and there the spire of a church, the cattle peacefully grazing, the winding river shining like silver in the sunlight — and he felt like a king. "Yippeel!" he remarked to himself and he shed a tiny pebble down the side of the mountain, just for the joy of seeing it bounce.

It was just a tiny pebble but it bounced nicely. And then it hit a bigger pebble and the two of them, the tiny pebble and the bigger pebble, went bouncing down the mountainside. And the bigger pebble hit a bigger pebble and that went bouncing too. And the bigger pebble hit a bigger pebble still, and the bigger pebble still hit a still bigger pebble, and the still bigger pebble hit a rock the size of a football, and that hit a rock as big as a hen house, and the rock as big as a hen house hit a rock as big as a cottage and so it went on till a dirty great avalanche — rocks, earth, trees, the lot, went sweeping down the mountain and — woosh! — right across the valley.

Stillness. A huge brown cloud of dust billowed up from below. On the mountain top the leveret could see — nothing. The sun was blotted out. Then as the dust cloud settled, he saw that the river, that thin ribbon of silver, was growing wider and wider. It had been dammed by the avalanche. Above the dam a lake was forming. As the leveret watched, it grew bigger and bigger, dirty brown in colour but still sparkling in the sun. Then, suddenly, the weight of water burst through the dam and a great brown wave went storming down the valley. Haystacks were picked up like twigs, as were cattle, farms, houses, churches, the lot.

And then, just as suddenly, the flood subsided. The cloud of dust settled. The sun shone again and a lark sang in the clear air. Everything was back to normal. But where the farms had been there was — nothing. The cattle — gone. The villages too. The people in their beds. The milkman on his early morning round. Everything. Everybody. Gone, all gone.

On the top of the mountain the little leveret looked down in astonishment.

"Crikey!" he said, "I wonder what did that."

Next, from Alberta, came three short pieces from Ron Vincent, Executive Director, Calgary Regional Council. These are particularly suitable for leaders' campfires and could easily be developed for short talks.

### SUCCESS

Success is in the way you walk.  
The paths of life each day;  
It's in the little things you do  
And in the things you say.  
Success is not in getting rich  
Or rising high to fame;  
It's not alone in winning goals  
Which all men hope to claim.  
It's being faithful to your friends  
And to the strangers kind,  
It's in the children whom you love  
And all they learn from you;  
Success depends on character  
And everything you do.

### SCOUTING IS

Scouting is a positive force; its program is constructive. Emphasis in the Scouting program is never negative. Its challenge is to achievement. It continually requires greater knowledge, greater skill, greater understanding. It goes forward, never backward. It appeals to all sides of a boy's development — physical, mental, social, spiritual. It accepts a boy for what he is and offers him the opportunity to go upwards from there. It provides the opportunity that every boy yearns to have — to "hitch his wagon to a star."

### BOSS OR LEADER

The BOSS drives his men;  
the LEADER coaches them.  
The BOSS depends on authority;  
the LEADER on goodwill.  
The BOSS inspires fear;  
the LEADER inspires enthusiasm.  
The BOSS says "I";  
the LEADER says "we".  
The BOSS says get here on time;  
the LEADER gets there ahead of time.  
The BOSS fixes the blame for the breakdown;  
the LEADER fixes the breakdown.  
The BOSS knows how it's done;  
the LEADER shows how.  
The BOSS says go;  
the leader says let's go.

Fred Finlay, retired Chief Executive of Boy Scouts of Canada, sent us a quotation which, he says "... has always appealed to me because of its brevity and clarity. I used it on occasion when something of a positive nature took place during a troop meeting, to which I could direct attention, such as a boy controlling temper and tongue in the face of provocation, a boy showing courage in the face of adversity, or a display of appreciation for a job well done".

### THE RULE OF THREE

Three things to govern: temper, tongue and conduct.  
Three things to cultivate: courage, affection and gentleness.  
Three things to commend: thrift, industry and promptness.  
Three things to give: help to the needy, comfort to the sad, and appreciation to the worthy.

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Next month, we shall continue with the second part of our selection of favourites from Scouters across Canada. X

# AN INTERVIEW WITH DR. HOSSEIN BANAI



by Jim Mackie

In 1979, Boy Scouts of Iran will host the 15th World Scout Jamboree at the Omar Khayyam Campsite, near the birthplace of that famous poet, astronomer and mathematician, at Neishaboor.

The Jamboree Camp Chief and dynamic driving force behind this major world Scouting event is Dr. Hossein Banai. Dr. Banai attended the 26th World Scout Conference in Montreal in the summer of 1977 and took time out from a very busy schedule to talk with the editor about Jamboree plans.

A doctor of education, which was earned in the United States, former Deputy Minister of Education of Iran and university professor, Hossein Banai has been active in Scouting since 1951, when he was asked to reorganize the Scout and Guide Movements in his country. Due to his efforts, some 629,000 boys and girls are now involved in Scouting and Guiding in Iran.

Dr. Banai's wife was, until recently, Chief Guide of Iran and they have a son and four daughters active in the Movements.

**MACKIE:** First of all, sir, how many do you expect will attend the World Jamboree in Iran in '79?

**BANAI:** Something above 20,000 and below 25,000.

**MACKIE:** Can you tell us something about the campsite that you have developed?

**BANAI:** The campsite is located in the northeast of Iran, about 7 kilometres from a town of 6,000 population, called Neishaboor. It is a very, very old town, that goes back a thousand years or more. It is located at the foot of the Reshteh Kuh-E-Binalud mountains; a chain of mountains which is known to all. The climate of the place in the daytime, about midday, is about 32-33 degrees centigrade and, at night, about 18-19 degrees centigrade. It is accessible from Tehran by paved road and railway, as well as by air.

**MACKIE:** Will the majority of contingents arrive in Tehran?

**BANAI:** They come first to Tehran and then have a choice; either to travel by air to Mashad, a town about 120 kilometres from the Jamboree site, or

by train and get off 7 kilometres away from the campsite. They can also come by road, which is a paved road all the way from northwest to southeast.

**MACKIE:** Will the contingents be self-contained?

**BANAI:** Well, it depends on individual choice. We have sufficient tents for every contingent, at a small rental fee or they can bring their own, if they wish.

**MACKIE:** Is it easy to get tent pegs in the ground in that part of Iran?

**BANAI:** The land was very rocky but the boys and girls of our Movement have worked very hard to change the quality. They collected thousands and thousands of cubic metres of rocks and replaced them with truck loads of good soil in order to plant trees and facilitate the pitching of tents.

**MACKIE:** What is the actual size of the campsite?

**BANAI:** From the mountain up to the last part of the camp, it is about 1,000 hectares of land, which would be about 2,500 acres.

**MACKIE:** Is the camp the property of the Boy Scouts of Iran?

**BANAI:** About 160 hectares of it was the property of the Scout organization and later we got about 500 hectares from the government, of what was considered useless land — it was too rocky for the farmers to cultivate it. We also bought about 100 hectares of land from the public.

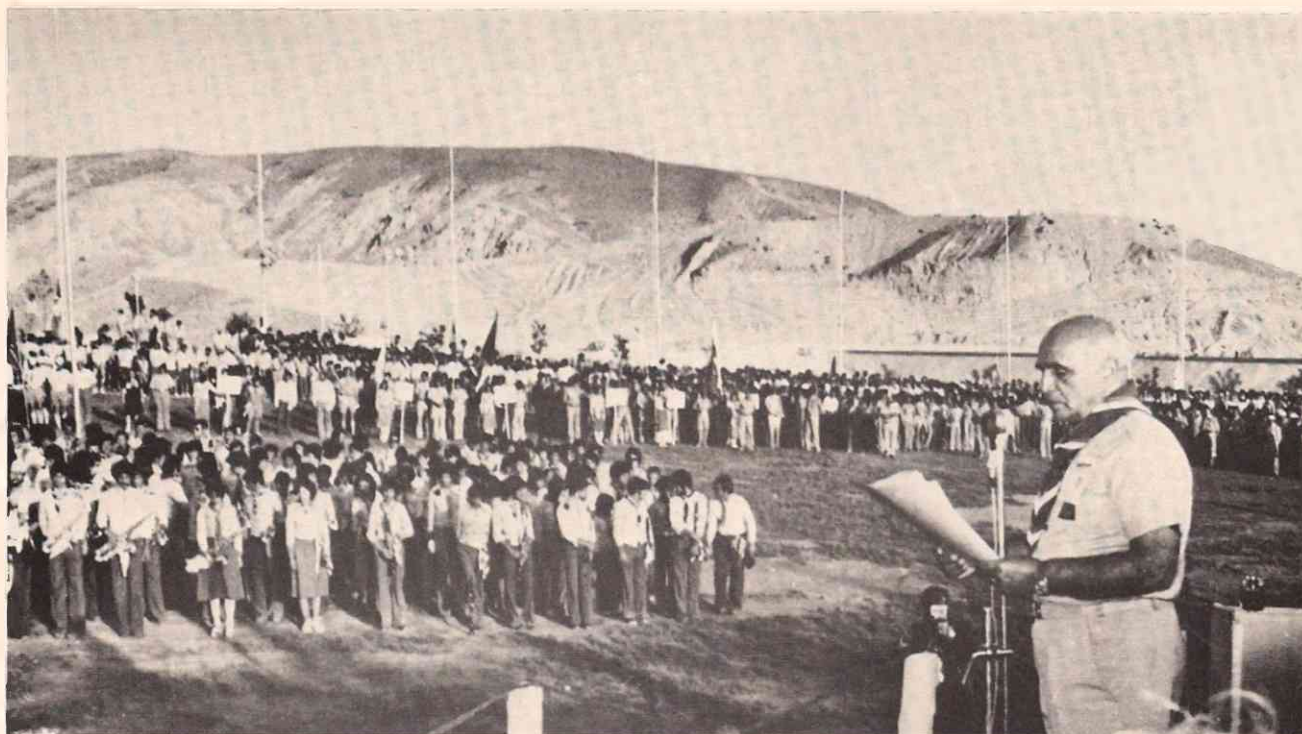
**MACKIE:** Is land expensive in Iran?

**BANAI:** It wasn't expensive when we started to buy it. It was then about half a dollar a square metre but today, if we wanted to buy additional lands, we would have to pay from \$10 to \$15 for each square metre. You can see what Scouting and the Jamboree has done for that part of the world; it has driven up land values.

**MACKIE:** You are running the Asia-Pacific Jamboree on the site this summer, I understand?

**BANAI:** Within eighteen days from today we are holding





Dr. Banai is shown addressing a Scouting event at the campsite of the 15th World Jamboree.

the Asia-Pacific Jamboree for 5,000 to 6,000 people. When the Jamboree is finished later this month, we will know if the site has any shortcomings and have two years to correct them before the World Jamboree.

**MACKIE:** Will the Asia-Pacific Jamboree program be similar to that which will be run in 1979?

**BANAI:** No, the theme of the program for this Jamboree is *Community Development*. The Asia-Pacific campers will help to improve the campsite as well as about 12 or 15 local villages. The theme of the 15th World Jamboree is *Cultural Development*. This year is physical development, 1979 is cultural development. Iran is one of the oldest countries in the world and there is a very deep and strong culture, which we will tell our guests about and we are asking the rest of the world to share their own culture with us.

**MACKIE:** Will the boys have an opportunity to visit with Iranian families and participate in home hospitality, as was done in the Nordic countries in 1975?

**BANAI:** The home hospitality program will involve about 4,000 boys in homes in Tehran, Mashad and Neishaboor. We hope to have home hospitality before the Jamboree rather than after because that particular time is "the fast month"; when the people are not supposed to eat or drink.

**MACKIE:** What is the major religion of Iran?

**BANAI:** The dominant religion in Iran is the Islam. You call it Moslem but Moslem is the people who carry the Islam religion. Islam is the religion of about 93% of the people of Iran.

**MACKIE:** Will the boys have the opportunity to cook traditional Iranian dishes?

**BANAI:** We plan that one meal a day be totally Iranian, and have prepared fifteen menus of typical Iranian food and how to cook it. We will have one Iranian Girl Guide leader to be with each troop daily, to guide them in the cooking of Iranian

food. The evening meal, which should always be light, is left for them to cook hamburgers or hot-dogs or maybe omelets.

**MACKIE:** What fuel will they use for their fires?

**BANAI:** We have about 800 gas stoves and will provide one to every troop. Every forty persons will have one tank of gas and one three-burner gas stove. Meals will be cooked on a troop basis. Leaders who have nothing to do with the boys directly, and are serving on the Jamboree staff, will eat in a cafeteria.

