

MAY 1979 VOLUME 9, NUMBER 9

the **leader**

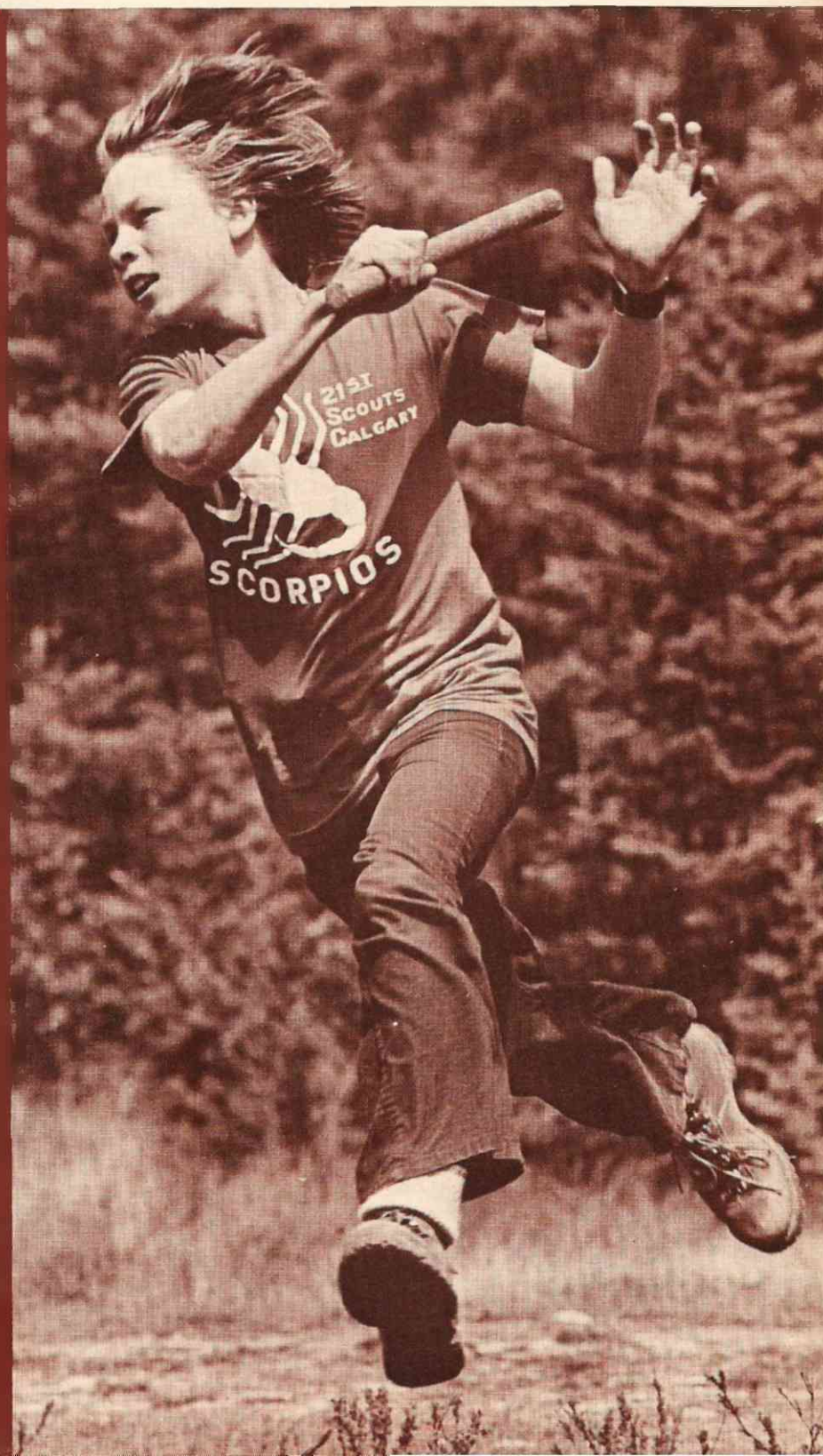


**Running into
Spring...**

**with
a Package of
Outdoor Items
on:**

- **Crafts**
- **Conservation**
- **Comradeship**
- **Camporees**
- **Cycling**
- **Camp Health**
- **Campfires**

**and
Much More!**



packs

by Bob Butcher

As I prepare this column it has been only 2 months since Jim Sharp's "Project '79, A Cub Conservation Activity" article appeared in the January issue of The Leader. In two months however, we have already received numerous submissions from individual Cubs and from packs, to qualify for the award. By the end of February we had sent out a few dozen pennants for packs and several hundred certificates for individual boys. I hope that those of you who have not yet considered this project will dig out your January Leader and have a serious look at Jim's article. What follows is a selection of some of the submissions.

Bill Weston, Akela of the 5th West Hill, Ontario group writes of his pack's Project S.O.S. (Save our Streams). The pack has adopted part of Highland Creek in West Hill. The project is a 3 phase one; the first phase being a 2 weekend cleanup of the area; the second phase being the planting of trees and shrubs and the placing of mesh fencing on the banks to cut down erosion and phase three being the on-going maintenance of the area.

Akela Dave Emery of the Algonquin Pack in our Maple Leaf Region in Germany writes of a project his pack has been involved with for the past 2 years. His Cubs have been planting flowers along the walking paths of the local woods for the hikers to appreciate on their strolls. At the same time they have built and located in various parts of the woods, both bird houses and bird feeders which are then maintained on a six basis. This is in excess of the labours the boys put into the conservation badge itself to which the pack devotes time and effort in its program.

Gordon Milner, Akela of the 10th Richmond, B.C. Cub Pack was mounting a large display at a shopping centre during Scout-Guide Week, the theme of which was conservation. Gordon's pack was also becoming politically involved in that it was lobbying with the Municipality of Richmond, requesting that a certain area of land in the municipality be declared a natural area and that duck hunting in the area be stopped. The pack is planning a drive in the area to collect and remove garbage. Gordon's pack has further plans to put in flower beds and trees around the new 1,200 square foot addition to the Scout Hall.

Mary Haberstack of the 1st Creston, B.C. Pack wrote to describe her Cubs' conservation project, which includes the planting of 100 trees with the help of the forestry department, the cleanup of litter for a Senior Citizens' Hall, litter walks at the local Cub camp and the winter feeding of deer and elk in co-operation with local conservation officers.

Cub Neal Ruseff writes "Air pollution — Don't always use aerosol cans, because it can damage the ozones layer. Nature — Don't shoot animals, not even with sling shots, because it just wounds them and they are helpless creatures. Water — Don't throw cans or garbage into the water, because it makes the water dirty and can harm the fish. Hydro — Don't use hydro when not needed, such as always turn off the lights and T.V. when they are not being used."

Cub Craig McQueen writes "My idea for conservation is when you are at the beach or in a boat never throw cans, bottles or any garbage in the water or on the beach. If you are at the beach you could pick up any litter you see especially broken bottles or pieces of glass and put it in the garbage." X

Scavenger Hunt — The boys really enjoy doing this type of thing. When done in lodges, it gives each boy a chance to do something.

1. Bigger and Better — Each lodge is given some small thing like a toothpick, paperclip, etc. They must go out to houses and people on the street, etc. and trade it for something bigger and better. Then we compare the final item with the other lodges. The results are usually very surprising.

2. Something for each letter in "Beavers Canada".

Example B — might bring a boy.
E might be an eraser. A might be apple core, etc.

3. List of pre-planned items, e.g. — something with a hole in it, something soft — hard — sticky — smelly — prickly — etc.

4. Find 10 discarded items and make something out of this collection. Creations are later "judged" with all winning a prize for some category.

Treasure Hunt — Done in lodges to a set of pre-planned instructions. Example: If done in a schoolyard . . .

— Go to the place where you might stand if you were holding a bat during a ball game. Under a rock are further instructions.

— If you know what colour a Beaver is and combine it with the colour of milk you'll find your next instructions under that coloured flag along the fence to your right. (Have different coloured flags for a little extra confusion.)

Set up instructions suitable for your location and the number of boys in the lodge so each boy is allowed to find 2 clues. At the end have a treasure; cookies seem to work well!

Family Film Night — We invited the families and showed cartoons from our library, and Snoopy and Charlie Brown films available from Coca-Cola (free of charge). Everybody received popcorn and juice and we ended with a peanut scramble.

Bus Ride — In a time when most families have one or maybe two vehicles, most boys have never ridden on a city bus. We caught the bus at the meeting place (or close to it), went to the Dairy Queen for an ice cream cone and back to the meeting place.

Magic Night — We invited one of the local magic club members to come to our meeting. He had once been a Cub so it was free of charge. He did some tricks then taught one to the boys to show their friends and parents. X



Our thanks go out to Linda Kish of the 33rd Lethbridge, Alberta Colony for sharing with us her long list of "Ideas That We Have Used and Were Successful". The following is a selection from that list. The rest will have to wait until some other time.

Litter Chase — "Help Take Care of the World". We go to a nearby park with garbage bags and pick up all the litter. Glass objects are spotted and leaders pick them up. We've had good luck with a local newspaper taking a picture of the Beavers exemplifying their promise. Afterwards, they enjoy playing.

Trip to a Farm — Each spring we visit a farm so the boys can see all the new animals, machinery, and just have a good look. Especially interest catching was the old outhouse which most of the boys had to try out!

the leader

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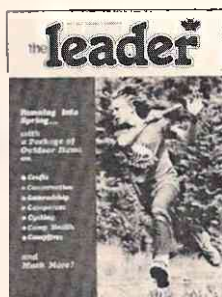
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Features
of the
Criminal
Law on Gun
Control

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COVER

Last spring Norm Robinson and his fellow Scouts of the Calgary Region enjoyed camping at its best in Alberta. For more information see page 33. Cover photograph by kind permission of the *Calgary Herald*; photo by Sue Brun.

THE CANADIAN LEADER magazine is published monthly except for combined issues of June/July and August/September by Canyouth Publications Ltd., P.O. Box 5112, Stn. 'F', Ottawa, K2C 3H4. Enquiries concerning subscriptions, advertising or editorial should be directed to this address, attention the Editor. Second class mail registration number 2405. Yearly subscription price to registered members, Boy Scouts of Canada, \$3.00; Others, \$5.00; Outside Canada, \$7.00. Recommended by Boy Scouts of Canada.

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ISSN 0036-9462

supply services news

by Bill Johnson

We are now into production for the 1979/80 Supply Services catalogue and I note that, like everything else these days, there are price increases throughout. Most are only slight but none the less, they are going up. **Price changes will take effect on July 16** so you might want to look at summer and fall needs and do a little early shopping. Scout Shops and Dealers still have pretty good stocks, so why not drop in and see them?

For the trivia nut — I wonder how many leaders have given some thought to **which leader uniform is the more popular**, the green or the grey. We don't really know the answer, but we do have some interesting figures. During the season, up to the end of March, we shipped 6,200 men's grey shirts and 7,200 of the green. We shipped 2,400 ladies' grey blouses and 1,400 green, during the same period. Or, in other words, 8,600 of each, the grey and the green. Just like predictions for the next Federal election — take your pick.

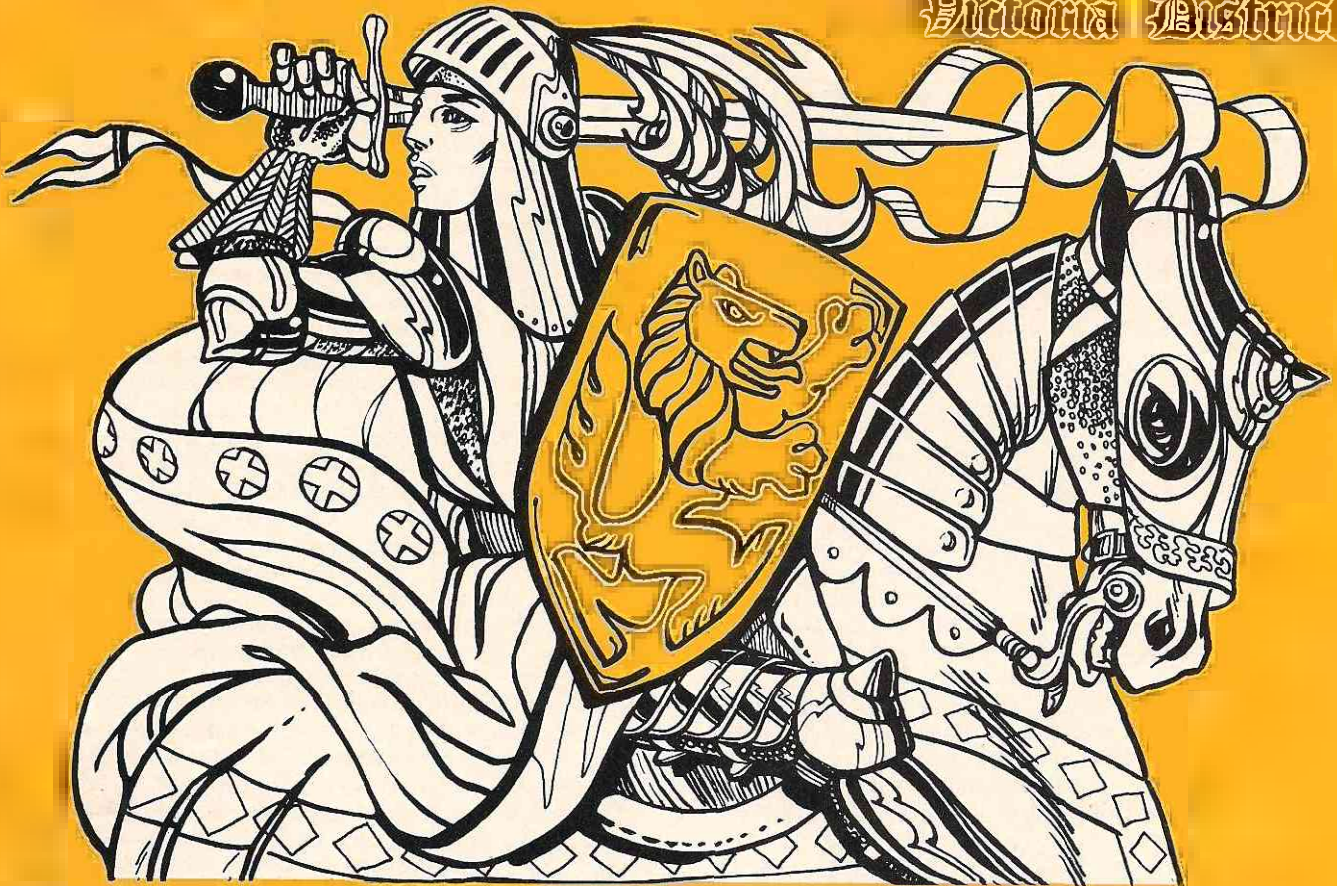
Cubs must be getting bigger all the time. Sales of **extra small Cub caps** have virtually come to a stop. Therefore, this size is **now being discontinued** and will not appear in the next catalogue.

We are having a problem obtaining **hand axes**. New sources are being investigated and we hope to be supplying again by mid-May. We apologize to people who have been waiting for this item.

Plans have now begun for what promises to be the biggest event in the history of Canadian Scouting, **CJ'81**, and Supply Services will be there, making available the hundreds of Scouting items needed to support a camp of 20,000 people. Dozens of souvenirs are also being designed. It will take many people to operate the Trading Post at CJ'81 and we hope leaders will keep us in mind when considering their place at the jamboree. X

Knights of Old Camporee

Victoria District



4

by Bev. Sesink and Bob Ansell

In the early part of last year we ran a short series of articles with a "Knights of Old" theme. Here is how the Victoria District, Ontario adapted and developed our suggestions for their 1978 Camporee.

This Camporee was designed for fun and competition while accentuating a medieval setting and, as in any event, planning was necessary to ensure its success. From January to April of 1978 a series of planning meetings took place and, by late March, the major part of the Camporee had been planned.

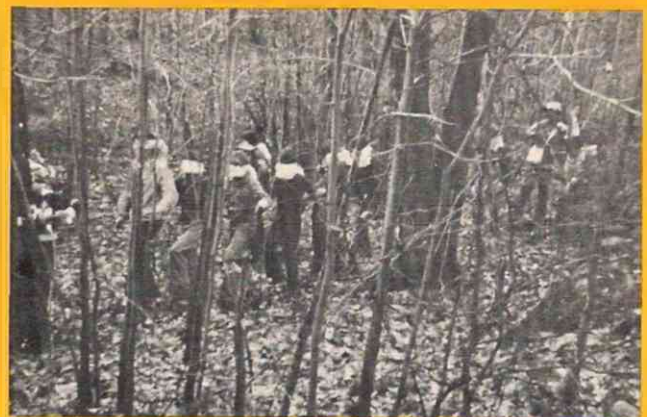
In April the camp staff had a field meeting at the Camporee location and, at that time, site locations for kingdoms, events, etc., were finalized. During this preliminary planning, suitably medieval titles were chosen and games worked out, as follows:

The Names

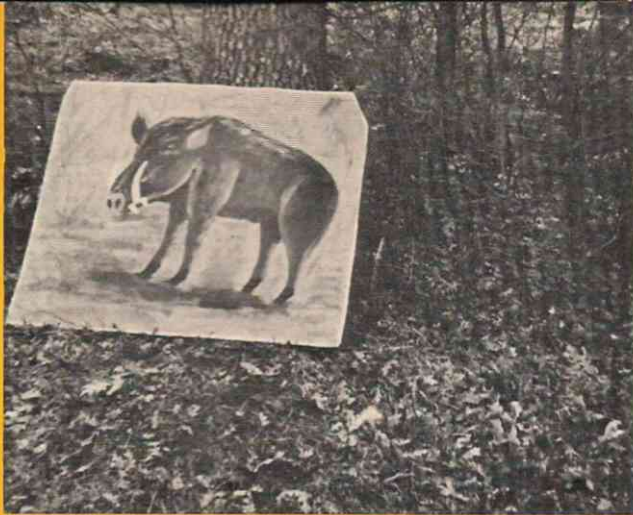
Royal Call — *Horn*
 Camporee King — *Camp Chief*
 Castles — *Tents*
 Camporee Castle — *Camp HQ*
 Knights — *Scouts*
 Warships — *Canoes*
 Ration — *Meal*
 Royal Souvenirs — *Crests*
 Big Feasts — *Big Sunday Meal*
 Bells — *Hour*
 Knights' Own — *Scouts' Own*
 Kingdom — *Campground or Group of Knights*
 Prince — *Assistant Camporee Chief*

Crusaders — *St. John Ambulance Brigade Attendants*
 Four Wheeled Chariots — *Automobiles*
 Floating Rock — *Wooden Structure with Flotation Tanks*
 Sea Knight — *Sea Scout*

The Games



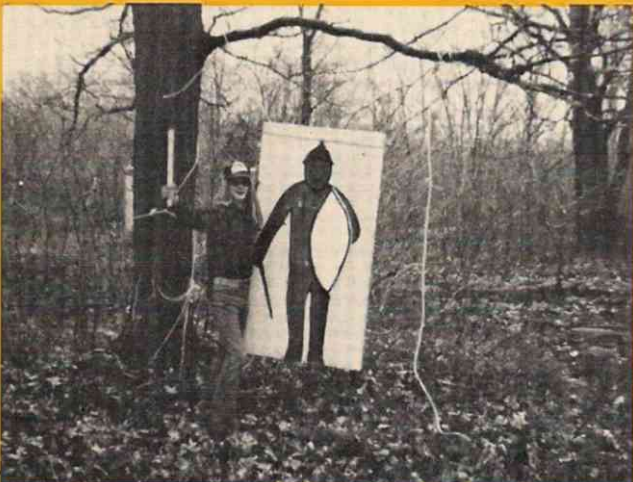
Quest for the Holy Grail — This game is based on the story of the Holy Grail. A game to see which kingdom can go through a maze to their final goal — the Holy Grail. Each kingdom has 12 knights on its appointed team. All members of both teams are blindfolded. The head knights then have to lead their 11 other compatriots along a royal thread (rope) to the goal. As in the Holy Grail story, the Grail is never actually retrieved but the team which completes the competition first is the victor.



Ye Old Wild Boar — A game to determine which kingdom has the finest archers. The target is a 5' x 4' painted image of a wild boar. Each kingdom is allowed six archers with six arrows each, and the kingdom which scores the most hits is the victor.



Ye Old Long Staff — A game to pit the strength of the individual knight against a knight of the opposing kingdom. Each kingdom has six knights representing it and opponents of equal physical stature are paired off. Both opponents are placed on an 8' x 1' plank. Each then attempts to force the other off by clashing staffs and thus pushing the opposing knight off the plank to his death.

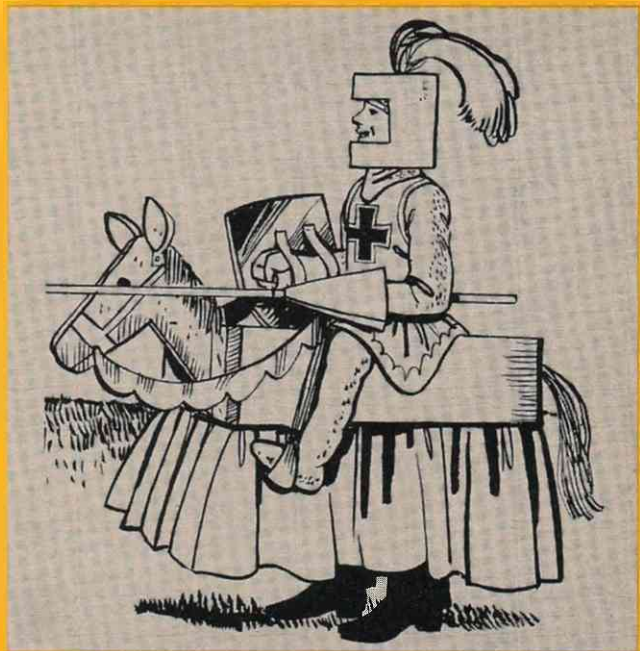


Ye Old Spear Throwing — A game to test the collective skills of lancers. Each kingdom has six lancers. The knights selected attempt to hit an 8' x 3' target of a knight in shining armour. The kingdom with the most collective strikes on the knight is the victor.

Slay the Dragon — This game is similar to the "Stab the Bull" game at 'CJ77'. It is designed to determine which kingdom can stab the dragon with daggers the most times. The dragon is set along a pulley. Each kingdom has six knights for this competition. Two knights from each kingdom are chosen for each run of the dragon. Two knights pull the dragon along a pulley while the opposing knights attempt to stab as many balloons on the dragon as possible, in a set distance of thirty yards. The kingdom with the most gashes (balloons broken) is the victor.

Ye Old Catapult — A game to test the patrol skills between the kingdoms, by firing off catapults. Each kingdom has five catapults. Extra knights are royal water balloon fillers. The two kingdoms are set on the highest point of land near the camp, facing each other thirty yards apart. Both kingdoms fire water filled balloons at each other and the kingdom with the most hits (the driest) is the victor.

Excalibur — This game is based on the story of Excalibur and the boy Arthur who pulled the sword out of the rock. A stationary floating rock with a sword is placed 75 yards from shore. Each kingdom has three warships containing six knights with buckets. In three relays, two opposing warships race each time. When launched, both warships race to the rock by hand paddling and during the time of the race, each kingdom can sink the opposing warship by bailing water into it. The first kingdom with three successful retrievals is the victor.



Crossing the River Styx — The knights have to cross a lake of water instead of fire. Two ropes are strung across a fifty yard stretch of lake and two knights from each kingdom then pull rafts across. The first kingdom to have six dry knights (those who don't fall in) across is the victor.

Ye Old Wide Game — This game is similar to "Flags". Each kingdom tries to successfully take the other kingdom's treasure (kingdom flag). The kingdom which does it twice is the victor.

Equipment — Prior to the Camporee, each patrol was made responsible for bringing one long staff, two torches, one spear, one dagger, one catapult (not assembled), one bow, six arrows, one shield per person and one helmet per person.