**MACKIE:** You mentioned that Girl Guide leaders will be there. Will there be any other girls?

**BANAI:** We have about 500 to 600 girls from Iranian Girl Guides, who will work on the staff.

**MACKIE:** Will there be tours arranged for the boys so that they can go to see Tehran and other points of interest?

**BANAI:** Yes. We hope to arrange for either an express train to go twice a day, or have a bigger train with 1,000 capacity, to the major cities. The boys will see the shrines, monuments and museums. They will also see Omar Khayyam's tomb in Neishaboor. We also have one day visits to Mashad and Neishaboor.

**MACKIE:** Will the Royal Family take part in the Jamboree?

**BANAI:** Well, arrangements for '79 are not complete but His Royal Highness, the Crown Prince will come for the opening ceremony and I hope the Prime Minister will attend the closing ceremony.

**MACKIE:** Is the Crown Prince still involved in Scouting?

**BANAI:** This was his last year because he has reached the age of 18 and has received his Eagle Award.

**MACKIE:** And you will be the Jamboree Camp Chief?

**BANAI:** I was chosen as Camp Chief by our council and am responsible for both the World Conference and Jamboree and in these capacities, look forward to welcoming many Canadian Scouts and Scouters to my country in 1979. They will receive a warm and cordial welcome and will, I am sure, enjoy the experience of a lifetime. ^



by Jim Sharp

Scouting is a worldwide brotherhood, composed of over 14 million Scouts and leaders in over 150 separate territories. Let us think about these statistics for just a moment. Did you know our Movement was so widespread — and indeed is still growing? More important, do your Cubs know that the organization to which they belong stretches far beyond the confines of your meeting hall, or even the district Cuboree?

To help bring the true spirit of International Scouting alive, we have drawn up three pack programs on the theme, which can be used as presented or adapted to suit your pack. The programs could be used over one month, or spread out over a longer period, and can be supplemented by other activities, such as visits by foreign students to your pack meeting, films on jamborees and foreign countries, research projects for each six, and anything else your imagination can come up with.

Various resources are available to help you in your planning. The World Scout Bureau, P.O. Box 78, CH-1211 Geneva 4, Switzerland, publishes various newsletters, magazines and booklets on international Scouting, including a new edition of "Scouting Round the World" (soon to be available through Supply Services, Cat. #20960). Your local library can provide much in the way of assistance and information to supplement these program ideas. Each program is based on a particular country or

part of the world, and gives some background to life there, and what Scouting is like in that part of our worldwide brotherhood.

#### UNITED STATES OF AMERICA

##### Opening Ceremonies

Explain that this evening we are going to learn something about the U.S.A.

*Game:* "A What?" preceded by definitions of terms (Cubmaster; Den Mother) by Akela.

To play the game "A What?" — arrange the players so that they are seated in a circle. Have two small objects such as a knife and a fork, and pass the knife to the Cub on your right, saying "This is a Den Mother". The boy says "A What?", and you answer "A Den Mother". The Cub then hands the knife to his right, and the following conversation takes place:

First Cub (to second) "This is a Den Mother"

Second Cub (to first) "A What?"

First Cub (to you) "A What?"

You (to first Cub) "A Den Mother"

First Cub (to second) "A Den Mother"

Second Cub (to third) "This is a Den Mother" . . .

The knife is thus passed along the circle, and the question in each case is referred back around the circle to you. But at the same time that you send the knife to the right, start the fork around the circle to the left, saying "This is a Cubmaster".

The fun and confusion starts when the "Den Mother" and "Cubmaster" meet and the players then have to pass



questions in both directions. Continue until both the "Den Mother" and the "Cubmaster" reach the leader again. Vary the game by having two circles competing, and see which one can get the "Den Mother" and the "Cubmaster" home first.

This game was taken from "Games for Cub Scouts" published by Boy Scouts of America, and available from Supply Services or your local Scout store.

**Instruction:** Handicrafts with American theme — for Tawny star — refer to "Pack-O-Fun" publications.

**Special Project:** Have Cubs compose a letter to a Cub pack in the U.S.A. telling of their activities. Arrange to swap letters with a U.S. Cub pack.

**Game:** Jigsaw puzzles of U.S. flag — six relay game putting pictures of U.S. flag together. Explain a bit of the history of the flag before playing the game, and try to have a real flag there.

**Song:** Something distinctly American — "Battle Hymn of the Republic", "Star Spangled Banner".

**Closing.**

## BRITAIN

**Pre-opening:** British music (Scottish bagpipes, English and Irish songs, etc.) playing. Maps, pictures, travel agent posters on display.

**Opening Ceremonies.**

**Game:** "British Bulldog" (*Games Galore* p.17). or: "Port and Starboard" — Equipment-none. Cubs place themselves loosely in centre of room, and four walls are designated "port", "starboard", "bow" and "stern". Leader calls out one of these areas and boys run to that particular end of room. Commands are called in quick succession, and the following are thrown in for added fun: "Hit the Deck" — Cubs fall flat on floor. "Captain's Coming" — "stand still at attention and salute." Cubs can be eliminated, if desired, for moving during the last command, or running in the wrong direction. Alternatively, keep everyone in the game and moving fast for a good steam-off game. To introduce this game, mention Britain's historic sea-going traditions.

**Film:** "Baden-Powell, Chief Scout of the World" available through "Films from Britain", British High Commission, Ottawa. Cubs learn how Scouting started in Britain and some details of B.-P.'s life (Green Star #1). Other good films are available from the same source — write for details.

**Game:** "Newspaper Study" (*Games Galore* p. 41). Adapt to find as many items as possible of news from or about Britain. Or: "Soap Box Orator." (*Games Galore* p. 30). Relate to Speakers' Corner in London, England, where the right of free speech is exercised to the amusement of tourists and passersby.

**Special Project:** Cubs learn and sing "God Save the Queen" and "O Canada" and draw diagrams of the Union Jack and National flag. Make scrapbook from magazines and papers provided, about Britain, the Queen and the Royal Family, places of interest in Britain, etc.

**Game:** "Scrambled Names" (*The Cub Book* p. 230). Adapt list-names of British cities and towns.

**Story/Songs:** Yarn on patron saints of Britain — Saint George (patron saint of England and of Scouts), Saint Andrew (Scotland), Saint David (Wales) and Saint Patrick (Ireland). Or: Discuss with Cubs where their ancestors came from. Or: Sing British songs.

**Closing.**

## CARIBBEAN

**Pre-opening:** Cubs dressed in Caribbean-style dress. West Indian music playing. Maps, pictures, travel agent posters displayed.

## Opening Ceremonies.

**Game:** "Airports". Equipment — 6 large "destination" signs each showing name of city in Caribbean (Nassau, Kingston, etc.). To play "Airports" — signs are placed around the playing area. Cubs run around in circle making noise of plane engines, arms outstretched to simulate wings. When whistle blows, all stand still and listen. The airport announcer (leader) calls a flight number and destination and Cubs run to appropriate destination and sit down in sixes. The last six to sit down loses a point.

Or: "Catch the Snake" (*Games Galore* p. 24). Introduce by mentioning snakes in that area.

**Instruction:** Each Cub to make a different musical instrument from materials provided: tambourines, maracas, rattles, cymbals, xylophone, etc. And play some Caribbean/reggae type tunes with them, as an orchestra. See "The Cub Leaders' Handbook" pp. 181-184. This meets the requirements for Tawny Star #2, and Troubadour Badge #1, 4, 5.

**Game:** "The Limbo". This dance came originally from West Africa and was first popular in Trinidad. It is a test of skill and strength. If you have a good strong back and a good sense of balance, you will enjoy it. Two people, four or five feet apart, hold a long stick horizontally at chest height. A third faces them, places his feet apart and bends backwards from the waist. Then with little hops and shuffling steps he takes himself under the bar. As others join in, it can become a competition to see who can keep travelling under the bar as it is lowered. Of course it gets more and more difficult. Bending your knees and arching your back helps. Reggae music, drums or clapping hands make a good accompaniment to this feat.

**Special Project:** Try some Jamaican cooking! Or try this recipe for cocoa (makes enough for 6):

6 rounded teaspoons cocoa  
2 or 3 squares plain chocolate (optional)  
2 cups water  
2 cups milk  
4-6 tablespoons brown sugar  
1 pinch salt

Mix cocoa, sugar and salt in a little cold water, then add 2 cupfuls of boiling water. Add the chocolate and boil for 3 minutes. Next stir in milk and heat to boiling point. Serve.

**Game:** "Sleeping Pirate" (*The Cub Book* p. 234). Or: "Caribbean Vacation" variation on "Christmas Dinner" (*Games Galore* p. 19).

**Story/Songs:** Use musical instruments made earlier, or tell story based on Caribbean area.

**Closing.**

One excellent way of introducing the international aspect of Scouting to your Cubs is through the opportunities for establishing a link with a pack in another country, or individual penpals for your boys. For information on pack linkups try writing: "Dear Penpal" Dept. WS, Big Blue Marble, P.O. Box 4054, Santa Barbara, California, 93103, U.S.A., and tell —

- their name, address, age and sex
- their main interests (eg. Scouting, sports, stamp collecting, etc.)
- whether they'd like to write to a Cub, to any boy, or to a girl. Good International Scouting! X

**Editor's Note:** The International Cultures theme will work in very well with your JOIN-IN plans.

For more information see the special JOIN-IN pullout in the April, 1978 issue of The Leader.



## The Raccoon

18

Linnaeus named him *Ursus lotor*, which literally translated means "bear who washes". However, the raccoon has a common ancestry with the canid or dog family and now bears the scientific name *Procyon lotor*. The Greek roots of *Procyon* mean "before the dog" and, because this name also represents a star group which rises before the Dog-star, a less literal translation might be nocturnal dog. The name raccoon, by which we all know this creature, actually comes from the Algonquin word "arakun" meaning "he scratches with his hands".

### Distribution

The raccoon is the only member of the family Procyonidae found in North America. Others, including the coati mundi, kinkajou and panda, occur in tropical and subtropical regions. In Canada the range has been extended northward in recent decades, probably due to more favourable climatic conditions, and now includes all provinces except Newfoundland (raccoons were introduced to Prince Edward Island). Scattered reports of sightings have come from areas north of the indicated range.

The raccoon is not a great roamer, having a home range of about one square mile. Population densities normally are one animal per five acres. The animal is considered to be an inhabitant of the woodland edge, especially hardwoods and is seldom found within extensive forest stands.

### Appearance

Undoubtedly the most notable physical characteristics of the raccoon are its black facial mask and ringed tail. As many as 5-10 black rings may be found on the tail, markings which contrast sharply with the grey colour of this long furred animal. Melanistic (black), brown and albino colour phases also occur. The head is broad, though the muzzle is pointed. The toes are not webbed, in fact the footprints resemble those of a man, and because the front

toes can be opened wide, the forepaws can be used as "hands" almost as skilful as those of monkeys. A raccoon usually weighs 12-36 pounds, but weights up to 60 pounds have been recorded. The normal life span is probably 10-12 years.

Although capable of trotting like a dog or bounding at speeds of up to 15 miles per hour, the raccoon cannot sustain such speeds for any length of time. Therefore, unless chased by a dog or an irate human, it is unusual to see a raccoon moving along any faster than its characteristic "Sunday shuffle".

Raccoons make a "churring" sound while feeding. Other vocalizations include a longdrawn tremulous "who-oo-oo-o" which is often confused with the call of a screech owl. Snarling is common during fighting or when the animal is cornered or when there may be a dispute over a particular food item.

The nose and forepaws have a well-developed sense of touch. Both "arakun" and "lotor" refer to the raccoon's habit of handling objects, particularly in water, which has led to the misconception that it is washing its food. Actually the forepaws are used to investigate and "discover" food stuffs. The so-called washing may be no more than his normal investigative behaviour or could be a means of removing skin secretions of certain amphibians (frogs, toads) which might not taste good.

### Diet

The raccoon is an omnivore and its varied diet has allowed it to take advantage of the larder provided by human activities. Its nocturnal foraging habits give some protection from repercussions engendered by raids on garbage cans, storage bins, vegetable gardens or poultry houses.

In spring, when the female is providing food for her litter as well as herself, the diet is predominantly animal matter with crayfish the number one item. Young muskrats, squirrels, and rabbits, the eggs of ducks, red-winged blackbirds, grouse, pheasant and quail, and marsh invertebrates, e.g. fresh-water clams and giant water beetles, are also consumed.