Schedule

A schedule for the three day Camporee was worked out and general information issued in a series of bulletins distributed in advance, together with a site map and equipment check list. Here's how the schedule was planned:

Friday:	1800—2200	Groups arrive and set up camp
	2200—2215	Leaders' Meeting (Camporee HQ)
	2215—2230	Opening Ceremonies Preparation
	2230—2300	Opening Ceremonies
	2300—2330	Mug Up
	2330	Lights Out
Saturday:	0600—0610	Reveille
	0610—0750	Breakfast
	0750—0800	Move to Flag Break Site
	0800—0830	Flag Break
	0830—0930	Preparation for Activities and Chores
	0930—1000	"Quest for the Holy Grail"
	1000—1020	"Ye Old Wild Boar"
	1020—1040	"Ye Old Long Staff"
	1040—1100	"Ye Old Spear Throwing"
	1100—1200	"Excalibur"
	1200—1330	Lunch and Activity Preparation
	1330—1400	"Slay the Dragon"
	1400—1500	"Ye Old Catapult"
	1500—1600	"Crossing the River Styx"
	1600—1800	Supper
	1800—2000	Campfire Preparation and Activity Time
	2000—2100	"Ye Old Wide Game"
	2100—2115	Final Campfire Preparation
	2115—2215	Campfire
	2215—2230	Preparation for Mug Up
	2230—2300	Mug Up
	2300	Lights Out
Sunday:	0800—0810	Reveille
	0810—1000	Breakfast
	1000—1030	Flag Break and Announcements
	1030—1100	Scouts' Own
	1100—1300	Break Camp and "Big Feast" Preparation
	1300—1400	Lunch — "The Big Feast"
	1400—1430	Closing Ceremonies
	1430—1500	Camp Cleanup and Massive Sweep
	1500	Return to Victoria County.

And here's how it all turned out . . .

Friday 12 May — Day One

By 5 p.m. of Friday May 12 most troops were on their way to the district kingdom, which lies 96 kilometres north east of Victoria District HQ. The first arrivals were part of the royal staff: the Camporee king, Bev. Sesink and the Crusaders from the St. John Ambulance Brigade Division 717 Vic-Lin Combined. They were guided by the king since none of the St. John personnel knew their way.

By 6.30 p.m. the knights started to arrive via their four wheeled chariots. Upon arrival, they were met at the kingdom gateway by the Camporee king. They were royally greeted and assigned their respective kingdoms and areas for their castles. Each troop of knights were separated by patrols into the two kingdoms of Camelot and Sherwood Forest.

Since there was light to moderate precipitation, all knights were quick to install their individual and patrol castles.

By 9.30 p.m. all troops had arrived, even though some had decided to take a royal detour and were lost for a while.

On the chimes of the royal call, the knight leaders had a meeting at the Camporee castle. It was decided to have the opening ceremonies inside the Camporee castle, due to erratic weather conditions. As a result of this, the use of full regalia of uniforms, torches and pomp was to be used during the royal Mug Up on Saturday night.

At 10.30 all knights were ushered into the Camporee castle for the opening ceremonies and welcomed to the 1978 Victoria District "Knights of Old" Camporee. They were told of the knights' code of honour and discipline and were introduced to the royal staff members (Camporee king, Camp QM, Activity Co-Ordinators, etc.).

After the opening ceremonies were completed, the royal Mug Up was ushered in and all knights and leaders royally treated to a medieval potion of cocoa and specially brewed water. This was to the delight of knights as biscuits were also administered. When all had their fill, they were free to go to their castle and have a "Good (K)Night".

Thus ends the first day in His Majesty's Diary of the Knights of Old Camporee.

Saturday 13 May — Day Two

Reveille! At six bells the royal call was sounded. Many knights were already up. However, the leaders were not so anxious to rise. Shortly, patrol knights were coming to pick up their morning rations of milk, eggs, oranges, oatmeal, toast and other ration extras. Breakfast completed, the knights moved, by kingdoms, to the flag break site at eight bells.

Since the district has only one Sea Knight Troop, it was decided to do the Sea Knight Flag Break. To say the least, the knights were astonished and a bit mixed up until Prince John (Sea Knight Knightmaster) explained how the Sea Knight opening worked.

Upon completion of the opening and announcements, the Princes of Camelot and Sherwood Forest kingdoms began organizing their kingdoms, to determine which knights would be utilized for each of the games. Duties and other tasks were also done at this time.

At nine bells thirty, "The Games" were officially begun. The first game was "Quest for the Holy Grail". Both kingdoms' teams tried to go as fast as possible. The Royal Maze, however, was not easy to move through quickly. This was especially true with eleven of the twelve team knights blindfolded. The victor of this competition was Sherwood Forest kingdom.

Thus, the games score was Camelot Kingdom 0, Sherwood Forest Kingdom 1.

Following the Holy Grail game came "Ye Old Wild Boar" at ten bells. The two kingdoms competed in an attempt to determine which one had the finest archers. Many stray arrows abounded but several sure shots left the boar mightily smarting with wounds. The result was the Sherwood Forest kingdom was the victor and won its second game.

Thus, the games score was Camelot Kingdom 0, Sherwood Forest Kingdom 2.

After two straight losses, Camelot Prince John rallied his knights to take the next two games, "Ye Old Long Staff" and "Ye Old Spear Throwing".

In the Long Staff game, he took his most gallant and courageous staffers and overpowered the force of Prince Walt and Sherwood Forest kingdom. Many Sherwood Forest knights plummeted to their death off the "Death Plank".

Thus, the score after three games was Camelot 1, Sherwood Forest 2.

Competition began to tighten when the two kingdoms met for the spear throwing contest. Both kingdoms had superb lancers who had a lot of practice. The target knight became very "holy" after the competition, with many openings in his armour from head to toe. The outcome of this game was that the Camelot kingdom came back to tie with Sherwood Forest.

Thus, the score after four games was Camelot 2, Sherwood Forest 2.

There was a short respite before the event "Excalibur", because the knights had to obtain their baling buckets and swimsuits. This next competition was to prove far from dry, since "Excalibur" involved the retrieving of a sea-borne sword on a floating rock. The kingdoms had three races with two canoes in each. Both kingdoms ended up sinking their own warships more frequently than they sank the opposition. Sinking meant disqualification and many were. However, Sherwood Forest finally managed to obtain the sword the necessary three times to claim its victory.

Thus, the games score was now Camelot 2, Sherwood 3.

Lunch ration time came shortly afterwards and all personnel headed back to their kingdoms for lunch and dry clothing. The lunch ration consisted of tuna casserole, a macaroni dish, peas, grape juice and other ration extras. During this period the knights were busily preparing for the second session of rigorous skill testing games.

At thirteen bells thirty the games recommenced with "Slay the Dragon". The result was a dragon with a lot of broken balloons and stab marks. The competition was close but Camelot had definitely won.

Thus, the score was deadlocked at Camelot 3, Sherwood 3.

During the lunch hour the kingdoms had been busily assembling their catapults in preparation for the game "Ye Old Catapult". The final result was several wet knights, the occasional wet leader and wet feet for the king himself. When scores were counted it was a tie.

Thus, the kingdoms were still deadlocked at Camelot 3.5, Sherwood 3.5.

This deadlock resulted in a very stiff competition in the next game, "Crossing the River Styx", a game of kingdom work and balance.

A total of six knights from each kingdom had to be pulled across a stretch of Stoney Lake Bay. The rafts used were constructed so as to be very tippy. This forced the kingdoms to use more than strength to get their compatriots across and resulted in many a knight visiting King Neptune in his watery kingdom. The victor after many attempts was Camelot.

Thus, the deadlock was broken and the score was now Camelot 4, Sherwood 3.5

This set the scene for the final game to be completed later that night. For most of the day we had been lucky but at supper time the intermittent rain began again. Dinner rations consisted of lush pork chops with potatoes, corn, milk, peaches and other ration extras, all of which was quickly devoured by the hard-working knights. Then, until twenty bells, they had free time to re-attempt the many activities of the day. This gave many boys a chance to participate in games they had missed earlier.

At twenty bells "Ye Old Wide Game" was staged in the northern part of the camporee site. This involved all knights attempting to procure the opposing kingdom's flag through the various skills, courage and ingenuity. The moderate precipitation continued, forcing most to don their medieval rain garbs. Sherwood Forest won two out of three times, to be victor of this competition.

Thus, once again the overall score was deadlocked at 4.5 to 4.5.

It was decided that the victor of the entire games would be the kingdom to get the flag on the fourth and final extra round. Sherwood Forest knights figured they would take the championship since they had won the two previous attempts in this game. Camelot proved stubborn however, and were the victors in a close competition.

Thus, Camelot Kingdom won the competition by an extra round.

All headed back to their kingdom sites to prepare for campfire at the Camporee castle. The medieval type campfire was a success even though it was held indoors and not outdoors as planned. At the campfire all knights and staff personnel wore their full battle gear of helmets, swords and shields. In addition, lighted torches were placed around the Camporee castle. This added up to a fantastic event none of the knights or leaders will likely forget.

Ye Royal Mug Up followed, with the dispensing of the special brew and biscuits. The knights being very tired, due to so much strenuous work, went to their castles shortly after the Mug Up was finished. Most knights were well asleep by Lanterns Out.

Thus ended the second day in His Majesty's Diary of the Knights of Old Camporee.

Sunday 14 May — Day Three

Due to a heavy schedule on Saturday, the knights more than welcomed the planned late Reveille of eight bells. Morning rations consisted of French toast, apples, eggs and many extras. After these were consumed, all put on their full Royal Scout uniforms. At ten bells all knights formed into their two kingdoms for the second Sea Scout flag break of the Camporee. When the ceremony and announcements were completed, all moved into the Camporee castle for Knights' Own because the weather was still slightly erratic.

Knights' Own

Song: *He's Got The Whole World In His Hands*

Greeting to all

Psalm 95 (read by a Scout)

Song: *Kum Ba Ya*

Message

Prayer (lead by Scout)

Blessing

Closing Song and Departure

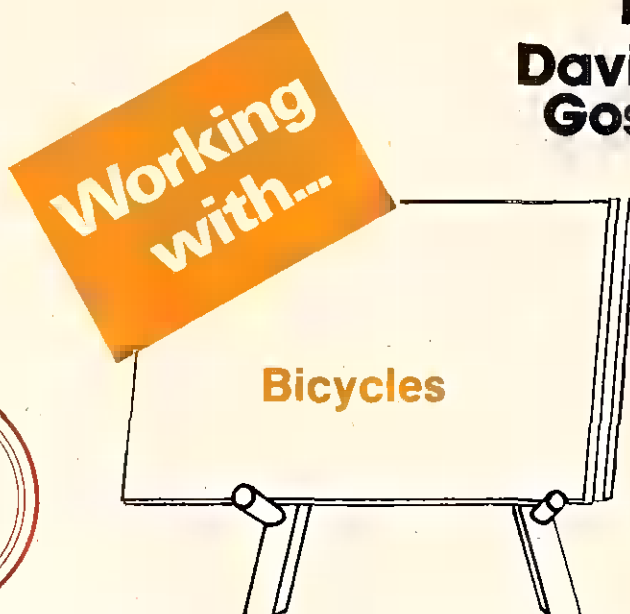
After Knights' Own, all personnel prepared to break camp and get ready for "The Big Feast". This was to have been cooked over an open pit of coals, however, the intermittent rain made the cook switch to an indoor set-up. The roast was cut into even pieces and cooked for the knights, they had to prepare and cook their own potatoes, onions and carrots. "The Big Feast" was a howling success with excellent compliments on the medieval taste of the food.

By thirteen bells all had filled their stomachs, and were gathered round the flag for the closing ceremonies. Thus ended the Knights of Old Camporee. X





by
**David
Goss**



In the 1923 handbook used by Canadian Scouting, there is a description of a "Cyclists Badge" that runs as follows:

SECTION 88 CYCLIST (TO BE PASSED ANNUALLY)

1. Sign a certificate that he owns or has available a bicycle in good working order, which he is willing to use in the King's service if called upon at any time in case of emergency.
2. Demonstrate his ability to ride his bicycle satisfactorily and repair punctures, take his bicycle apart, clean it, and put it together again, etc.
3. Be able to read a road map, make a written report, and repeat correctly a verbal message given fifteen minutes previously.
4. Have a knowledge of local by-laws governing street or road traffic. On ceasing to own a bicycle he must hand back his badge.

These may seem like rather strict standards. However, that is as it should be, for a bicycle is not a playtoy, and should not be treated as one. A good foundation at the bicycle driving age will often lead to a good driver at the adult level.

The Cyclist badge requirements eventually gave way to the Dispatch Rider badge requirements, which was one of the badges required of a boy who wished to become a Queen's Scout. The Dispatch Rider badge was very similar to the Cyclist badge, but with some modern touches. For example, it let the boy choose between a bicycle, motorcycle or motor vehicle as his means of transport.

Further, the verbal message delivery had to be given after the boy had met and dealt with some emergency during his fifteen minute ride, and the boy was also required to deliver a message, strictly from memory, to a point indicated on a map.

When the Boy Scout program was revised in 1968, bicycling was not the popular activity it had been when Scouting was in its formative years. Thus, it was natural that both the Cyclist badge and the Dispatch Rider badge were dropped, or rather, they were buried in the requirements of several other badges.

I don't suppose anyone in 1968 suspected that the bicycle would make such a strong comeback, and that

not only boys, but men and women, would be seen in great numbers enjoying these machines again.

Among the people enjoying the current bicycle boom are many Scouters, who can easily work the bicycle into their troop programs, to provide an enjoyable recreational experience both for themselves and their boys.

You may already be using the bicycle to good advantage in your group, but if not, here are some suggestions that may work for you.

This group of ideas is based on the requirements for the Cyclist Badge of 1923. See that your lads have a copy of the badge requirements, and let them try to pass the badge. Perhaps this could be your Troop Specialty badge, or you could make up some crests or plaques for those passing the tests.

1. Are you ready to serve the King?

"What king?" your boys might ask. After you've briefed them on the first requirement of the Cyclist Badge, warn them that soon their patrol leader will be calling them to serve their monarch. Then, some evening without warning, have your patrol leaders call their boys and read the following message which they can indicate has come from the Chief of Police.

Dear Scouter Tom,

Could your boys cooperate with us? We are expecting a shipment of counterfeit money to change hands at Peck's Pool Hall on Charlotte Street early Friday night. If we send plainclothesmen into the area they will be spotted immediately. However, if a few boys were to just casually ride by on their bicycles from time to time and watch what is going on, and contact us immediately if they see anything strange, we might be able to stop this operation. Do you think this could be arranged?

If nothing develops by 9 pm, you should advise your lads to go to your troop headquarters, where we will have a man to record their observations.

*Sincerely,
Chief W. Olive*

Of course, it will be up to you to decide if something is to happen at Peck's Pool Hall, or wherever you use. It

could be kind of exciting to arrange a happening, and to see what the reaction of your boys would be. Be sure to let the real police in on the details of your event, and involve them if possible.

2. Mechanics

It's amazing how many boys ride their bicycles knowing nothing of the mechanics of the machines. (The same is also true of car drivers!)

Why not have the troop sponsor a bicycle maintenance course for all boys in your area? It would require only that you contact a knowledgeable person to do the instruction, and the placing of a few advertisements around the community. Many adults might also like to attend such a course, and thus, sufficient funds could be generated to cover the cost of an instructor. The course can finish with a maintenance time test. In this, the boys would race against the clock in carrying out such tasks as removing their rear wheel, applying a patch, and re-assembling their bicycle; or the same could be done for the front wheel. Other tests could be worked out involving chain adjustment, brake adjustment, seat adjustment, etc., to give the boys a chance to practice their newly learned skills.

3. Knowing the lie of the land

Being able to read a road map can provide plenty of indoor activity should you have a rainy night during May and June. One way to get your lads familiar with map symbols is with flash cards on which the various symbols have been drawn, or cut out and pasted on. This same method is excellent for teaching road signs.

Your city or provincial map can also be taught through games. One game that usually provided lots of fun for my lads, was when I would cut the map into puzzle pieces and hide them around the troop room. The pieces would be colour coded, so each patrol would search only for its own colours. The first to have a map put together correctly would be the winner. Some of the lie of the land always seemed to rub off, even for the most disinterested boy.

When it comes to remembering messages, it is simply a matter of lots of practice. If you keep the messages simple, or use comical messages or a few tongue-twisters, the boys will enjoy the training much more. Sometimes, if you are just out for a ride with your lads, try working messages into your conversation. Then, a couple of miles later, check the boys to see if they were paying close attention to what you said. After one or two misses, they won't let too many of your words pass before they perk up and listen, in case an important message is missed.

4. Traffic knowledge.

All too often, boys on bikes weave in and out of busy traffic with no apparent knowledge of the rules of the road. Question and answer periods are good for reviewing these rules with one boy trying to stump another. Or you could make a spelling bee type of activity out of the questions. Once asked a question in the bee, the boy who is unable to answer properly is required to sit down and spend some time reviewing his bicycle handbook. Bicycle handbooks are available in most provinces from your motor vehicle department, or safety council.

This might be an opportune moment to familiarize them with the Driver's Handbook too, since they'll all eventually be car drivers.

Now for some other ideas involving bicycles

Form a thousand mile club — Any patrol can apply for membership in your thousand mile club upon proof that

they have covered one thousand road miles as individuals and patrol members. A trophy or plaque could be presented to the patrol which achieves this mileage. In order to prove they have travelled the miles required, each boy should keep a diary showing the details of his trips. And although individual mileage will count for most of the thousand miles, you should set a certain distance that must be done as a patrol project. I'd suggest 200 miles of the total.

Visit some Penny Farthings — Your boys will probably say "What's a Penny Farthing?" Well, these bicycles were the first popular wheels that moved bicycling from a novelty to a mass participation activity. Some are still around, and from time to time some enterprising antique dealer, or publicity conscious museum is looking for someone to ride and demonstrate these machines. Your boys may just be the lucky ones, but if not, they will still be amazed at the variety of bicycles that have been produced over the last century and a quarter.

Buy a motor for the troop — Little friction drive motors that clip over the front wheels of a bicycle to assist in pedalling are probably beyond the pocket-book of most boys. However, the troop might consider buying one and sharing it among the boys over a period of several weeks. This way, many boys could have the fun of such a machine, at just a little expense.

A rodeo In cooperation with your local safety council, or police force, hold a bicycle safety rodeo where Cubs could come to check their bicycles for safe operation, and to try their skills in straight line driving, circles, turning, driving up an incline, balancing, etc.

"Get Your Life in Shape" — This is the title of a series of booklets put out by Sun Life Insurance. You should obtain copies of their booklet *Cycling*, and at the same time you might look into the other booklets they have on outdoor activities. Contact any local representative for further details.

Bicycle paths — If your town has no bicycle paths set aside strictly for cycling, contact your local recreation agency to see if your troop could help in the development of such pathways in one of your city parks. If there are already some in or around town, visit them, and carry out a public service project while there. Such a project could include clearing litter, replacing signs, smoothing the path, cutting back branches, or just making an interesting leaflet up about the location and attractions of the pathway. Have your recreation department run some off, and distribute them around town.

Bicycling in winter — Many years ago, there was a bicycle outfitted with chains on the rear tire, and a ski attached between the front forks where the wheel would usually go. The bicycle was called the McReady Ice Bicycle.

I can remember when I was a Boy Scout, and liked to tinker with my bicycle, that I once invented a furnace that sat between my handlebars and burned chunks of kindling wood, which I kept in the parcel carrier. I don't know how the McReady Ice Bicycle worked, but from personal experience, I know my furnace idea was not one that would likely gain a patent.

Both ideas, though, are worth exploring so, when winter comes again, keep these ideas in mind to toss out to your boys. Who knows, one of their inventions may turn out to be some combination of heat and transportation that will be the answer to the energy shortage problems facing our world today. X

HEALTH AND YOUR CUB CAMP



by Judy Evans

10

One of the criteria by which you as a Cub leader are judged, is not how you handle yourself when the going is smooth but what you do when difficult or unexpected situations arise. For example, anyone with a little practice can supervise a game of "Whistle Stop" but it is how you react when little Johnny swallows the whistle that counts.

Cub camp is one of the times when your ability to cope is put to a severe test. The weather may be fine and your program planned to perfection. But whether the camp runs smoothly or not will depend, to a large extent, on how you deal with the many small but sometimes awkward situations that crop up.

Health problems loom largest in this respect. You are unlikely to have to cope with an epileptic fit or a diabetic coma (although your first aider should be able to do this if necessary) but every camp has its share of bedwetters, homesick boys, Cubs who eat too much, as well as those who develop a temperature as soon as you hit the campsite or who come out in large red blotches at midnight. How you handle these situations is the difference between a good and a mediocre leader for, minor though they may be, they can ruin a camp for an individual boy or sometimes a whole tent.

A few general points first. One of your leaders must, of course, have had first aid training and preferably be the holder of a current first aid certificate. For those of you who feel you are getting a little rusty but don't have too much time to spare, St. John's Ambulance now run an eight hour Emergency First Aid Course, as well as their standard sixteen hour course.

Our first aider doubles up as camp nurse (Begging his pardon) and, along with that elevated position, go several responsibilities. Locating the nearest medical aid to the campsite is perhaps the most important of these,

but he also takes charge of handing out any regular medications the boys are on.

No Cub should be allowed to keep his own medications. For one thing, he is more than likely to forget to take them in the excitement of the camp but also, he runs the danger of either losing them in his tent or having another Cub try them out "for fun".

Although boys in a pack don't have too many medical problems between them, we have found it useful to make a list of allergies, etc., beforehand. To do this, we make sure the camp permission slips are returned well ahead of time and then we can clarify anything we don't understand and if necessary adjust the menu or program.

A word here about permission slips. The importance of listing any medical or other problems cannot be overstressed. One leader in our division tells of a first year Cub he took to camp who had numerous allergies. One, an allergy to fish, was potentially fatal. The section for medical problems on his camp form, was blank.

To be fair, I know that some parents feel that if they put down anything at all, their son may not be allowed to attend camp. We use the covering note sent home with the permission slips to straighten this out. A short paragraph explaining that we are not trying to avoid taking the less than perfect but simply need to be aware of any potential problems, so that we can keep an eye out for them, has always resulted in complete cooperation.

Now down to more specific problems, the ones you are most likely to run up against.

Bedwetting

Surely the most common problem of all and also the one that calls for the most tact.

It is worth remembering that the biggest fear of any Cub who finds he has a damp sleeping bag in the morning is that his tent mates will find out and make fun of him. Youngsters, as you know, can be unbelievably cruel.

The easiest way to avoid this is simply by following the camp rule of airing all sleeping bags and p.j.s each morning. This way, no-one need be any the wiser.

It is also as well to keep in mind that some children are not too fond of the dark and will do anything rather than make a trip to the washroom in the dead of night. A mandatory pack visit just before lights out should eliminate the need for this.

The only other helpful hint I can offer, is to unobtrusively cut down on the evening fluid intake of any Cub you know has a problem. Fill his cup only half full at Mug-Up. You may not be too popular but at least you know it is for a good cause.

Above all, play the whole thing down. Remember the Cubs will take their cue from you so, if the problem does come to light, put it quickly in its right perspective and then forget about it.

Overeating

Every camp has at least one stuffer, two or three if you are unlucky. You know the fellow I mean. His equipment is short on clothes but long on junk food.

Now this poses no problem if he is of a sharing disposition. Six boys in a tent can consume an unbelievable amount of garbage without permanently damaging their digestive systems. But once in a while you will come across the lone stuffer, the Cub who sits by himself and just eats non-stop. He can become a problem.

He will appear at your tent around noon the second day complaining of a stomach ache and looking decidedly green around the gills. You won't get the truth out of him of course. He will blame anything, from last night's cocoa to Bagheera's stew. But a little detective work should give you your answer.

Having discovered the nature of his illness, the cure is simple. First take any remaining food away from him, give him a generous dose of whichever antacid you happen to have on hand and then keep him on fluids until his insides untwist themselves, usually a matter of a few hours.