In summer, as plants are abundant, the raccoon's diet is 70% vegetarian. Berries, including strawberries, raspberries, blackberries, and blueberries are eaten along with fruits such as cherries, plums and peaches when available. Peas, potatoes, and immature corn are tasty garden items enjoyed by the raccoon. Broken stalks are the unmistakable sign of the raccoon enjoying one of its favourite foods, sweet corn. By climbing and breaking the stalks, the juicy cobs can be reached to be husked and eaten on the ground. In addition, the raccoon continues to feed on crayfish, fish — such as minnows stranded in slowly drying back water pools — and frogs, turtles, and fresh- and salt-water clams. Piles of clam shells, frequently found along forest streams, are the result of recurrent use of the same feeding site rather than one voracious feeding. Field mice, insects, grain crops and even song birds may be taken as food.

The fall diet is extremely important to the survival of the animal during the Canadian winter. Further south, raccoons are active and feed all winter long, but the more northern animals are forced to spend much of those long cold and snowy months existing on the store of fat built up by autumn gorging. Although corn continues to be a mainstay of the fall diet, acorns, beechnuts and hazelnuts, when crop conditions are good, are heavily used. The nests of insects, including hornets, bumblebees, termites and ants are raided mainly for the larvae; the thick fur which is characteristic of the fall and winter coat of the raccoon protects it from the stings of irate adult yellow



jackets or bumblebees. Fat is built up over the entire body and even around the tail bone and may be one inch thick on the back. In fact by late fall about half of the animal's total body weight may be fat.

In winter, the racoon lives off its stored body fat, although, at times, it will seek out available food, scavenging on winter-killed deer, muskrats trapped in their lodges or even feeding on seeds from bird feeders.

#### Life history

A racoon dens up during the winter, selecting for its den a hollow tree, stump, log, cave or ledge; structures such as barns, garages or deserted homes; or a portion of ground hog burrow. This den may be the "official" year-round home of a female and her litter, but more than one den is used. Within its range, the female racoon will have several hunting dens as well as the central home den where her young were born. Unlike the ground hog, the racoon does not truly hibernate in winter but merely becomes inactive. The body temperature does not drop and the animal's activity appears governed by the air temperature. In early winter the racoon will stay denned up during below freezing temperatures. Such a pattern allows the racoon to conserve its valuable energy stores (fat) during periods when it is unlikely to find food. However, by the breeding season (January-February) the male racoon will be up and about seeking a female even in below-zero temperatures providing the snow is not too deep. The males are polygamous which means they mate with more than one female. The female will drive off all other males except the one she selects to be her mate, and as she mates with only one male she is called monogamous. About 40% of the females breed as yearlings but the males are two years of age or older before they breed. Once a male finds a receptive female he will move into her den and stay with her for one or two weeks before mating occurs. He then leaves and goes his own way.

The gestation period averages 63 days (range 60-73 days) and the litter, averaging four and ranging from one to seven furred and blind young, is born in late April to early May. The male gives no assistance in raising the young and may not even be within the spring and summer home range of the female and her young family. The eyes of the young racoons open about 18-23 days after they are born but by 10 days of age they are already sporting the

familiar facial mask and colour patterns typical of the species. The young leave the den at about 10 weeks after birth to forage with the female, though they are not fully weaned for almost two months.

The racoons are quite sociable within the family group, foraging and denning together until the young go out on their own when they are a year old. Despite this familiar relationship racoons are not gregarious animals and the meeting of different family groups usually leads to conflict.

Other characteristics of the species include a proclivity for sun-bathing. Although generally most active at night, the racoon is known to forage during the day also. However, one is more likely to see the animal sunning itself in a tree during bright, warm weather. A crow or hawk nest high in some tree may also be used for this purpose.

#### Relationship with man

As the racoon can be easily tamed when young, many people have had their lives enriched by close association with this intelligent, inquisitive animal. It is one of the few wild creatures which appears capable of making the adjustment from family pet back to the wild.

Although still trapped and hunted, the racoon is in no danger of population decline in the immediate future. Except for hunting and trapping regulations the species has been little managed. Some habitat improvements would include the provision of den trees, those large hollow trees which are often cut down before the racoon can use them as dens. Ideally one good den tree per acre should be provided. Hollow logs, though less preferred, make acceptable substitutes. In addition, grain planting, including sweet corn, could be used to provide food for a local population. However, it is likely that the racoon will continue to thrive, even in the midst of suburbia, due to its ability to adjust so effectively to many of the changes being wrought by man.

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#### NEXT MONTH: The Blue Jay

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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# CLOSED FOR THE SUMMER

20

by Doug Campbell

Is your company closing down this summer because it will run out of activities? This should not be the case with Venturer companies, especially if the members enjoy warm weather and staying active. This summer will be a difficult one for Venturers seeking employment. As we all know too well, jobs are few and the number of youth looking for work is overwhelming. For Venturers who do not find work, this summer may well be highlighted with boredom and perhaps mischief. As we all know too well, the devil always finds work for idle hands.

What can a company do to help some of its members get through what might be an uneventful summer? My suggestion is that it focus on a special activity, perhaps one which can only be done during the summer.

Many of today's youth would like to work in the great outdoors and perhaps in jobs concerning the environment. So perhaps careers in forestry might interest them. An action packed forestry oriented focus would encourage Venturers to learn about the scientific knowledge needed in forestry, help them understand the need to preserve natural resources and get them out to enjoy nature.

Some other potential career areas in this focus might be forester, recreational leader, conservationist, park ranger, wildlife biologist, wood-technology specialist, pulp and paper technologist, forest or logging engineer, forestry aid, forest products technician and forest ranger.

In Canada there are many potential resources in this area. Some of them are the Federal Department of Energy, Mines and Resources Canada; Fisheries and Environment Canada; Provincial Departments of Environment, Industry and/or Natural Resources; Canadian Forestry Association; Canadian Nature Federation and The Canadian Park

Recreation Association. As well as these agencies there are many companies in Canada which deal in forestry and might be prepared to help Venturers focus on careers. As Venturers become exposed to careers in this area perhaps some firms may be prepared to employ them for reforestation projects in the future.

## Activities

Companies will want a balanced program touching on all the experienced areas. All the activities related to forestry are therefore divided up this way.

## Vocational Experienced Area

- Invite a forester to talk about his role in:
  - protecting water and wildlife resources
  - guarding forest against disease, insects and fire
  - managing the forests and campgrounds
  - forest utilization.
- Visit a forester at his location:
  - study trees and be able to identify trees, disease, growth and reproduction patterns
  - learn about the foresters' role in directing the development of forests.
- Take part in planting, fertilizing and thinning.
- Visit a forestry aid or forest production technician and learn about their jobs related to recreation, water regulation, timber production, insecticides, research, and surveying.
- Visit a land management technician and learn about his role relative to protecting natural resources and wildlife, and supervising recreational areas.
- Investigate land use policies that try to keep a balance between the needs for urban development and preservation of open areas and waterways for recreation.



- Visit a range manager and learn about his role relative to conserving resources, protecting wildlife, guarding range lands, maintaining records, policing hunters, creating guidelines to insure proper use of grazing land, knowing the disease and pest control methods.
- Track the route of a product derived from wood from the forestry to the consumer. Note the related industries, the various processes utilized in transformation, and the economic implications.
- Visit companies involved in a variety of processes along the route.
- Arrange for instruction in the proper use of forestry tools including forest-fire tools.

#### Service

- Work with a landscape architecture firm to improve the community area.
- Provide support to forest fire fighting units.
- Plant trees to reforest a cut-over area.
- Be hosts for a forest campout by other sections and introduce them to nature.
- Work with Scouts working on their Conservation badge, World Conservation badge, Exploring badge, Winter Scouting badge and Resource Management badge.

#### Outdoors

- Spend a weekend at a forest lookout station.
- Join with an engineering firm to design and build a dam, bridge, road, in a forest area.
- Go on an animal or insect control tour.
- Take part in forest regeneration: site preparation, nurseries, cone collection, aerial seeding, hand planting, containerized planting.
- Participate in forest mapping and surveying. Study aerial surveys.
- Take part in bird-banding operations. Arrange a schedule and a place where the public can come and see the birds before they are released after banding. Be guides to tell the audience about each species on hand at the time.
- Tour the recreational parks in your community.
- Visit a logging camp.

#### Citizenship - Social and Cultural Experience

- Be familiar with the history and laws that protect wildlife, their areas and vegetation.
- Look into forest ecology and the interrelations of the forest with its environment.

- Work with a museum to learn how to actually depict wildlife in its natural habitat.

#### Personal Fitness

- Review the aspects regarding licenses for use of chemicals for insects and vegetation control.
- Know the physiological needs of a forester: i.e. dealing with the public, working in peakload times, being resourceful, working outdoors in all seasons.
- Arrange to see films on safety for forest workers.

#### Social and Cultural Experience Area

- Plan a picnic in a forest for families.
- Take children (handicapped, low income, Sunday school class) on learning experience trips of the forest, to arboretum, to an agriculture school, experimental or display garden.

#### Other Activities

- Visit a forestry school, research laboratory or manufacturing plant for forestry equipment.
- Survey the operation of a park in different settings: eg. at the shore, in a forest. Note any differences in operation. See how well facilities blend or do not blend into natural setting.
- Visit the manufacturer of recreational vehicles — campers, trailers, snowmobiles, dune buggies.
- Visit your local Scout camp and inspect it to see how conservation plans are developed and implemented.
- Camp out in a forestry area that is different from local forests.
- Visit a tree nursery, forest product company, timber harvesting operation or lumbermill.
- Organize a memorial park or forest where people are asked to donate the cost of a tree. Plant these trees to restock burnout forests or to create green areas in the community.
- Construct a forest trail.
- Design and construct a forest campground.
- Adopt a stream — rehabilitate and protect it from pollution.
- Make a nature trail display.
- Do tree thinning as a money raising project.
- Improve wildlife habitat around the community.

Yes, there are many other types of programs which can be done during the summer. Why "close down" when the summer is beginning to warm up?  $\lambda$

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# young olympians

## OF CANADA

### Young Olympians of Canada

The Young Olympians of Canada are again offering a Campers' Award program which is **"designed to provide camping organizations with the opportunity to tie in with the Olympics ... through the YOC program."** The program will not alter any plans already made by camp organizers but can be incorporated into them. It is one way of helping young campers identify with the uniqueness of the Olympic movement.

Many of the 60 sports and cultural activities included in the program can easily be worked into your camp program. Not only can your boys achieve the Campers' Award at the end of the session, but they can progress with their own badge work.

### The Program

The Campers' Award program flourishes under the guidance and encouragement of camp leaders. Once a camp director decides to participate in the program and applies, using the registration form provided, he or she receives the necessary booklets, registration sheets, posters, new YOC Campers' Award crest and other support material, explaining the program in detail. Each young camper is issued a Campers' Award Scoring Booklet. The instructions tell each participant how the scoring works and what sports and cultural activities are included.

Complete the coupon or send the necessary information, along with 50¢ per participant, direct to the Young Olympians of Canada at the address shown. X

### Campers' Award Program

Please forward Young Olympians of Canada Campers' Award Program booklets and crests. I estimate that ..... members of this organization will register for the YOC program. I have enclosed a cheque or money order payable to the Canadian Olympic Association for the amount of \$..... to cover the 50¢ for each camper and leader estimated to participate in the program.

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Talking of campfire skits (we weren't but do let's), a good one we haven't seen for some time is that comic bit of corn called "Getting the Bird", in which members of the patrol enter singly or in pairs in quick succession and mime the name of a bird, while the rest of the company try to guess what it is.

The beauty of this skit is that the cornier it is, the more the audience will like it. Its success will be judged not so much by the quality of the laughter or applause as by the jeers and catcalls it provokes.

Bird-names that lend themselves well to this birdbrain treatment are puffin, swallow, robin, raven, crossbill, redpoll (if you happen to have a redhead in the patrol), and, of course, nightjar, which, if done with delicacy and refinement, invariably brings the house down.

"Failure of communication" is one of the bugbears of our great Movement. The trouble is that people just don't listen. (Thinks: I should know. Nobody ever listens to me.)

Let me suggest a simple experiment.

Line up the troop and address them sternly thus: "When I say GO — not before — I want you to go and give old Bosun a friendly pat on the back and then go back again, starting and finishing at the alert. Understood? Right! Here we go then. Troop —troop ALERT. Remember — when I say GO. Ready — get set — wait for it — OFF!"

As you will appreciate, in cold print those multiple "go's" are only too obvious but if you slip them in naturally the chances are that no one will notice and, with any luck, you'll have the entire troop springing into action on the "Off".

You should then stand the company at ease and invite them to say where they'd boobed. If they run true to form, about half will admit that they'd heard you shout "Off!" but could not resist the opportunity to join in the action. The others won't admit anything but obviously hadn't bothered to listen. Few, if any, will have spotted those intrusive "go's".