Temperatures

A boy at camp is no different from a boy at home and can produce a temperature for a dozen reasons. There are, however, one or two basic guidelines for dealing with a fever at camp.

Your very first action should be to isolate the Cub. You won't be very popular if you don't and he is found to have a nice contagious case of chicken pox or bubonic plague.

The second step is not so straightforward, namely that of finding out why his temperature is above normal. Heat, over-exertion and excitement can all cause a mild fever but fluids and rest in a cool, quiet place should take care of these.

However, medical aid should be sought without delay if a temperature is unusually high or is accompanied by any other symptoms, i.e. cough, pain in the stomach or abdomen, rash, etc.

No fever should be ignored. It may well be a minor ailment that will resolve itself but it may equally well be a forerunner to something more serious. A.S.A., extra fluids and rest are the standard treatment for a fever.

Homesickness

Hardly a fatal disease, you might say. Well maybe not, but before you ignore the unhappy young Cub tugging at your sleeve and telling you he wants to go home, just think back.

Homesickness has to be one of the worst, the very worst of human feelings. Remember that awful gnawing ache at the pit of your stomach and the tendency to cry if anyone so much as looked at you? Well, that is what that young fellow standing in front of you, biting his lip, is trying to hide.

The problem for you is that there isn't any fail safe cure, short of taking him home, that is. Sometimes the common sense things work, keeping him so busy he doesn't have time to think, of giving him a special task or favourite chore to do. Anything to make him feel important.

If that isn't successful, I usually make one last attempt. Our Cub camps have always been held within a reasonable distance of home so I have been able to strike a bargain with him. He agrees to stay for a specific period of time, usually until after campfire that night and I agree that if he still wants to go home then I will call his parents to come and get him, no more questions asked.

This has always worked for us. Maybe the knowledge that he can go home if he wants to helps, or maybe the fact that we try and make sure the trial period includes something of special interest. But whatever it is, we haven't lost one yet.

Rashes

The rule of thumb to follow here is simple. Unless you are absolutely sure that the rash is just a local irritation, i.e. nettle or poison ivy rash, isolate the Cub and get medical attention. This is particularly true if the boy also has a fever.

If it does turn out to be a contagious disease, the parents of the other Cubs should be notified as soon as you return from camp.

A little first aid will look after the local rashes. Irrita-

tion from a nettle rash is best treated by applying calamine lotion. Poison ivy-rash should be thoroughly washed with soap and water and then calamine lotion applied.

The Overtired Cub

Now no-one expects a Cub to sleep on his first night at camp. If you do you are doomed to disappointment; cat naps between the hours of 3-4:00 a.m. are about all you can hope for.

This is no problem for most of the boys. True, they are a little boggle-eyed during the second day but by the next night, when they usually sleep well, they have re-charged their batteries and are ready to go full blast again.

But occasionally you will come across the little fellow who just doesn't seem able to catch up. As the camp continues he becomes progressively more tired until he is on the verge of being physically sick.

There is a standard pattern for these youngsters. You can be sure that they are among both the youngest and the smallest in the pack, it is their first camp, and they insist on joining in every activity going.

It is this determination that is their downfall, for a ten year old Cub has considerably more stamina than his eight year old counterpart and, if your program is geared towards the older boys, you can be sure that some of the younger ones will have trouble keeping up.

A couple of adaptations to your camp program could prevent this. Make sure that your rest period after lunch is followed by an activity around the campground. Then any Cubs who have fallen asleep can be left to wake up on their own.

If you have a large number of eight year olds, look into the possibility of splitting your program at times to include less strenuous activities for the younger boys.

Never insist that all Cubs join in an activity. If a boy doesn't feel like going swimming or playing baseball, it is probably a sign that he is suffering from fatigue, in which case a rest in his tent would do him far more good.

If you do spot a youngster who is getting overtired, suggest that he spends some time in his tent or, if he won't go for that, put him in charge of watching the campfire or something else that doesn't require too much effort.

It isn't a major problem but an overtired Cub will not enjoy camp and, after all, that is what you have taken him there for.

Finally a few soothing remarks in case I have left you feeling that no-one less than Marcus Welby M.D., should be on your camp staff. Not so. Whether you realize it or not, the vast majority of health problems are well within your capabilities. Common sense will see you through most of them and for those you are not sure of, medical aid is never far away.

Keep in mind too that the young human animal is stronger than you think. A youngster who looks as if he is going to expire from stomach ache in the morning, will be driving you mad by noon because you won't let him go swimming.

Your job then is to deal quickly and sensibly with any problems that crop up. And, unless Bagheera's stew really is that bad, there won't be too many either. Ninety percent of your pack will sail through camp bursting with health and happiness all the way. It is how you handle the other ten percent that tests your mettle as a leader.

JUDY EVANS lives in Lynden, Ontario. Married, with four children, Mrs. Evans works as a part-time R.N., runs her busy home and an active Cub pack. In her spare time, she likes to write. X

the campfire

by Jim Mackie



Campfires are very much a focal point, and an integral part, of the Scouting scene. Here, for newer Scouters and for those of you who requested reprints of popular items published earlier in *The Leader*, is an article we first printed in 1969. Many things have changed in this past decade but we think you'll agree that good fun and good campfire practices stay much the same. And if you have new thoughts on the subject we'd be very pleased to hear from you and, perhaps, publish your experiences and innovations in a future issue.

The campfire circle is the place for memories and dreams. It is the place to recall past camps, old friends and good times. Probably the most memorable part of a boy's camping experience is the roaring fire at the end of the day with the songs, games and stories.

Good campfires don't just happen. On a rare occasion, when all the elements are right, an impromptu campfire will be successful, but in general, it must be well planned. The many component parts, from the actual laying of the fire, through the balanced program, to the dousing of the embers, must all be considered.

Good fires come only with experience, knowledge and planning.

Did you ever watch the campfire
When the wood has fallen low,
And the ashes start to whiten
Round the embers' crimson glow?
Tell me, were you ever nearer
To the land of heart's desire,
Than when you sat there thinking
With your face turned towards the fire?

THE FIRE

Although there is something rather spectacular about a member of the camp staff running in at the last moment to douse a sputtering fire with stove oil, the combination of black smoke and singed eyebrows somehow does not compensate for the end result. And what campfire chief can then intone, with a straight face, "Who hath smelt woodsmoke at twilight?" — with the smell of oil in every nostril.

The focal point of the campfire is the fire itself and many well-planned programs have been spoiled because the fire was a failure.

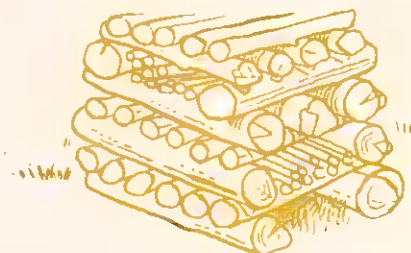
The fire should light quickly, burn brightly and last long. It should be laid early in the day with good tinder, kindlings and fuel and then covered with plastic or other waterproof material to protect it from the evening dew.

There are three types of fires very popular in camps in this country: the Pyramid, the Log Cabin and the Teepee.

The Pyramid starts with a bottom layer of six-inch logs, three feet long. As the layers are added, the logs become smaller and shorter. The centre is filled with tinder and kindlings and the fire can be lit on a small platform of sticks near the top. As this fire burns, the coals fall into the middle, helping the fire burn downward.



The Log Cabin is built in conventional log cabin style and laid on two large logs that serve as the foundation. The space between the build-up of logs is filled with kindling. Without this fill the fire would burn too quickly. The opening at the bottom allows a good draft.



The Teepee fire has the wood stacked on end with the tops meeting like an Indian teepee. The other ends can be stuck in the ground or held in place by rocks. A piece of wire tied around the top helps keep the sticks together.



The centre is filled with kindlings and tinder. This fire is lit from the bottom.

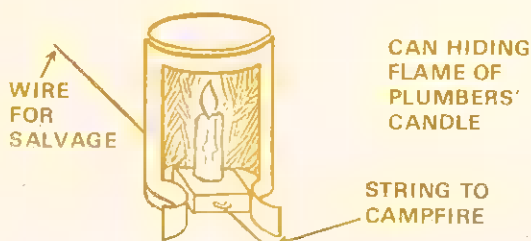
An experienced campfire builder can provide a fire that will last as long as the campfire chief requires and will always have a good supply of dry wood, well covered, just in case . . .

The fire builder should be aware of all safety and fire regulations and be responsible for seeing that the fire is fully extinguished at the end of the program. The water should not hit the fire until all the campers have left the campfire area.

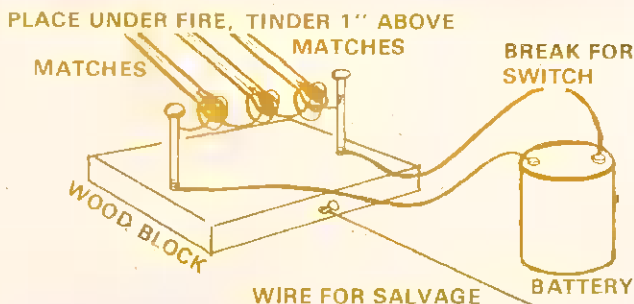
Fire Lighting

The lighting of the fire can be handled in many ways. Either by the use of a plain, ordinary match or a lighted torch or in a more novel and exciting way. Why not try one of the following at a future campfire?

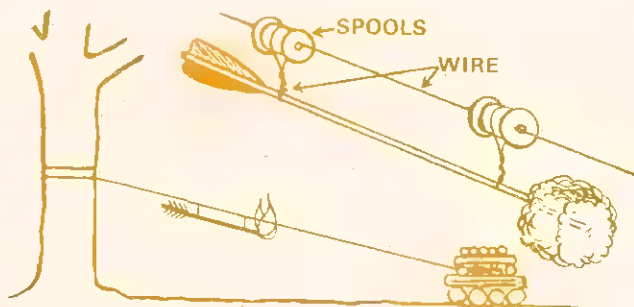
The Candle Method — Light candle (inside campfire) just before starting. String pulls it into tinder. A plumber's candle is recommended. Attach a wire to the bottom of the tin can shield and you can remove it from the fire for future use.



The Hot Shot Method — The drawing shows how to rig up this electrical layout. Use resistance or element wire for the spiral that ignites your matches, or you may prefer very thin copper or picture wire instead. Experiment a bit before using. Attach a wire to the wooden block and pull it away from the fire. Ensure careless feet do not interfere with wires.



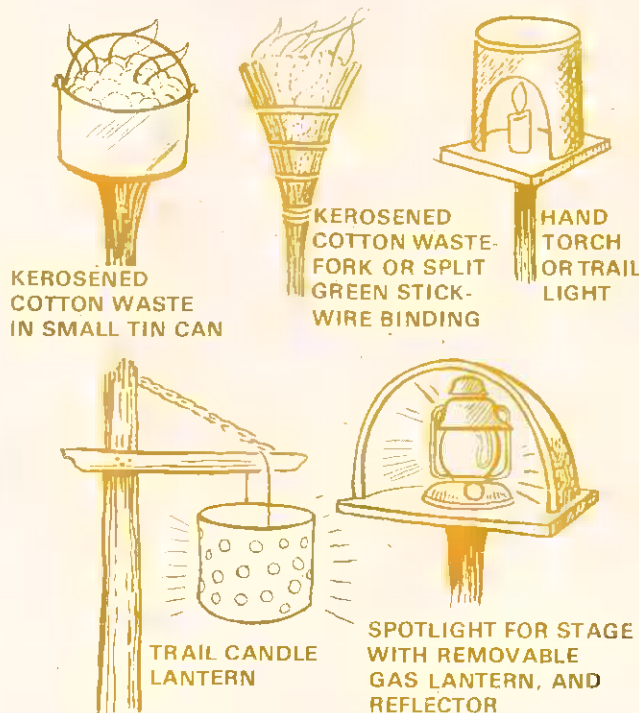
The Flaming Arrow Method — Attention is called to an Indian archer some distance from the council fire. Assisted by a fire lighter, the tip of his arrow is ignited, and he



shoots this flaming arrow straight into the heart of the campfire, which immediately starts to burn. The illustration shows the details of this method. Drive your stake a little beyond the heart of the fire, as it is being laid. From this stake run a thin black wire tightly to a nearby tree. The angle is practically level and the wire is chest high to the archer. When the archer's helper lights the mass of cloth tinder on the head of an arrow, the archer gives it just enough impulse to drive it well into the fire. Make sure that the arrow cannot drive right through the fire and thus put the tinder out or hit a camper. Cut the wire as soon as the fire is started.

Illumination

You will frequently need light for a stage area for skits or torches to light the campers to and from the campfire area. Flashlights can be used, but many camps prefer a variety of rustic torches to provide light. If all safety factors are taken into account, the torches shown below can add much to the campfire atmosphere.



Seating and Comfort

Comfort at the campfire cannot be overlooked. Campfires normally last a fair length of time and a participant poorly seated or cold cannot fully enjoy the experience.

A 2" or 6" board raised off the ground on logs will provide good seating accommodation as will large logs or benches. Keep the seats as close to the fire as safely possible, not only for warmth but because a close group is easier to handle and get involved in songs, games and yells.

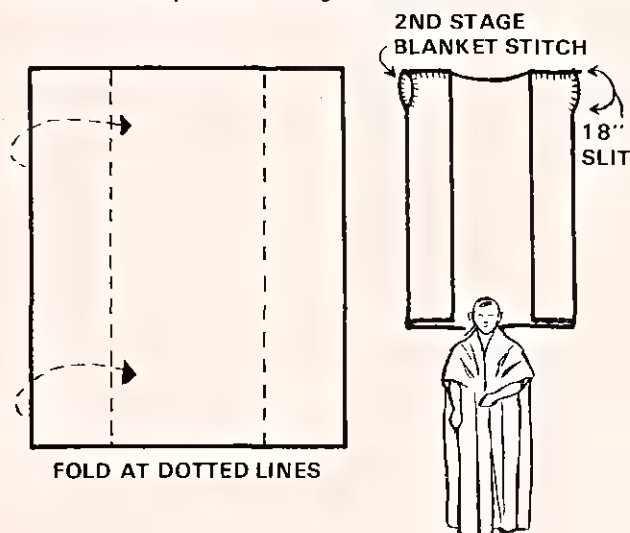
The fire generally keeps the front warm, but the back should be protected against the cold and dampness. The campfire robe has become more familiar each year and does the job well. It can also serve to display the crests of the avid collector and makes a colourful addition to the campfire scene. With a minor adjustment, an ordinary blanket can serve as a campfire robe, but because of evening dampness should not be used later on the camper's bed.

There are different forms and designs that can be created for campfire robes. Here are two easily made and popular types:

Abaiah (Arabian)

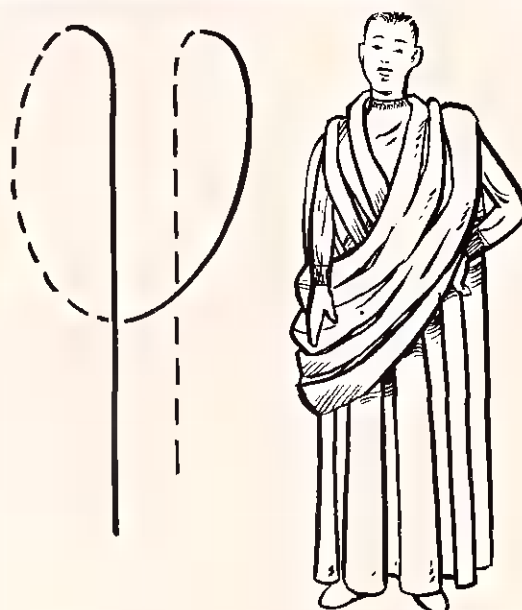
Lay out your blanket lengthwise, and fold each end over about two feet, leaving a space of single blanket in the centre for the neck. Oversew or blanket-stitch the edges together along the top, then cut down the fold about eighteen inches from the top on each side to make the armholes. Sew over the edges to prevent fraying.

Slip your arms through these holes, and there you have an Arabian garment. Measurements may be adjusted to suit the size of the boy. Put a scarf on your head with a headband and you'll be a regular sheik.



Toga (Roman)

Holding your blanket across your back, arms outstretched, ends of the blanket held in either hand, bring the right hand and blanket over your shoulder. The left hand takes the blanket under the left arm and flings it across the chest and over the right shoulder, just like the villain in a play. Drop your right arm, make yourself a chaplet and you'll be a Roman emperor.



A Typical Campfire Program

The campfire program will vary with the camp, pack or troop and its traditions. However, the following is a typical program and could be followed by those planning their first fire.

Program	Description	In Charge
Opening Ceremony	Flaming Arrow	Campfire Chief
Lively song	Chester Have You Heard	W.A.S.
Yell	Firecracker	L.A.P.
Welcome to guests	A log on fire for each new guest or camper	Firelighter
Song	Grand Old Duke	E.M.
Skit	Vindo-Viper	Patrol
Yell	Raspberry	L.A.P.
Song — Action	Peter Rabbit	W.A.S.
Skit	Shadow Show	Patrol
Song — Round	All Things Shall Perish	B.W.G.
Campfire Chief's Message	Inspirational	C.C.
Closing song	Softly Falls the Light of Day	C.C.
Closing Ceremony	Taps	C.C.

References:

<i>The Campfire Songbook</i> — #20-602	.85¢
<i>Handbook of Skits and Stunts</i> — #20-510	\$6.95
<i>Fire and Folk Song Book</i> — #20-609	\$5.50
<i>Let's Celebrate</i> — #20-357	\$1.85

This is naturally an abbreviated program — a normal one would have more songs, skits and yells. However, it is enough to show that the program starts out on a lively note with action songs, yells and stunts, and as the evening progresses the tempo slows down until at closing time the campers are prepared for the Campfire Chief's short message and taps.

Singing is probably the main element in a successful campfire and the only way to be properly prepared for this part of the program is to develop your own songbook. There are many songbooks available, but a personal col-

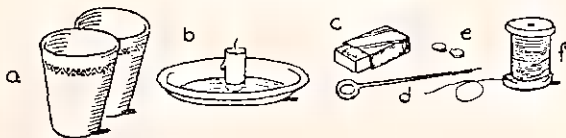
lection is most valuable. The songs can be arranged alphabetically, by subject or type in a loose leaf binder and used when planning your programs. Regular readers of *The Leader* will know that our cut-out section includes not only *Scouter's Five Minutes* but, frequently, a new page for your songbook, together with ideas for games, skits, hints and recipes.

When planning your campfires don't be afraid to try new things — through experimentation you will become an experienced and confident leader. Make the most of every opportunity to give your boys memory-making campfires. X

John Sweet's CRAFTS FOR CUBS

A FIELD TELEPHONE

You will need: a. two plastic cream cartons or cups
b. a stump of candle
c. a match
d. a very sharp steel skewer
e. two shirt buttons
f. a reel of strong thread

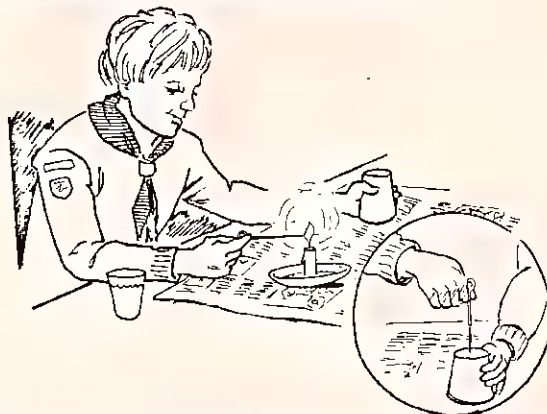


Protect your working surface with a sheet of newspaper and set your candle in a saucer of water well away from the edge of the bench or table. A short stump of candle is best because it is less likely to topple!

Light the candle and heat the very tip of the skewer in the flame. It need not be red hot. You will find that hot steel goes through thin plastic like a knife through butter. Hold each cream tub upside down on a flat surface

while you prick a small hole in the exact centre of the bottom.

Thread one end of your thread through the hole and tie a shirt button to it to stop it slipping back.



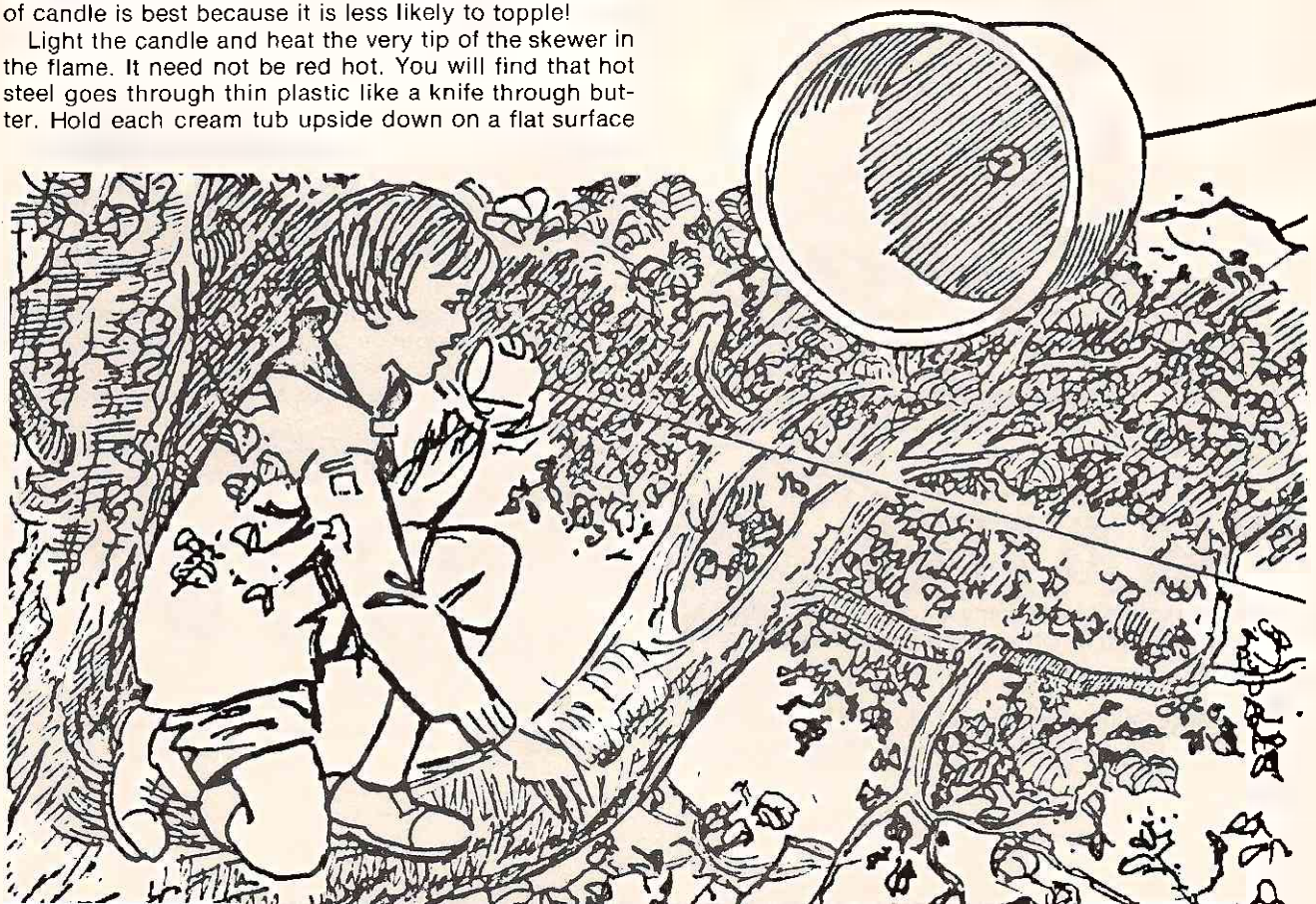
Wind a good length of thread on to the tub, giving it about a hundred turns. Remember that you can always shorten your telephone line, but the line will "go dead" if you have to put a knot in the middle.

Now push the other end of the thread through the bottom of the second cream tub and again secure it with a shirt button. Your Field Telephone is now ready for testing.