At this point it might be politic to give the troop a chance to get their own back. One way of doing this would be to make a second, *but totally inept*, attempt to catch them out again. For instance:

"This time," you should say, "when I say Go I want you to get yourselves off the deck and back again as quickly as humanly possible. And *this* time," you should warn them, "anybody who flips will have to do six Mark II pressups, clapping his hands on the rise. Ready — wait for it — GO!"

Of course, your intelligent boys will merely hop into the air where they stand and will then have the great joy of watching their beloved 14-stone Scout leader rising and falling like the tide in the middle of his own troop room floor.

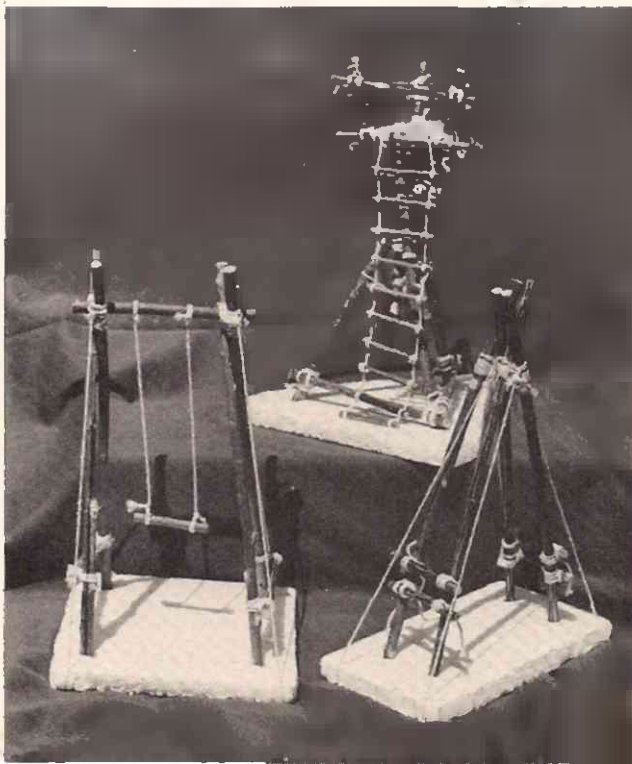
It is moments like this that linger in the mind and, in the years to come, scatter a dust of gold over the memories of boyhood.

All present will be familiar with that harmless little partner activity in which two boys start in a piggy-back position and have to get the rider over the top, through the horse's legs and back to his original position, without touching the deck, in the shortest possible time.

Two claims have been lodged and congratulations are due to Messrs. Ian Parsons (horse) and Edward Harper (rider) of the 21st Sefton West (Wilson's Lane Methodist) Group, who did it in 11 seconds, and to Messrs. Christopher Roberts (horse) and Jonathan Forbes (rider) of the 1st Radcliffe (Mariner) Group, who scored an all-time first by completing this exacting agility test in 8 seconds.

The 1st Radcliffe are therefore declared World Champs until some other two man team, perhaps from your own lot, can oust them.

Another unique record was set up by the Ladies Auxiliary of Hamilton, Ontario, in February when, with their own fair hands, they built 48 pioneering models to decorate the tables at the council's magnificent annual dinner. Anybody who has tried to lash miniature spars together with the thinnest of thin twine, will know just how much those gallant ladies must have suffered. Before the



Photograph by David Rapkins

festivities commenced, I went round inspecting all the projects and found every lashing technically perfect.

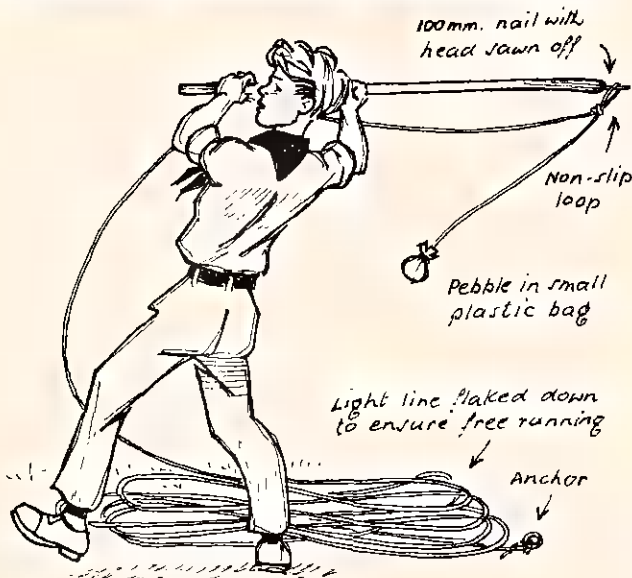
Later that same evening, I was formally invested as a Beaver (not, please note, a Beaver SCOUTER!) and having promised to love God and help to look after the world, am now more than ever committed to Scouting's Number One task.



Which reminds me to tell you that the 1st Niagara Falls and the 20th and 31st Oshawa, also in Ontario, have accepted a sporting challenge from my own lot, the 5th Becles, Suffolk, England, to throw a weighted line farthest by means of the device known as "The Holton Hurler" (illustrated here). If you'd like to enter your own troop in this great trans-Atlantic competition, by all means do so. Fact is, I have a feeling that the 5th are inclined to rest on their laurels whenever they can. A bit of redhot competition might give them the kick in the pants they obviously need.

Meanwhile, let it be remembered that the World record for shooting a guided missile (a small block of hardwood about the size of a cotton reel, with a hole through the centre) along a taut line, by means of an elastic-powered shooting mechanism, is still in the hands of that magnificent pioneering troop, the 2nd Peterborough (St. Luke's), Ontario. The record stands at 221 yards (202 metres) and in our opinion will *never* be broken.

On the other hand, when it comes to a matter of firing a missile with the O.T.L. Swing Limb Snap-at-the-knee ballista, the 20th Oshawa are the undoubted supremos with a record shot of slightly more than 200 yards. They told me, when I visited them in the snow at their hideout in Camp Samac, that they had been unable to measure the distance accurately because the shot had buried itself in the under-



growth at the far side of the lake. During my visit we had to content ourselves with snowballs for ammunition and, to my utter astonishment, (having invented the thing myself) it worked like a dream.



**'We're having to cancel all our engagements. Colin has been out with his Cubs again.'**

Now you may be wondering what on earth we were doing in Canada in the depths of winter.

A good question — the astonishing truth being that we, my wife and I, were there as the guests of the Greater Toronto Regional Scout Council, who not only made us welcome in a thousand ways, but gave us an unrivalled opportunity to visit several other topline Scout councils in various parts of the province — Niagara Falls, Hamilton, Windsor and London, as well as Oshawa and Ottawa. Leaving aside the wonderful, but quite unobtrusive, organization of this very complicated tour, spread as it was over a frozen landscape the length and breadth of the United Kingdom and involving a small army of busy people, the lasting impression we have brought back to our village home in tired old England, is of the happiness, good-humour, friendliness and sheer virility of Scouting Canada Style.

Great!

Shall we ever forget you, Jim, Joe, Bill, Ann, Jean, George, Harold, Ted, George, Thelma, Tom, Ray, Florence, Hans, Liz, Stan, Percy, Bob and all? Not a chance.

Not ever.

Turning now to the trivialities for which this column is justly famous, let us consider the activities in this month's worksheet.

In the top left hand corner you will see two keen young lads called Nigel and Humphrey, who are courageously trying to provoke the spirit of Will-o'-the-Wisp into action. This William, as you probably know, is a capricious creature who is thought to live in the slime of ye olde Englishe duckponds and occasionally reveals himself as a dancing light which is produced by the spontaneous combustion of escaping bubbles of marsh gas mixed with oxygen, on the surface of the water or swamp. The two boys are carrying out an experiment to find out whether the process can be speeded up by stirring up the mud, to release the gas, and then touching it off with a lighted taper.

TIPCAT is merely a slightly updated version of an old Scottish game. The boy with the club propels the ball into



the air by tapping the butt end of the Y-stick and then clouts it down the fairway.

As for the thing called "THE TASK", the suggestion is that you should show your boys the picture and leave them to work it out for themselves. For your own ear alone, we think the best method of measuring the girth of the tree would be for one Scout to hold the bight of the twine on one side of the circle, while the other carries the two free ends to the opposite side of the tree. Here he would drop one part of the twine while he continues his circumambulation until he has wrapped the other in a complete turn round the trunk. He would then pick up the first part of the twine, match it with the second at *full stretch* and mark his holding point by pushing matchsticks through the lay. The second line would then be unwound from round the tree and again stretched alongside the first. The distance between the two matchsticks should equal the girth of the tree. At least I think it should. You could always get your boys to try it and prove me wrong.

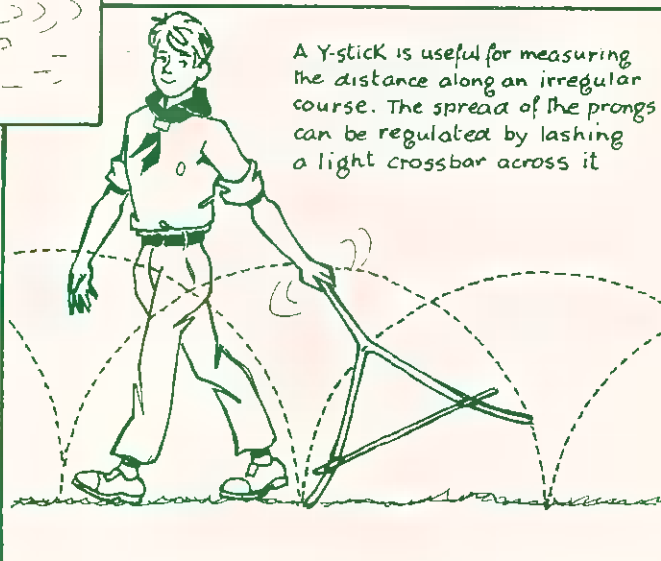
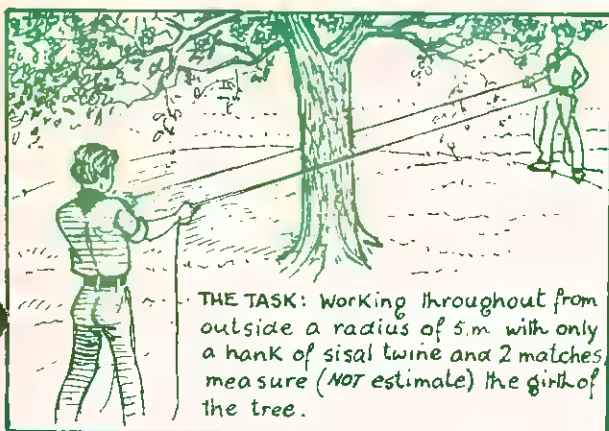
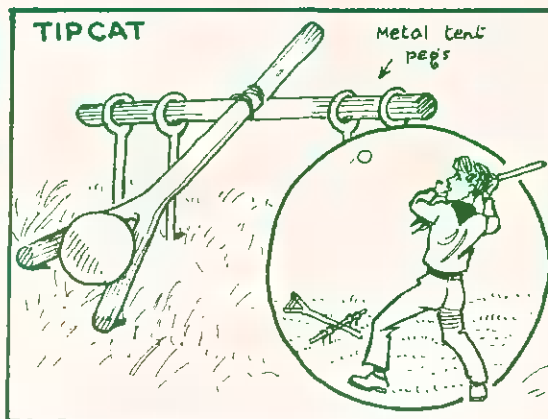
The Y-stick gadget is self-explanatory. The original idea came from one of those early Scout manuals, circa 1912, which used to make everything sound so easy. All you had to do was to go out into the country and cut yourself a nice, neat Y-stick, as per diagram, measuring exactly one yard across the prongs. I clearly remember spending the better part of a June afternoon with my Woodpigeons, in the hazel woods of Coquetdale, Northumberland, England, searching for just such a stick. I think it was Freddie Mellidew who thought of the crossbar idea. He wasn't very bright, Freddie wasn't, but nobody could say he wasn't keen.

## RANDOM INTELLIGENCE

- It takes 40 gallons of sap from a maple tree to make one gallon of syrup.
- Manila and sisal are both forms of hemp. To talk or write, as some people do, of manila, sisal *and* hemp is therefore what we clerkly types call tautology.
- Carbon monoxide gas is not only highly toxic in enclosed spaces but is completely odourless, which makes it so much more dangerous.
- In the U.K., the weasel and the stoat are often looked upon with equal disfavour because of their unbridled killer instinct. But it is only the stoat who kills for the sheer joy of killing. The weasel is actually a much gentler creature and will kill *only* when he is hungry.