The rules are simple:

1. Keep the line at full stretch all the time. If you allow it to go the slightest bit slack the sound vibrations cannot travel along it.
2. Do not allow the line to touch anything.
3. Speak directly into the "mike", slowly and clearly. Do NOT shout.
4. When you have finished speaking, say "Over".
5. The listener should hold his "receiver" close to his ear.
6. Have an agreed "call-up" signal — perhaps by tapping the rim of the mike with a pencil.
7. At the end of the conversation, say "Over and Out".

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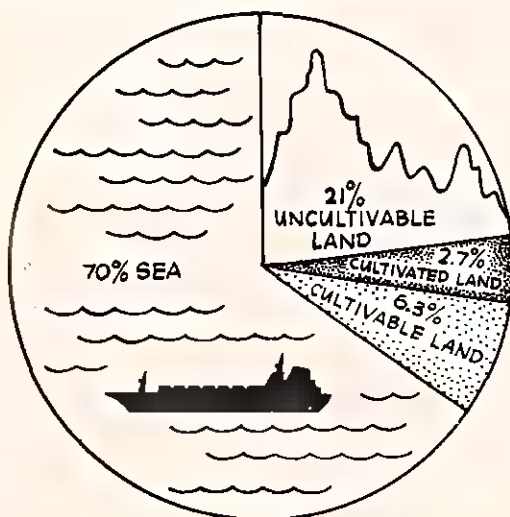


PRECIOUS SOIL

In a recent Leader article, describing Project '79, one of the suggested ways in which Cubs — and others — can obtain ideas for conservation activities was The International Show and Do Conservation Project Kit. For those leaders who don't have a copy of this excellent collection of ideas, here is the second of an occasional series, reprinted from the Kit. Last month we suggested that your boys might like to start an earthworm farm. In this issue we continue to focus attention on one very precious resource which mankind is rapidly destroying — the soil.

WE DO NOT HAVE MUCH LAND TO LIVE ON

Throughout history, man has been destroying land. Today, the speed of destruction is very fast. During the past 30 years alone, man has ruined one-seventh of the world's soil. Today, millions more people are being born and they have less and less land to live on, and grow enough food. Each year, this means more and more hungry people, unhealthy people, people dying from starvation. As Scouts, we are educating ourselves, and other people, to help prevent disaster, through the Conservation of the world's soil and other natural resources.



Project 1 MAKE SOME SOIL

Nature makes soil from many kinds of rocks. Here are some of the ways in which Nature does its wonderful soil-making job.

Glaciers Make Soil: Many soils were formed by glaciers — those slowly moving masses of ice formed by the accu-

mulation of snow on high ground. During thousands of years, the glaciers, moving over the land, rubbed off vast quantities of rock particles.

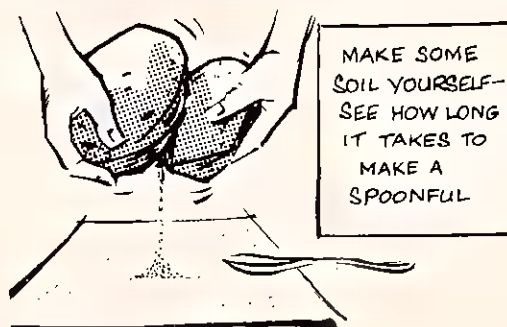
Temperature Changes Make Soil: In daytime, the sun heats rocks. At night, the rocks get cool. The expansion and contraction of the rocks causes particles of rock to chip off. Also, water in the cracks of rocks expands when it freezes, helping to break up the rock. Wind and water then remove the very small particles, to form soil.

Streams Make Soil: Rocks, rolling along in rivers, have particles rubbed away, to form soil.

Plant Roots Make Soil: Roots take in oxygen, from air in the soil, and give off carbon dioxide. This gas dissolves in the moisture of the soil, forming carbonic acid. This acid helps to decompose rocks, thus forming more soil.

YOU CAN MAKE SOIL

Get two pieces of sandstone or limestone. Rub them together, as shown in the sketch, to make one teaspoonful of soil. Notice how long it takes even to make a few fine particles. Nature takes much longer! Now you know why we cannot replace the millions of tons of top-soil that are



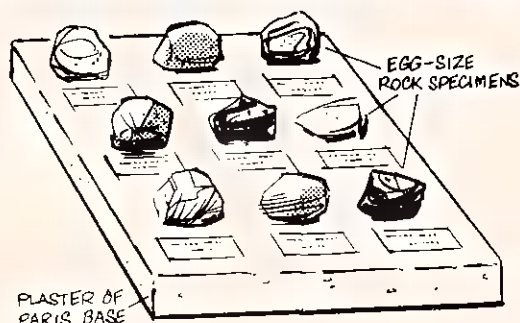
washed down our rivers to the sea every year — top-soil that Nature took many thousands of years to make. All we can do is save all the soil that is left.

Hold A Scout Conservation Display. Demonstrate this project to help educate the public.

Project 2 A ROCK-FINDING HIKE

Learn more about the geology of your area, and the rocks that break down to form your soil. Organize one or more rock-finding hikes. Make a collection of different kinds of rocks from which soil is formed, such as sandstone, limestone, shale, granite and others. Each sample should be about the size of a hen's egg.

On your return, get your teacher, or a geologist, to identify them. Then arrange them in a cardboard tray. Mix some plaster-of-paris, pour about 2cm (1 inch) of plaster into the tray, around the rocks, so that the samples jut out.



Let the plaster harden. When it is dry, break the cardboard away. Now cut some small rectangular pieces of card, print the name of a rock specimen on each, and glue the cards under the rock samples, as shown in the sketch. GO PUBLIC! Demonstrate this project to the people in your community.

Project 3 SOIL CHART

Soil particles vary greatly in size. Soil scientists classify soil into Sand, Silt and Clay. **Clay particles** are smaller than 0,002mm diameter — some so small that even an ordinary microscope will not show them.

Silt particles are from 0,002mm to 0,05mm in diameter. **Sand particles** range from 0,05mm to 2,0mm. Particles larger than 2,0mm are called gravel or stones. Most soils, as found in Nature, contain a mixture of Sand, Silt and Clay.

Size Of Soil Particles Is Important: The amount of open space between the particles has a lot to do with how easily water moves through a soil, and how much water the soil will hold. Soil particle size also affects the ease of working the soil, what crops are grown, and the efficiency of certain fertilizers.

Too much Clay, in proportion to Silt and Sand, causes a soil to take in water very slowly. Such a soil also gives up its water to plants slowly. These soils are sticky when wet.

Loam and silt loam refer to soils that have a favourable proportion of Sand, Silt and Clay. A Silt loam, for example, contains no more than 50% Sand, nor more than 27% Clay. The rest, naturally, is Silt.

Sandy soils that have no fine Clay or Silt particles filling the pore space cannot hold as much moisture, because there is less **surface area** for the water to cling to — and the pores are so large that the weight of the water causes much of it to run down and out of the soil. Thus, medium and coarse sandy soils, low in clay, are known as "droughty soils" — crops cannot live long in them without very frequent rains.

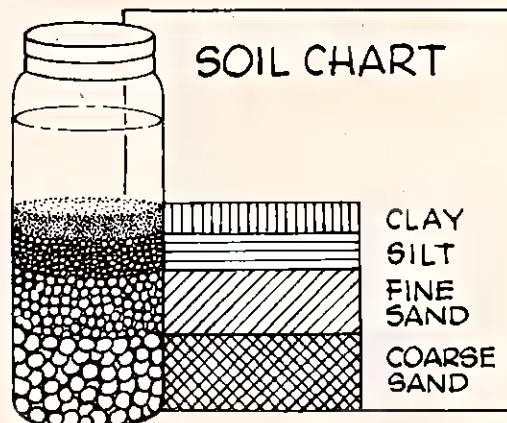
When fine soil particles fill the large pore spaces, the soil can hold more water for plants, because there's more **surface area** for water to cling to. And since the size of the pores is reduced, the weight of the water is less, and it doesn't run out of the soil so easily.

MAKING YOUR CHART

Fill a tall glass jar two-thirds full of water. Pour in soil until the jar is almost full. Replace the lid and shake the jar vigorously. Then put the jar on a table and let the soil settle. Allow lots of time, because small particles are very slow in settling.

When the soil has settled, hold a piece of cardboard against the side of the jar, and mark off the different layers of soil, drawing a diagram as shown in the sketch. Label each layer — Clay, Silt, Sand.

Do this, in several jars, with different soils taken from different places, and compare them.



This material has been prepared by the World Scout Bureau and the World Wildlife Fund, and production of the Kit is sponsored by the International Bata Shoe Organization.



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HANDS ACROSS

THE BORDER

by Myra Farquhar

Here's an interesting report sent to us from B.C., by the 1st Kimberley Cubs. It shows how an idea hatched during a private family visit to the U.S.A., developed into a highly successful exchange visit between Cubs, Scouts and adults of Kimberley and of Libby, Montana.

In August 1977, a family from Kimberley, B.C. visited the Libby Dam in Montana, U.S.A. and, as parents and as Cub leaders, were most impressed with its educational value. The idea came — "What a marvellous place for our Cubs!" — and a dream was born. With Cubs in full swing in the fall, the leaders sat down to set out objectives for the forthcoming year, and the result was that 1st Kimberley's theme song became "Libby Here We Come!"

In early January a letter enquiring about the possibility of a meeting of Canadian and American Cubs was forwarded to: Mr. X., District Commissioner, Boy Scouts America, Libby. No name, no address, no zip! Then it happened: a long distance phone call from a most enthusiastic Chuck Woods, District Chairman of

Libby. "We're interested! Will you stay overnight?"

Plans began to formulate, and to grow from a visit of a few hours to a full weekend of fun and education. At last the date in May arrived and 24 Cubs, 10 adults and 5 siblings boarded the rented school bus for Libby. With songs and snacks, the time flew and soon we were at the Libby Dam. And what a reception we had! Libby Cubs, Scouts, their parents and the Libby adults from the Brotherhood of Scouting greeted us warmly.

After introductions, hellos and Baden-Powell handshakes, the group moved to the Flag Plaza on the western shores of the man-made Lake Koocanusa for a most impressive ceremony. Just as President Ford of the U.S.A. and the Honorable Donald McDonald of Canada had joined hands to formally open the dam in August 1975, so the Cubs from opposite sides of the border stood shoulder-to-shoulder and raised the flags of our two countries, and of our province and state, to officially open the dam for the 1978 tourist season. It was a moving moment, as we stood looking at the flag of our country being raised, and singing our National Anthem. (I'm sure

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Photo courtesy of the Kimberley Daily Bulletin

Libby Cubs were welcomed by City of Kimberley official greeter.



Photo courtesy of the Kimberley Daily Bulletin

that, for us, the emotional impact might be compared to that experienced by winners at the Olympics.)

Following this, small groups were taken on full tours of the dam and its many exhibits, under the guidance of members of the U.S. Army Corps of Engineers. A Montana Steer Barbecue, hosted by Libby and the First National Bank, followed. On Sunday we were treated to a "Potluck Picnic" before heading north. Each Cub was now the proud bearer of a new badge, a new friend and many fond memories.

More negotiations and, by September 10, Libby was ready for their return visit. Could 1st Kimberley match the warm hospitality they had enjoyed? Well, they tried! We met at our Fish Hatchery which is situated on the Kootenay River, just north of the lake that the dam has formed. By bus and by car came 66 American Cubs and their leaders. Old acquaintanceships were renewed and new friends were made as we toured the hatchery operated by the B.C. Government. From here, it was on to Fort Steele and a tour of its historic park and museum. Under the direction of the fort's curator, Fred Netherton, we raised our flags again and proudly sang our anthems. For our evening meal of barbecued hamburgers, baked potatoes and corn on the cob, hosted by Kimberley District Council, we headed towards Wycliffe Regional Park.

To close a day of fellowship and fun, we held a formal campfire, complete with a Flaming Arrow opening. (The result of Gilwell '78 training!) By now it was hard to distinguish which boy was from which side of the border. Buddies all, we bowed our heads, grateful for the common bond that brought us together — SCOUTING!