Very many readers have written in, tongue in cheek, to congratulate us on achieving the impossible by converting an eight by eight inch square of cardboard, with an area of 64 inches, into a thirteen by five inch oblong (65 square inches) simply by cutting it into sections and re-assembling them into a different pattern. (See our March outburst.)

What we did not know at the time was that this was a very old trick indeed, probably created by Lewis (Mad Hatter) Carroll towards the end of the last century. The intrusive square inch was accounted for by the fact that, when you fitted the sections together, a slight hiatus was created on the long diagonal. One reader has even taken the trouble to work out the area of this gap by pure mathematics and has confirmed that it is, in fact, one square inch precisely.  $\wedge$





## training talk

by reg roberts

This month  
Reg writes ...

## Some Thoughts About Training

It's customary for many people to spend the summer months catching up on some of those things that seemed to slip by during the rest of the year and I know that some of you will be looking over your training and program notes in preparation for courses you will be working on in the fall.

As I got started last week doing just that, the question of why I am a trainer and what I believe about training crossed my mind. I really believe that having a 'philosophy of training' — some rules that I can live by when training — is important and I thought I would share mine with you.

I'm never really sure whether the word 'training' is appropriate or not in terms of working with people in an organization like Scouting, although there is no doubt in my mind that many of the people — boys, youth, and adults who come into Scouting do so in the expectation of being taught new skills or knowledge. 'Taught' implies being talked at rather than being helped to learn, to change and to grow, which is what I think we should really try to do.

Scouting states that its Aim is to help boys develop their character as resourceful and responsible members of the community, by providing opportunities and guidance for their mental, physical, social and spiritual development. I suggest that this aim applies just as much to its adult members and is a factor that must be considered in its training program.

Further to this, I believe that training in Scouting must be conducted in such a manner that it considers at all times the dual responsibilities it has, of providing a program which will enable the objectives of the organization to be carried out in the best and most appropriate manner, while at the same time raising the level of its members motivation, satisfaction, and commitment.

While my philosophy on training tends to focus on Scouting for its background, it is one that is intended to apply in any situation where people come together with other people to learn. Each must be respected for that which they bring to the situation. The life experiences of each individual need to be considered and utilized to enhance the learning situation.

The uniqueness of each person, in a learning situation, must also be considered so that each learner's individual needs are met in terms of their uniqueness. We should be aware of the need to help people to see clearly the relationship of what they need to know and what they are offered in a learning situation.

We must recognize that adults generally want to take responsibility for their own learning, and see that they are given opportunities to decide what they need to know and when they need to know it. Organizational needs must be clearly set out and, wherever possible, related to the needs of the individual, and all learning should be examined in terms of its application to a person's total life style rather than just to the specific which is under discussion.

People may seek to expand their knowledge and skill through their association with Scouting. Scouting through its training programs must attempt to recognize the broader implications of such training and what that means to each individual member.

### Survival Training

In a recent edition of the World Scouting Newsletter there appeared an article which originated in Australia and it has to do with civic planning for responding to disaster situations. The comment in the article was that older Scouts, Venturers, and Rovers should be prepared to handle survival and disaster situations and that leaders could prepare our young people by providing such challenging activities in their programs.

In reading through the list I wondered how many leaders could meet these challenges and thought that trainers may wish to test some of the following on future training courses.

1. Produce a fire: by burning glass (or camera or binocular lens); with a natural flint and knifeblade; with a spark from a vehicle battery.
2. Produce and carry completely waterproof matches.
3. Improvise a wick and use kerosene or oil as a fuel.
4. Construct a shelter using: a shelter sheet (tarp tent); natural materials; plastics.
5. Construct and live in a snowmobile or snowtrench.
6. Build: a turf or sod hut; a dry stone hut; a willow branch shelter.
7. Learn to skin or pluck and gut an animal, bird or fish.
8. Cook an animal, bird or fish: in clay; on an improvised spit.
9. Cook in the embers of a fire.
10. Try some or all of the following as a source of food: water lily roots, nettles, ground acorn coffee, shell-fish, fish, seaweed, fern tips, etc.
11. Improvise and use: fish-hooks; snares; cooking utensils.



12. Discover and list (with pictures) what berries, etc. can be eaten.
13. Produce a survival fishing kit, then use it.
14. You are alone in a remote area of the world and unlikely to be rescued for a month. Consider the mental problems of being alone and how to overcome them.
15. Be able to light a wood fire under all conditions of weather.
16. Test dried animal dung as fuel.
17. Improvise a water filter; experiment with a solar still.
18. Dig for water above the high water mark on a beach.
19. Compare the heating properties of a candle enclosed in a tin and one burning alone.
20. Make and fly a kite to indicate your position or to carry a fishing line.
21. Learn and practice the basic rescue signals; improvise a heliograph.
22. Discover and practice all ways of finding North.
23. Practice all forms of navigation. Be able to read a topographic map really well.
24. Make and use a flinthead (stone) axe.
25. Learn first aid, including improvisations.
26. Decide which injuries are most likely to occur on an activity and plan a first aid kit accordingly. (There is no such thing as a standard kit.)
27. Make and use a lightweight hammock.
28. Test the value of a coat made from old sacking or similar material.
29. Improvise footwear from old vehicle tires, canvas, etc.
30. Learn: to swim; how to right a capsized boat or canoe.
31. Learn how to improvise lifejackets, e.g. trousers, shirts, etc.
32. Improvise a raft from natural materials.
33. Learn how to cross a river; crevasse rescue techniques; how to rappel.
34. Note where the emergency exits are every time you are in a train, boat, plane, building, etc.
35. Learn "get-you-home" improvisations for vehicles.
36. Consider a major catastrophe, e.g. flood, explosion, etc., and decide what action you might take.

Undoubtedly you could add other challenging activities to this list and you probably have already been involved in some of them. In considering any, check if and in what

ways they can fit in with badge or test requirements so that additional rewards can be achieved by participants.

Also exercise caution in those areas that require experimentation with strange foods. Many good resources are available on edible roots and berries, etc., and domesticated foods such as rabbit, chicken, lobster can be substituted in the cooking area.

Consider also all safety and health practices as you work with young people on these activities. In preparing to handle disaster or survival situations, protection of the helpers is essential.

### Play Leadership Training Kit

Over the last couple of years a National Task Force on Children's Play has been exploring all aspects of play leadership in our society. This federally funded task force was in touch with many agencies and organizations such as Boy Scouts of Canada, Boys and Girls Clubs of Canada, Girl Guides and municipal recreation authorities across Canada, to mention just a few.

The recently released result of much of their labour is a Play Leadership Training Kit. The kit contains 10 booklets covering such areas as Planning the Training Event, Play, Growth and Development, Leadership, Communication, Interpersonal Relationships, Problem Solving and Community Involvement.

These topics are intended to supplement the play leaders' knowledge of skills and games and help leaders understand children and play, child development, communication and other important concerns.

Another booklet deals with games and exercises, to be used by trainers to illustrate and emphasize the contents discussed throughout the Kit, and a final booklet deals with references and resources — films, books, pamphlets that will help you plan and carry out your own training event.

The Play Leadership Training Kit will be a valuable addition to any trainer's library of working tools and comes highly recommended. It is available at a cost of \$6.50 per kit (which includes postage and handling) from:

Canadian Council on Children and Youth  
323 Chapel Street  
Ottawa, Ontario  
K1N 7Z2

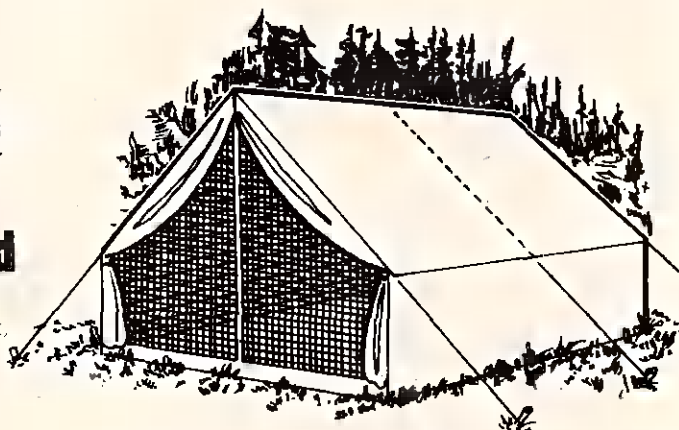
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# How to Mobiliz



## How To Mobilize For A Search

Imagine if your troop got a call to help look for a lost person. Could you help? The call might come from your local police, Civil Defence or Emergency Measures organization, saying that there is a lost person in your area. Perhaps a small child has wandered off, a crashed pilot is missing, a hunter has failed to return. Would you have an immediate plan of action? Would your troop know what to do?

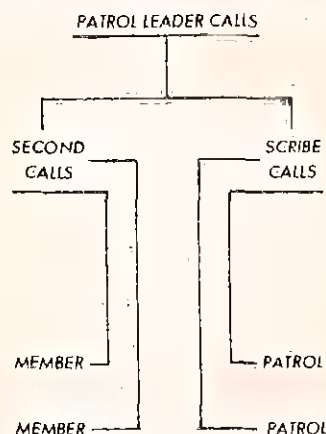
All search and rescue operations of this sort are co-ordinated, so perhaps the first thing to bear in mind is that leaders, after maybe hearing a news flash of this sort on the radio, should not immediately jump into a search without notifying someone.

However, Scouts may be asked to assist in an organized search for lost persons, so it is helpful if they can be trained to respond immediately to a mobilization call.

We suggest that you plan a "lost person" hiking exercise, perhaps to be called: "A Child is Missing", but "The Lost Pilot", "The Missing Hunter" or similar name could be chosen, depending on your part of the country and the interest of your Scouts. The important thing is not the title, but rather the realism of the training experience. And, even more important at the initial stage, is the speed with which your search party could be mobilized in the event of their partici-

pation in the real thing.

So, prior to the planned exercise, it would be a good idea to give your boys some instruction on the method of immediate, emergency mobiliza-



tion. Then, once each boy knows his part in the overall plan, why not suddenly change their scheduled program for one of your regular evenings and make it an "emergency search" instead?

## Troop Mobilization Plan

In lost person searches, Scouts are usually called into action by use of a troop mobilization plan. If the plan is organized on a patrol basis, adult leaders call patrol leaders to set the

plan in action. Work out an emergency telephone procedure plus alternative communication methods. Be sure to announce equipment needs either before or at the time of mobilization — and arrange for their future storage or availability at short notice. Here is a typical patrol mobilization plan.

Add or subtract from this plan according to the number of Scouts in the patrol. If a Scout can't be reached, bypass him and contact the Scouts he was supposed to call.

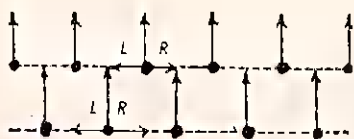
## Search Methods

Teach your boys how to form an organized search party using techniques shown in the following diagrams.





# e for a Search.



Abreast line method of search is shown at left and staggered method above. Instruct Scouts to guide on leader in centre. Leader sets course by sighting on landmarks such as trees. First tree is rear sight and second is front sight.

Obtain topographical maps of your area. Now might be the time for your troop to start a permanent collection of detailed local maps, if they haven't already done so. Free indexes and price lists may be obtained from the *Canadian Map Office, 615 Booth Street, Ottawa, Ontario K1A 0E9*.

Have a complete set available for immediate use at all times. This is not the moment for: "Well, Bob borrowed the map of the north east section but he's sick right now and Rick's dad has a good collection but he's out of town!"

Bearing in mind that a lot of our boys live in cities, and that small children don't just get lost in the countryside, train your boys to really know the town they live in. Collect up-to-date street plans as well as maps of the local, or nearest, countryside. Teach them to observe all the likely

hidey-holes in built-up areas too. So often a lost child turns up quite close to home but may be trapped in a little-used building or shed, or perhaps even in an old refrigerator someone has left out for garbage collection or carelessly dumped behind a fence somewhere. (These should *never* be discarded without first removing the doors but some folk might not realize this and then it's all too easy for a small child to clamber in and click the door shut after him.) It might be an idea to hold a discussion group with your boys along the lines of seeing how many other similar hiding places, or potential danger traps, they can think of in your area.

Find out who own "walkie-talkies" and can be called upon to have these on hand for use in co-ordinating search activity.

Agree upon recall signals so that the search does not continue after the lost person has been found.

## Looking For Clues

As B.-P. pointed out, "one of the most important things a Scout has to learn is to *let nothing escape his attention*. Make sure the boys are well versed in the art of tracking. (See the *Campcraft* section of the *Canadian Scout Handbook*, and *Scouting For Boys*.) See that they search for evidence of the missing person as well as looking for the person himself. Often clues, such as footprints, bits of torn

clothing, etc., have been helpful in locating a lost person.

## Staging The Event

Now for the event itself, one or more dummies can be prepared from burlap sacks stuffed with straw, hay or other filling. Put a shirt or other recognizable article of clothing over the dummy so Scouts will be sure they have found the real thing when they locate it.

Place the dummy or dummies in the field or chosen spot, in advance of the mobilization call. They should be located in an area that will prove difficult and interesting to searchers. Scatter a few clues en route, if possible, for sharp eyes to find.

## Time is a Major Factor

So often *time* is of the utmost importance, particularly when temperatures drop and when a young child is lost close to nightfall. The speed of mobilization and smoothness of operation could save a life. So, before disaster strikes, be prepared by:

1. Teaching your boys a Troop Mobilization plan.
2. Getting them and their equipment assembled in a hurry.
3. Organizing a practice search.
4. Reading future articles in **The Leader**, in which we will explore specific emergency situations in more detail. X

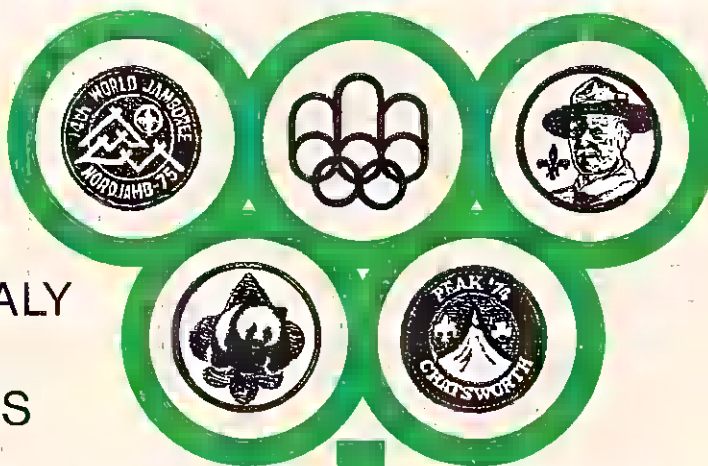
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# THE GREAT Secret Agent RACE

by Doug Campbell

30



With warm summer weather now upon us, troop programs should be held outside as much as possible. At this time troops hold hotdog roasts, games evenings, bike trips and tours in the evening. Scouts are told to show up and then the Scouters conduct the evening program. To some this is pretty humdrum. So now seems the time to introduce to you the do-it-yourself "Great Secret Agent Race". The object of the race is to get the Scouts to the evening program but to make their journey there more interesting than usual. So, first of all, Scouters will need to determine where they want their Scouts to end up. This may be back at the hall, at someone's house, or in a park or field. Once this is done the race begins.

## The Great Secret Agent Race

Basically, the race is run on a route which has a number of contact points for each patrol to gather clues and information. It is preferable to have a different route for each patrol. If you feel ambitious put as many contact points on the route as you wish, but around half a dozen would be average. Also, a little spice can be added to the action by having the Scouts do their route by bike. For the adventurous Scouter, have a car available for each patrol, and add a little atmosphere by making sure it is staffed by a thoroughly suspicious looking chauffeur. The mystery and adventure of the Great Agent Race can be further enhanced by the special agent type dress of Scouters and the hushed voices used when instructions are given.

## The Beginning

The race starts at your meeting hall, which becomes the Secret Agent Union Hall. Scouts should be told they will be going out for the evening program — rain or shine. Agents work in all types of weather.

At the meeting, patrols are read the following story by the "Top Man". He is the leader of all the agents. For an exciting effect, record the story on tape and play the instructions to the boys at the meeting.

## The Story

"I am glad you could all make this briefing. I know we have called you here without giving you any details but it is essential that tight security be maintained.

"It has been reported that 'Master Criminal X' has escaped from the international jail in Algeria. He has threatened to set off a destructive device which he has located somewhere in this community. The only clue we have is a coded message he left us, indicating the location of the device. We also know there is a decoder hidden in this community which will decode the message.

"You have been brought here because you are the best agents around. It is your job to locate the decoder, find the device and disarm it. Each of your teams represents some of the finest law enforcement groups in the world. Go to it men — your instructions are in the envelope."

At this point, patrols select a company name such as KGB, RCMP, CIA, Interpol or Scotland Yard.

Once the patrol has a name, it is given the envelope which contains their first clue to the location of the decoder and their next contact for further information. From here on, every contact point will have a clue to the decoder's location and another contact where the agents can get more clues.

The agents' meeting is the first contact point. The first

Reg



clue, regarding the decoder's hiding place, should probably indicate that it is north, south, east or west of the Agent Union Hall. Directions to the second contact point are also given at this time and might be given, for example, via a photograph of a telephone booth. The photograph would take in enough detail so the agents would recognize its location.

The agents, in this instance, would go to the 'phone booth where a pinned up message would give them a 'phone number to call and a password for the person at the other end of the line. The voice at the end of the line would give another clue to the location of the device plus another contact point. Be sure each team has a dime for the 'phone call.

#### How It Works

Basically, the above example is how the Great Secret Agent Race works.

Scouts are given clues to the location of the decoder. If they feel they know where it is from a few clues they can go direct. But they should realize that the more contacts they make, the more clues they will receive.

Because the agents are on a predetermined route, the last contact point on the route should give them the exact location of the decoder. This will ensure that all the patrols will arrive at the final meeting place. It is up to the Scouters to write clues indicating where the decoder can be found, and to set up the route with contact points. Scouters should also have an organized program ready which will occur after the race.

#### The Coded Message

First of all, each patrol will have a coded message indicating the location of the device. The code suggested is complicated, and the Scouts will not be able to decode the message unless they have the code itself.

#### Code:

A	B	C	D	E	F	G	H	I	J	K	L	M
25	23	21	19	17	15	13	11	9	7	5	3	1
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	24	22	20	18	16	14	12	10	8	6	4	2

#### Sample Message:

THE DEVICE IS HIDDEN  
 (14/11/17) (19/17/10/9/21/17) (9/16) (11/9/19/19/17/26)  
 IN THE FIELD BEHIND  
 (9/26) (14/11/17) (15/9/17/3/19) (23/17/11/9/26/19)  
 THE CHURCH HALL  
 (14/11/17) (21/11/12/18/21/11) (11/25/3/3)

#### Clues to locate the decoder

Clues to locate the decoder should give the patrols at least a fighting chance to find it. The decoder might be located in a home. In the following example it is hidden in a house on Bell Street and clues read like this:

#### Clue No. 1

The device is hidden on a street which runs east and west and has a ding-dong name.

#### No. 2

The decoder is located west of Bag Street.

#### No. 3

The decoder is hidden in a private residence on the south side of the street.

#### No. 4

Outside the private residence are several large maple trees and a fire hydrant.

#### No. 5

The residence has a 1976 Pontiac, license 434 A 621 parked outside.

#### No. 6

(This would be our last clue.) The decoder is located at 15 Bell Street.

Remember, patrols receive only one clue at each contact point.

#### Contact Points

Contact points should be made an adventurous and mysterious experience. Some examples of contact points are:

- Have a parent located at home tied to a chair. The parent would leave a message on the front door, telling the agents to enter and that there has been a robbery. Once the agents have untied the victim they are given a clue to the location of the device, and information pertaining to their next contact.
- As mentioned before, a contact point could be a telephone booth, where the agents find a message which has a password and a telephone number. The mysterious voice at the end of the line gives them a clue and information for the next contact point.
- Another contact point could be a local merchant who is charged with giving the agents an envelope in return for a password given to the agents at the last contact. The envelope would contain the photograph of a Scouter, or a famous person, cut up like a jigsaw puzzle. The clue and information for the next contact would be found on the back of the picture, once it has been put together.
- Have a parent sit in a car at a location given by the last contact. The agents would have a flashlight given to them by the last contact. Before they can approach the car, they must signal the driver by flashing the flashlight twice. The driver responds by signalling with the car headlights twice. The agents then approach the car to be given another clue, and information for the next contact.

#### General

Scouters can use the local police and fire stations, gas stations and homes to provide contact points. Use your imagination.

Remember, at the last contact point, the clue must give the location of the decoder.

#### The Finish

Once the agents have decoded the message, they will go to the place where the device is hidden. The device might be an alarm clock set to go off at a time predetermined by the Scouters. The Scouters should estimate how long it will take the patrols to reach the device, and then set the alarm clock accordingly.

Once the device has been disarmed, and all the patrols have reported in, you can start your evening program. You may wish to continue the agent theme by conducting wide games, Kim's game and other sense-related games. It was not the intention, here, to provide Scouters with a program they could copy, but rather to give an outline which could be adapted to suit your community. We know most communities have telephone booths, parents, stores, police and fire stations, as well as Scouters with active imaginations.

#### The Prize

The first group of agents to find the device wins the "Super Snooper Award". This is a small magnifying glass hung around each winning agent's neck by a ribbon. X

DOUG CAMPBELL has, for four years, been a member of the staff at the National Office and is National Director for Scout, Venturer, and Rover programs. July 1 he will assume new responsibilities as Executive Director of the Greater Victoria Region. Doug is married with one new and enchanting baby daughter.





## EDITOR'S NOTEBOOK

Television viewers will know that when a fire breaks out after a highway accident, the vehicles involved always seem to blow sky high just seconds after police officers have managed to get the victims out, but few viewers stop to consider, I would guess, that this is not always just a make-believe occurrence and that sometimes, *it really does happen*.

**Constable Harry A. Reid** of the **Sackville, N.B.**, detachment of the RCMP had a first hand experience in such a situation when he, along with another constable, was able to save the lives of the two occupants of a tractor trailer hauling an empty gas tank, that skidded into a ditch on the Trans-Canada Highway and burst into flames.

Constable Reid rushed to the passenger side of the cab and managed to free the first man, who was unconscious and, with the help of his partner, he then worked the trapped driver, who was also unconscious, free before the flames engulfed him. They dragged the second man away *only moments before the wreck exploded*.

Constable Reid, a native of **Deer Lake, Nfld.**, who is the **troop Scouter** of the **Tantramar Scout Troop**, was awarded Canada's second highest decoration for bravery, the **Star of Courage** and more recently was the recipient of the **Queen's Silver Jubilee Medal**.

After months of planning, and a four and one half hour bus drive through occasional mountain snow storms, the Beavers of the **1st. Lahr**

**Colony, Maple Leaf Region, West Germany**, arrived at World Scouting's Swiss chalet, **Kandersteg**, at 9:30 p.m. on Friday, March 17, ready for their beds.

However, according to **Fred Kikert**, ADC, Beavers/Lahr, the next morning, the boys were fully recovered and ready for their planned program which included a walking tour of the area, a play time in the snow, as shown in our picture, (a rarity, as it doesn't stay around too long in the Lahr area) and tobogganing. The day ended with a cartoon show.

On Sunday, prior to departure for home, the boys visited the downtown area of Kandersteg to buy souvenirs and see the Bahnhof, (railway station) where automobiles board a train ferry to go through one of the longest train tunnels in the world, that connects Switzerland with Italy.

During their stay, the Beavers presented Kandersteg Director **Kurt Metz** with a specially prepared plaque, carved from leather, to mark the first visit of Canadian Beavers to the chalet.

Shortly after lunch on Sunday, the boys boarded their bus for the return trip to Germany.

And a few thousand miles to the west, another group of Beavers were doing some travelling too. The members of the **1st. Clayoquot Beaver Colony, Tofina, British Columbia**, must have really been in the mood for the movie *Star Wars* which they viewed in Port Alberni recently, because they did a bit of flying themselves to get there and back.

Using money raised by collecting a certain type of empty beverage container from a nearby lumber camp, the boys and leaders were able to fly to and from the movie by chartered aircraft.

**The Wartime Pilots & Observers Association** is a very exclusive club made up of veterans of air crews from World War II.

The Association held a dinner in Winnipeg recently to honour our former National Commissioner, **Lt. General W. K. 'Bill' Carr** on his forthcoming retirement from the Canadian Forces. To suitably mark the occasion, the members established the "Bill Carr Camp Development Fund" with an initial donation of \$1,500, to assist in the acquisition and development of a new camp located in the south-central part of Manitoba.

Friends of Bill Carr wishing to pay tribute to his long service to Scouting are invited to contribute to the fund. Donations may be mailed care of the fund to the Manitoba Provincial Headquarters, 148 Colony Street, Winnipeg, Manitoba R3C 1V9.

From World Scouting's **NEWS-LETTER . . . Spanish** Scouting again became an official member of the World Scout Brotherhood when the **Federacion de Escultismo en Espana** became a member of the World Scout Conference effective March 16. Scouting in Spain began in 1912 and it was a founding member of the World body from 1922 until it was suspended by Spanish ministerial decree in 1938. However, some local groups managed to continue on a limited scale and when, at last, they were able to practise Scouting more openly, a liaison committee was formed between the three associations that make up the federation. Total federation membership now exceeds 30,000 and the World Bureau is working closely with Spanish officials for full participation in world and European regional events . . . **Mr. Irving J. Feist**, immediate past Chairman of the World Committee passed away in New York City on February 27. A





former International Commissioner and National President, Boy Scouts of America, he was the recipient of many awards and honours for his work on behalf of Scouting in his home country and internationally . . .

In **India**, the Nightingale Scout and Guide Groups of Barrackpore celebrated their group anniversary day by assisting in the malaria control campaign. They inoculated 250 people and eliminated all possible places where standing water might collect, in a one square mile area . . . **The National Scout Association of Peru** is beginning an expansion campaign with a target of increasing membership from 15,000 to 100,000 in four years. The basis of the program is a new cooperative agreement with the government. In the first phase, five teachers will be seconded full-time to Scouting, to coordinate and organize Scouting in four pilot areas.

For all those who asked for new ideas on how to raise funds for the operation of their groups, here is one idea that proved very successful for our friends in the **Maple Leaf Region**, in Lahr, West Germany. Not only did they raise about \$4,000 but they did it painlessly. In fact, people were lined up to contribute. Here's what **Frank Kohler**, editor of **Der Kanadier**, the newspaper of the **Canadian Forces in Europe** wrote about **Wandertag**.

"We aren't sure about the tinker or tailor but the soldier, sailor and airman, Scout, Scouter, Guide, Guider, — in all 2,491 American, French, German, Swiss and Canadian men, women and children — took part in the **1st. International Scouts Canada Wandertag** held in the Schwarzwald hills near Lahr on the weekend of February 25-26.

"Sponsor of the event was **Lt. Col. Hal Brogan** and the Lahr group committee of the Maple Leaf Region of Scouts Canada. Particularly prominent among the organizers were **MCpl. Denis Tellier**, in charge of general administration, food and vehicles, and **MCpl. Norm Wiens**, who handled registrations and prizes.

"The Wandertag (day of rambling) had been advertised as a 12 km long walk through beautiful forest and nature trails but the week before the event, over 900 tons of snow fell on the Lahr area. By the weekend it had transformed the trails into slush and mud, a far more challenging endeavour than that expected by many of the participants, among them **Lt. Gen. Chester Hull**, national commissioner, **Boy Scouts of Canada** and **Chief Executive J. Percy Ross**, both of whom tackled the slippery slopes so enthusiastically (they really wanted

to get back and out of the rain) that they completed the circuit in record time, even though some signs had been rearranged to reroute them over a particularly difficult trail.

**"Our Canadian Forces photo by MCpl. John Rodger**, shows from left to right, the National Commissioner and Chief Executive receiving their march medal and a Coke from Regional Commissioner **Major Ralph Glenow**.

"Lahr's first march in 1977 attracted 1700 participants but did not have the same international flavour because it was not recognized by the associations that officially sanction Wandertags in Germany. The standard set by this most recent march will ensure continued recognition and an enjoyable, challenging, but not overly strenuous event for participants."

The Wandertag is a very popular family event in Germany and if you visit a German or Canadian household there, you will find the family's walking medals proudly displayed in a prominent place.

The favourable aspect of this method of fund raising is that it is not a door-to-door scheme to sell anything or obtain pledges. It merely invites people to get out and walk, usually as a family, for their health and a

medal. Each participant pays a registration fee that is clear profit except for some minor expenses such as the medals that are presented to those who successfully complete the walk.

Why not plan one for your area? It would seem a natural for groups on Forces bases, where expertise is already available from Scouters and parents who have served in Europe.

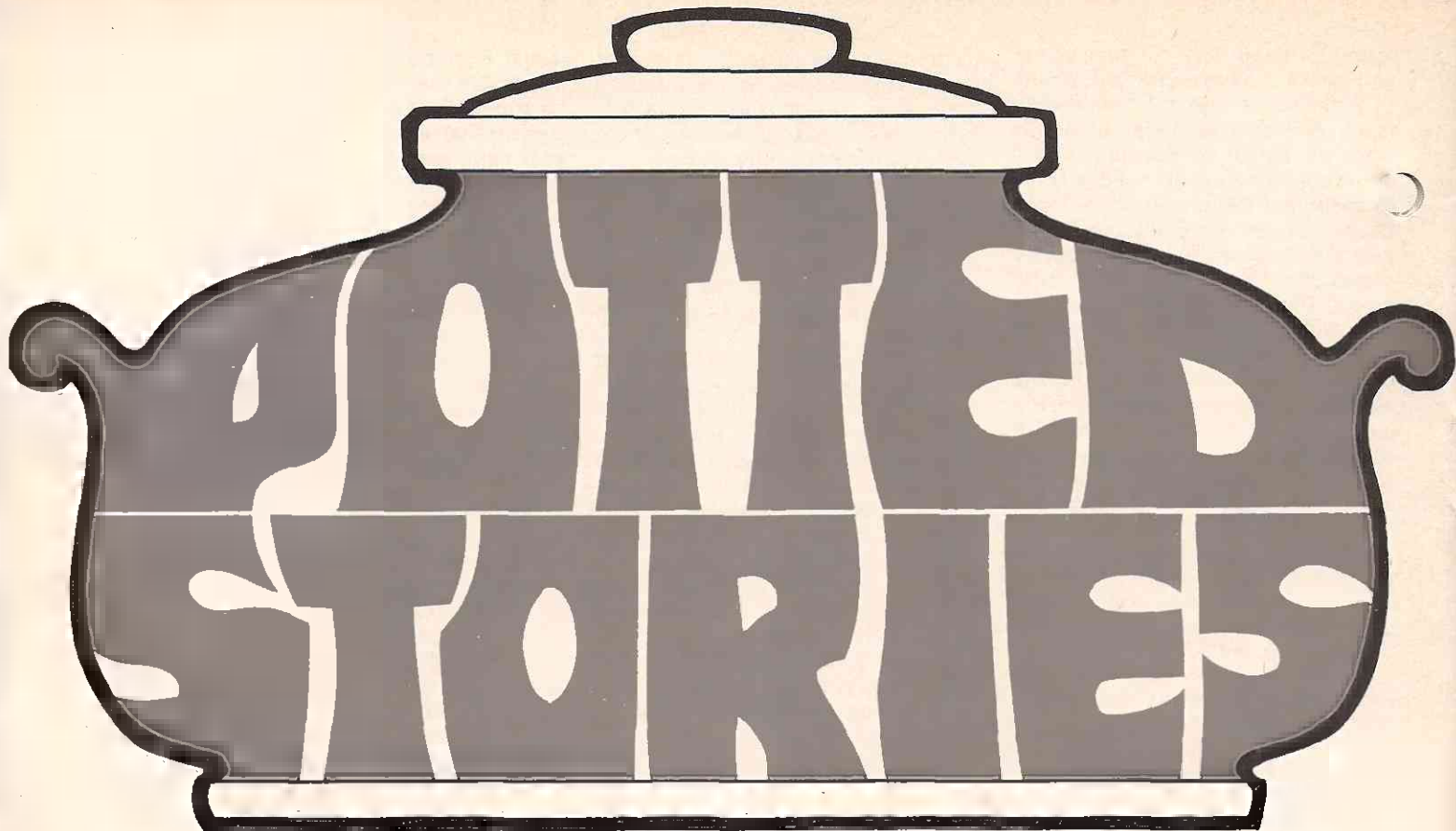
It was Boy Scouts to the rescue recently when a group of Scouts and Venturers from **Mississauga**, out on a hike near the Elora Gorge, near Guelph, heard a voice calling for help.

They found that a 17-year-old girl had fallen a hundred feet down the Gorge when she and a companion were attempting to descend a snow covered staircase.

Two members of the Scout group scaled the Gorge to call for an ambulance while the remainder wrapped coats around the girl to keep her warm, and later helped police and firefighters in the removal of the victim to the hospital. Preliminary reports indicated a suspected broken back and paralysis from the waist down. X



Canadian Forces Photo by MCPL John Rodger



### "I Can't Tell Stories"

One of the problems which often besets leaders is how to be a good story teller. Not everyone is blessed with the ability to hold the spell-bound attention of a group of boys, while he or she spins wonderful yarns of adventure and adversity.

So most of us fall back on the useful, but not quite so attention-gripping, alternative of reading a story out aloud from a book.

Potted stories are a happy compromise between the two. The basic story is there, written down to be read aloud. It has characters, a plot and a climax. But it lacks detail, all those little extras of colour and style which make tales, told so easily by the born raconteur, come alive. And this is where you too can shine as a gripping story-teller. With a little preparation and effort you will be surprised at the way your imagination and creative powers take over and how your boys really begin to look forward to the weekly yarn as one of the best regular features of their Scouting program.

### "Why Tell Stories?"

Story-telling is an integral part of Scouting. We have B.-R.'s own example to remind us that his yarns and jungle stories were an essential feature of Scouting, right from the very beginning. Boys love to hear a good story and to let their imaginations roam as they picture battles and deeds of valour — especially in these television oriented days which allow so little opportunity for day-dreams and imaginings.

In simpler times, story-telling was a very necessary means of imparting information, of learning, and of expressing new thoughts and concepts. It was one of the earliest forms of both art and education and still enriches our lives far more than many of us realize. Where, for example, would our Cub section be without *The Jungle Book* by Rudyard Kipling? Poor indeed is the child who grows up without hearing traditional fairy tales and family folklore from his parents and grandparents.

"Tell us about when *you* were a boy?" is a familiar request in most happy families. And again and again the simple stories are told — of when Dad got lost in the woods or Uncle Tom came back from the war with a ship-in-a-bottle and a wounded knee. Families have their own special folklore, just as countries do, and Scouting has its story-telling traditions too.

So even if you don't feel very confident of your abilities as a teller of tales, it is worth a little preparation and effort to entertain your boys, to teach them the ideals of Scouting, and at the same time, perhaps, to form the groundwork of a valued personal tradition in your particular group.

### "When Should I Tell Stories?"

At the end of a troop or pack meeting, it is a good idea to make the last item a longish story, divided into instalments so that the boys have something to look forward to from one meeting to the next.

A short story with a Scout ideal as its point should be told at the campfire following on an investiture. A story should also be told in teaching Scout law and in the powwows by which we keep up a remembrance of the laws.

There should be a really good story at every camp-fire. It makes the camp-fire really *worthwhile*. It gives added atmosphere to it, while the firelight provides the perfect setting and everybody's mind is tuned to the right pitch.

Stories, or incidents from stories, should come into lessons on first aid, woodcraft, camping and all Scout work.

A story in the tent ensures the Cubs falling quietly asleep the first night of camp and stories on wet days make a memorable substitute for sunshine.

### "What Is A Potted Story?"

A potted story is simply a string of facts — no attempt at all at telling in an interesting way or at supplying detail. *You* must take these facts and put them to your audience in a way that will get them first interested, then sympa-



thetic, then excited or amused, or stirred in some way.

It is your job to invent all the appropriate *details*: you can take any liberties you like with the outline — *let rip with your imagination*.

It is while *preparing* to tell that you want to remember all this and work it out. When actually telling, don't try and remember any rules, just *tell*.

#### "How Do I Go About It?"

First of all, read the basic story through several times, ahead of the meeting, so that you have at least partially memorized it. As anyone who watches news readers on television will have noticed, even a story read direct from the page becomes *far more interesting* if the story-teller looks up from time to time without hesitating and fumbling to find his place again. So, *absorb* the story as well as you can. If you have the opportunity to practise on a small, sympathetic audience of younger boys first, this is a good idea, to build your confidence. At the very beginning of your new story-telling "career" stick to short stories. You can make them longer, and perhaps in serial form, as you gain experience.

When the actual story-telling time comes, set the scene. Make the room dark and have only one candle stuck on the floor; or, better still, a lantern or two shining through crumpled red paper, and a few sticks and twigs built up, to suggest a camp-fire. The darkness and the expectancy of a young audience make it easier.

And now — how to unpot! Ahead of time, read the outline to yourself several times, as already mentioned. Read it slowly, *picturing* the scenes and characters. Each time you read it through try to get a more vivid picture in your mind of the scenes and incidents. Memorize the names of people and places. Note what is the real point of the story — the plot — the central idea. Then leave the story alone to simmer in your mind for a bit.

Some time — e.g. on your way home from work — *tell it over to yourself properly*. You will take longer doing this than when you have your audience before you — this is natural — experienced story-tellers always find this. At first, in front of your actual audience, you may need the original story or a few notes as a prop, but gradually you will find you can manage without either.

Remember your aim is to make the story *vivid and real*. You will be adding your own descriptions as you go along but these should be kept brief and only added where really necessary. Make all characters definite — really nice, really bad, really funny. Describe them a little but chiefly bring out their characteristics by their actions.

If you want to teach an idea (e.g. the Scout law) by the story, decide beforehand how you mean to bring it out, and emphasize those incidents (but don't point the moral, beyond mentioning, perhaps, that this story makes one understand such and such part of the law.)

In the telling, make the most of the *climax* — i.e. points where some happening is worked up to, there is a moment of suspense and expectation and then it *happens*. Let it happen clear and sharp, and don't mess about with it after and *explain* — go ahead with the story. Especially with the final climax, end up quickly after it.

From time to time **The Leader** will be including a variety of potted stories for you to use. Don't be disappointed if your first attempts aren't as rivetting as you'd hoped. Keep practising and in time, who knows, you may become such an experienced raconteur that you'll be making up your own potted story-lines and sending them along for us to include in our *Scouter's Five Minutes*, to share with other leaders.  $\lambda$

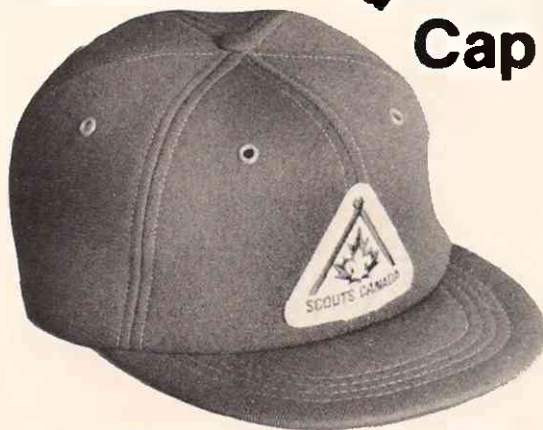
*Adapted from the book "Potted Stories" by Vera C. Barclay.*

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# Recipes and Games



Here are some international recipes to try, courtesy of the New Zealand Scout News. We'll be including some Iranian recipes in a future **Join In** pull out supplement.

## **POTATO YAHNI** (from Greece)

Peel potatoes and cut them into even slices. Heat some oil in a saucepan and fry onions until they are golden brown in colour; add tomatoes, and simmer until they are soft (3-5 minutes). Add the potatoes and the seasoning, together with a pinch of sugar and a bay leaf. Add enough water to cover half the mixture and then simmer until the potatoes are cooked and the sauce is thick (15-20 minutes). Serve with sausages — enough for four hungry people.

## **RISSOLES** (from New Zealand)

Mince any left-over cold meat. Peel and dice a potato, onion and carrot. Put all into a basin and add some chopped parsley and tomato sauce and salt and pepper to taste. Mix well and bind together with a beaten egg. Form into patties and wrap in tin foil ready for cooking on hot embers.

## **CHICKEN ON A STRING** (from France)

A chicken can be roasted over a fire on a spit but the French have an idea where you do not even have to turn the chicken... you hang it on a string over the fire and it turns by itself! (We accept no responsibility if your chicken refuses to turn!)

**Ingredients:** A chicken, lard or margarine and salt.

Make sure the chicken is cleaned of all entrails, etc. Rub the chicken inside and out with the lard or margarine. Sprinkle with salt inside and out. Tie a string at least 1½ metres long round the neck of the chicken and suspend from a tripod. The chicken should hang at least fifty centimetres above the ground beside the

## **TRAFFIC LIGHTS**

The boys form a large moving circle to represent traffic. The leader stands in the centre and is the traffic signal. When his or her arm is held up straight it means **GREEN** and the boys all run. When it is at right angles it means **AMBER** and the boys stop. When it is straight down it means **RED** and everyone sits on the floor. The last boy seen moving is out or loses a point.

## **ROADSIDE I SPY**

This observation game can be played while hiking in the countryside or walking along beside the road. Or it can be used when groups are travelling by coach or car. Each group leader is given an identical list of objects likely to be seen en route. In built up areas these might include bus stops, police cars, etc., while in the deeper country chipmunks, maple trees, etc., could be listed. Each group ticks the items off their list when seen by two or more members. The first to complete their list wins.

## **CAR HEADLINES**

Point to any boy in the group and ask him to call out the letters only on his parents' car license plate. The first boy to call out a feasible newspaper headline starting each word with these letters, in the correct sequence, wins a point for himself or for his team or group. For example: JBB might be "John's Backyard Barbecue" or "Jaded Bruins Beaten" or even "Jamboree Bubble Bath". Anyone stuck with an X may substitute A.

This game can be adapted for use during long car or coach trips, using the letters on the car ahead — or you could give a point for the funniest headline invented.

To THE CANADIAN LEADER Magazine  
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6/78

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## 21ST JAMBOREE ON THE AIR

# J.O.T.A.'78

To find out how to participate in the 21st J.O.T.A., this October, write for your free booklet "J.O.T.A. - How Canadians can participate."

Write: J.O.T.A. Organizer  
 Scouts — Canada  
 P.O. Box 5151,  
 Station F,  
 Ottawa, Ontario K2C 3G7



### CAR PARTS

For this game the boys run around the hall or field and when the name of a certain car part is called they must act out whatever the leader has told them beforehand. The last one doing so each time is out.

**Parts and Actions**

**Motor** — All run to top end of hall  
**Trunk** — All run to bottom end of hall  
**Left door** — All run and sit at left of hall  
**Right door** — Ditto right hand side  
**Steering wheel** — All sit on left side and make actions as if driving a car  
**Car crash** — All lie flat on floor face down.

And, since our games this month, all have a travel theme, here is one for handicapped boys to tackle.

### OPERATION ROCKS

Boys seated in wheelchairs with a partner to push them standing behind. The "pusher" may be a blind boy or if not, is blindfolded. The space in front of the chairs is scattered with logs or other obstacles. By giving compass directions the boy in the chair has to guide the "pusher" round the rocks and home.

### CAR SILHOUETTES

Collect some car advertisements from papers and magazines. Trace and cut out the car outlines carefully using black paper. Mount onto a white card and see how many the boys recognize by their silhouette alone. Very young boys can be surprisingly good at this — they'll certainly recognize the shape of their own family car.

Games — page 248

fire. Place a plate on the ground under the chicken to collect the drips of fat and use this fat to frequently baste the chicken. The bird will cook more quickly if the fire is equipped with reflectors.

### PYTT I PANNA (from Sweden)

If you have left over pieces of cooked meat and potatoes here is a recipe used by Swedish Scouts to transform them into a tasty dish.

**Ingredients:** Cooked meat (practically any kind will do); cooked potatoes (about the same quantity as the meat); onions; salt; pepper; margarine or cooking oil; beetroot.

Heat the margarine or oil in a frying pan and add chopped onions. Cook for about five minutes and then add the meat and potatoes chopped into small pieces. Fry slowly for five to ten minutes, then add salt and pepper before serving with beetroot. If you do not think that this is enough for a meal, add a fried egg on top of each portion. You can serve it with either tomato or Worcester sauce.

### POTATO WHACKS (from Switzerland)

**Ingredients:** 5 or 6 fairly large potatoes; 2 eggs; 3 tablespoonsful of flour, dripping.

Peel and grate the potatoes, add the eggs and flour and then mix thoroughly. Work in two tablespoonsful of hot dripping. Fry the mixture a spoonful at a time until deeply golden brown.

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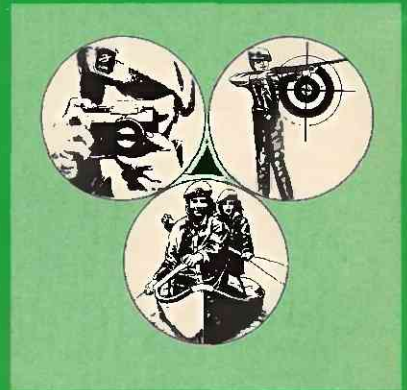


# CANADIAN SCOUT BROTHERHOOD FUND DONATIONS

## Scout Brotherhood Fund Donations (Operation Amigo)

1st Baddeck Troop, N.S.	\$ 40.00	22nd Toronto Scout Group, Ont.	100.00
Elgin District Council, Ont.	15.00	St. Peter's Beavers, Cobourg, Ont.	2.69
Stratford District, Ont. Annual Banquet	25.00	Riverview Beavers, Cubs & Scouts, N.B.	32.05
Pioneer Patrol, 46th Winnipeg, Man.	52.25	Airforce Trenton District Council, Ont.	40.00
(Barry Peabody)		Varsity 131st Cubs & Scouts Group	
North Cariboo District, B.C.	51.48	Committee, Calgary, Alta.	45.50
Ken Kee District, Ont.	14.91	Port Hope District Council, Ont.	83.56
North Halton District, Ont.	20.95	Portage La Prairie District, Man.	50.00
2nd Kleinburg Scouts, Ont.	10.00	132nd Toronto Group	18.45
First Ridgeway Boy Scout Association,		Woolastook District Church Parade, N.B.	52.67
Ont. In Memory of Alfred W. Overfield.	15.00	Redwater Cubs & Scouts, Alta.	8.65
Sunnybrook Kodiak Scout Troop, Que.	25.00	Kenora-Keewatin District, Ont.	10.02
Rideau Area Scouters Club, Ottawa, Ont.	100.00	West Delta District, B.C.	50.75
North Waterloo District, Kitchener, Ont.	36.88	Lord Alexander Scout Group	26.00
Saskatchewan Scouting Conference, Sask.	31.00	1st Ridgeway Scouts, Venturers, Cubs,	
Mrs. Ellen L. Fawkes, Calgary, Alta.	9.90	Beavers, Rovers, Guides and Brownies	15.00
Paul & Alice Gregory, California, U.S.A.	2.20		
Portage la Prairie District, Man.	126.25	<i>Trees for Canada</i>	
Flin Flon, Man.	29.00	In Memory of Mr. Walter C. Le Courtois	
1st Port Hawkesbury Group, N.S.	55.50	Sydenham District, Ont.	48.60
Beavers, Cubs, Scouts, Venturers & Scout-		Sydenham District, Ont.	20.62
ers of Burnaby West District, B.C.	74.18	Sydenham District, Ont.	57.87
Cubs, Guides & Brownies of Wakefield,		Niagara District, Ont.	1,151.35
Que.	16.00	Cornwall District, Ont.	1,586.70
Seymour District Scouts, B.C.	63.00	Sudbury District, Ont.	648.25
Beavers — Douglas District, B.C.	62.50	Lake Simcoe District, Ont.	125.91
Devon Boy Scouts Assoc., Devon, Alta.	30.26	Kempfenfeldt Bay District, Ont.	1,025.47
1st Leaf Rapids, Cubs, Scouts & Venturers	20.00	New Brunswick Prov. Council, N.B.	5,131.57
83rd, 476th, 483rd, 499th and 552nd		Nova Scotia Prov. Council, N.S.	2,587.71
Toronto Groups, Secor District		Western Prairie Office, Sask.	885.47
1st Scarborough-East Division Rangers		St. Clair District, Ont.	637.85
12th, 13th, 14th and 22nd Bendale Groups	29.00	Big Creek District, Ont.	1,155.34
Holy Trinity Church Scout/Guide Church		Champlain District, Ont.	95.40
Parade	66.00	Nova Scotia Provincial Council	15.46
1st Orleans Scout Group, Ont.	46.66	Perth District, Ont.	
Lacombe Scout Troop & 1st Lacombe Cub		Milton District, Ont.	
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Church Service, Lucky Lake, Sask.	8.65	Cobourg District, Ont.	
Brandon District Council, Man.	118.00	Amount received from Ont. for these	
Peguis District, Man.	95.00	4 districts:	2,059.75
1st Clarkson Scout Group Committee, Ont.	49.43	Windsor District, Ont.	291.60
Cataragui Gilwell Reunion, Chatham, Ont.	25.00	Lynn Valley District, Simcoe, Ont.	91.05
(In Memory of the late Norman Shipley,		1st Wasaga, Stayner, Ont.	61.50
APC, Great Lakes Region)		Sydenham District, Ont.	123.62
Cobourg District Council, Cobourg, Ont.	57.44	Mississauga District, Ont. (1977)	3,369.21
Bytown Area, National Capital Region,		Hamilton District, Ont.	490.32
Ont.	33.75	Whitby District, Ont.	907.20
Prince Albert District Council, Sask.	86.50	Pineridge District, Ont.	605.03
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