Sunday's agenda included tours of our fair city and its famed Cominco Gardens. An open-air Cub's Own, led by Rev. Don Duff, a Gilwell Scouter from Ontario, was held at the base of Kimberley's famous North Star ski hill. This was followed by a buffet luncheon co-hosted by the City of Kimberley and the 1st Kimberley parents.

Chair lifts to survey three states and two provinces from the 8000 ft. top, were enjoyed by locals and visitors alike. Soon it was "tear time" as we bade our farewells. A permanent memento of the exchange was a carving presented by the Libby Cubmaster. It shows, in full detail, a Canadian Cub and an American Cub with "Hands across the border". This was handcarved and painted by Libby Den Mother, Mary Bradshaw. Another treasure which will make its home in Kimberley's future museum, were the B.C. and Canadian flags which had flown at the Flag Plaza at the dam, all summer. The gift, from the Army Engineers, was presented by Lou Kuennen to 1st Kimberley's Akela.

We all know that these hands will meet again in friendship and we sure recommend that you try it. You'll like it!

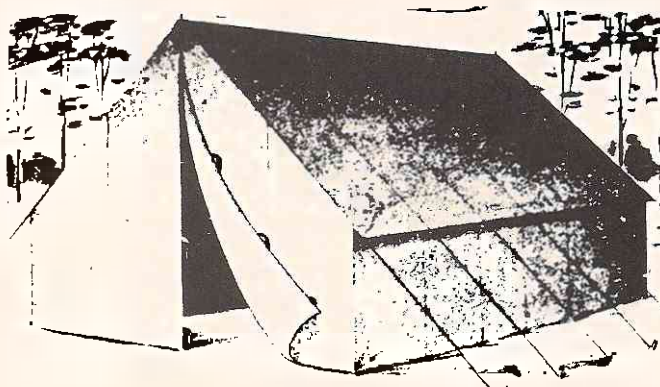
P.S. Negotiations are again under way for a return visit — leaders, sans Cubs! X

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'SCOUTMASTER'



by James A. Taylor

This camp wasn't going very well. The first night, the Scouts had to put up their tents in the rain, and their sleeping bags got wet. That was fun for a while — they had a contest to see whose sleeping bag squished loudest when they rolled over.

But they didn't sleep very well, and so they were cranky the next day.

By lunch time, they were quarrelling about getting firewood for the fire. "I've been out twice for wood," one of them would say.

"Yeah?" replied another. "Well, if you aren't gonna go get more wood, I won't dig the hamburgers out of my pack. So there."

By late afternoon, there was just a thin little trickle of smoke coming up from the ashes of the fire. And everyone was cold. And everyone was starting to feel very hungry.

That's when an old man came shuffling down the path. "Would you invite me to share your dinner with you? I'm very old, and very hungry."

The boys looked at each other. Then they looked away again. One of them said: "We aren't gonna have any dinner."

The old man looked at them, and looked at them again. He shook his head. Finally he said: "Then I guess I'll have to invite you to have some stone soup with me."

And he took some rocks lying around, and made them into a small fireplace. He gathered up some twigs, and laid them between the rocks, and built a tiny, flickering fire.

Then he took an old battered pot from the sack on his back and filled it with water, and set it on top of the fire.

He dug deep into his pocket, and took out two round, smooth stones. And he dropped them — one — two — into the pot!

And he began stirring. Soon he sniffed the pot and said: "Umm, that's starting to smell good."

A few of the boys got curious, because there was nothing in there but a couple of round, smooth stones and some cold water. So how could that smell good? They began to gather around. And they couldn't smell anything.

"Umm, smells good," said the old man again. "If only I had a few carrots to throw in there, to add some extra flavour."

One of the boys turned to his neighbour: "You've got

some carrots," he said, jabbing the other lad with an elbow. "I saw them in your pack. Your mom said they were good for your eyesight! Go get them!"

The other boy didn't want to, but he was curious too, so he shuffled off to get them. And the old man borrowed someone's knife, and peeled them, and cut them up, and plunked them in the pot.

Soon he tasted the soup and he said: "That's getting better. But — it really ought to have a bit of salt and pepper, for some seasoning . . ."

One of the boys just happened to have salt and pepper shakers hidden in his pocket. So, a bit reluctantly, he passed them over.

And the old man kept stirring, and sniffing, and tasting. And the two smooth stones kept rolling around in the bottom of the pot.

By now the boys were beginning to get a bit excited about what was going on. And when the fire started to die, two of the boys ran into the woods, without even being asked, to get some more branches to burn.

And when the old man said that some potatoes would help it even more, why, strangely enough, a couple of boys just happened to have some in their tents, that they weren't going to let anyone else have, which they were glad to offer to the old man.

Someone else had a beautiful big red steak to cut up and toss in, and someone else had some gravy mix, and . . . and pretty soon, all the boys could smell how good it was, just like the old man.

When it was all cooked, there was enough to fill the old man's bowl, with plenty left over for everyone else, even for second helpings. They agreed it was the best stew they had ever had. It was a beautiful evening and they were having fun after all.

As they began singing songs and telling jokes, and just chattering away, around their own blazing campfire, the old man quietly picked the two round shiny smooth stones out of the bottom of his pot, tucked the pot away in his sack and slipped away down the path, with the sounds of laughter and fun and friendship drifting along through the night with him. X

James A. Taylor is the Managing Editor of The United Church Observer. He is currently an Assistant Venturer Advisor and Chairman of the 316th Toronto Group Committee.

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Our Most Amazing Discovery this month came by post — not to us but in a letter to the Editor of our erudite contemporary, the London *Daily Telegraph*. (Ahem!)

It seems that a reader from Frome, Somerset, keeps a very small birdbox on her bedroom windowsill. One dark December afternoon just before Christmas, the wintry sun gone down and the light fast fading, the Editor's correspondent was delighted to see a tiny wren pop into her birdbox. A watch was kept and, in quick succession, fourteen other wrens went in. So every evening after that, a careful count was made, the numbers gradually building up as the news got around the bird-world of Frome and District until, towards the end of February, when the weather was at its worst, no less than 37 wrens were managing to cram themselves into one small wooden box measuring 3 x 3 x 6 inches. Apparently there was a good deal of to-ing and fro-ing before they all settled down for the night; but how cosy it must have been. Not all that hygienic perhaps, but — well, if you were a bird, faced with the prospect of freezing to death in the open or spending the night in a nice warm squash indoors, you too, I dare say, would opt for the latter.

We are told, incidentally, that this is no isolated incident. In normal weather conditions wrens are not noticeably gregarious by nature but when the elements are against them togetherness becomes the order of the day — or, rather, the night. How the news gets round beats me. Gangster-type birds like sparrows, starlings, etc., would have plenty of opportunities to spread it by word of beak: "Warm kip at Wistaria Cottage, Badger's Lane, tonight. Don't be late. Sure to be a sell-out. Pass it on." But wrens aren't like that, are they? No they aren't. Wrens believe in keeping themselves to themselves and the truth of the matter is that nobody knows how they communicate, if at all. By some form of ornithic E.S.P. perhaps? Do not laugh. Stranger things are known to happen in the World of Nature and we don't know the half of it. (Editor: *Has it occurred to you that maybe those 37 wrens were trying to get into The Guinness Book of Records?* Sweet: *No, but it has occurred to me that Editors can be a pretty strange breed too!*)



same spot. The patrol which covers the greatest distance is the winner.

Australian Stick Game

The first competitor is handed six short batons and lays them out on the ground like the rungs of a ladder at any distance apart to suit himself. He then runs down, stepping between the rungs, and takes a flying leap. Other players follow suit, trying to out-jump him without interfering with the arrangement of the batons. The first man then jumps again to see if he can do better; and so on, until all players have had a go.

Blind Spider

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

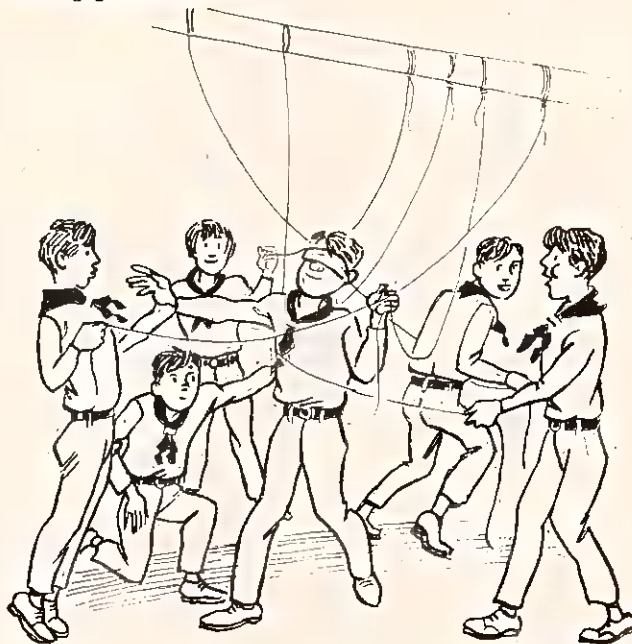
FORGOTTEN GAMES

Border Crossing

Rig a line across the width of the troop room at the height of about 4 ft. above the deck, with a rope quoit threaded onto it. To each side of the quoit attach a short knotting-rope. Two Scouts hold the free end of the ropes, one at each side of the **Border**. They are armed with batons of rolled newspaper. Other Scouts dodge to and fro. Crossing *over* the Border in one direction, and *under* the Border in the other. The Border Guards attempt to clout them with their batons.

Spar Golf

Patrols in relay formation out of doors, each with a 10/12 ft. spar of about 4 in. butt. The first man in each patrol carries his spar out any distance he likes, butts it into the ground or snow then shouts "Go" and takes his hands away so that the spar hangs in the balance. The second man must catch it before the tip strikes the ground. If he succeeds, the patrol moves out to that point, while #2 carries the spar forward and repeats the process for #3. If, however, the runner fails to catch the spar in time, the next attempt must be made from the



WATERBOY RELAY — a game we picked up in Sweden many moons ago: for each patrol, a bowl of drinkable water and a pint mug. At the far end of the field — say thirty yards — a bowl of equal capacity. At the word "Go," the first man in each team takes a mouthful of water, sprints down the track, spouts the water into the other bowl and returns to hand the mug to the next in line; and so on till all the water has been transferred. In Sweden, they added to the hardship by playing the game on a fairly steep, very rough slope.

Now that steel pulley blocks are so very expensive, Scout pioneers are having to rely more and more on such devices as the Spanish Windlass and the Harvester's Hitch to strain their cordage. No harm in that; except that most ropes nowadays are constructed from man-made fibres, all of which are highly susceptible to the sort of chafing action which is unavoidable when improvised tackles of any kind are built into the rope itself.

What we really need is some means of protecting our ropes from abrasive wear and tear — something that can be quickly applied to the vulnerable section of the rope and as quickly removed. Would it be feasible, for instance, to bandage them with strips of plastic sheeting at the point where chafing is liable to occur? Sticky tape could be used to hold the "bandages" in position. As I see it, they would have to be thickly applied and would have to be written off as expendable; but then plastic sheeting is much cheaper than rope and in areas where empty, non-returnable fertilizer sacks are readily available, the question of cost would not apply at all.

Anybody care to undertake a little light experimentation on our behalf? We'd be ever so grateful.

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"Take an ordinary table knife, not too sharp, and heat it over a gas flame until it is red. It may then be used to cut and seal, in a single operation, nylon, polypropylene and other ropes of man-made fibre."

— Roy C. Mabon, ASL, Stourbridge.

And now for a few items to add some pep to your troop night programs.

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

On flat ground mark out with sisal twine and metal tent pegs a "river" four metres wide. On the far bank, opposite each patrol, place three plastic washing-up liquid bottles, unstoppered, filled with water and tied loosely together at the necks. On the near side provide each patrol with an identical assortment of light spars, cordage and soft wire. The Task: "Without crossing the river, improvise an apparatus which will enable you to recover the bottles without spilling any of their contents."

MURDER MOST FOUL

The challenge to all amateur detectives in the December number was so well received I thought another mystery was in order. Try this one out on your lot and this time, you will find the solution at the foot of the page.

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

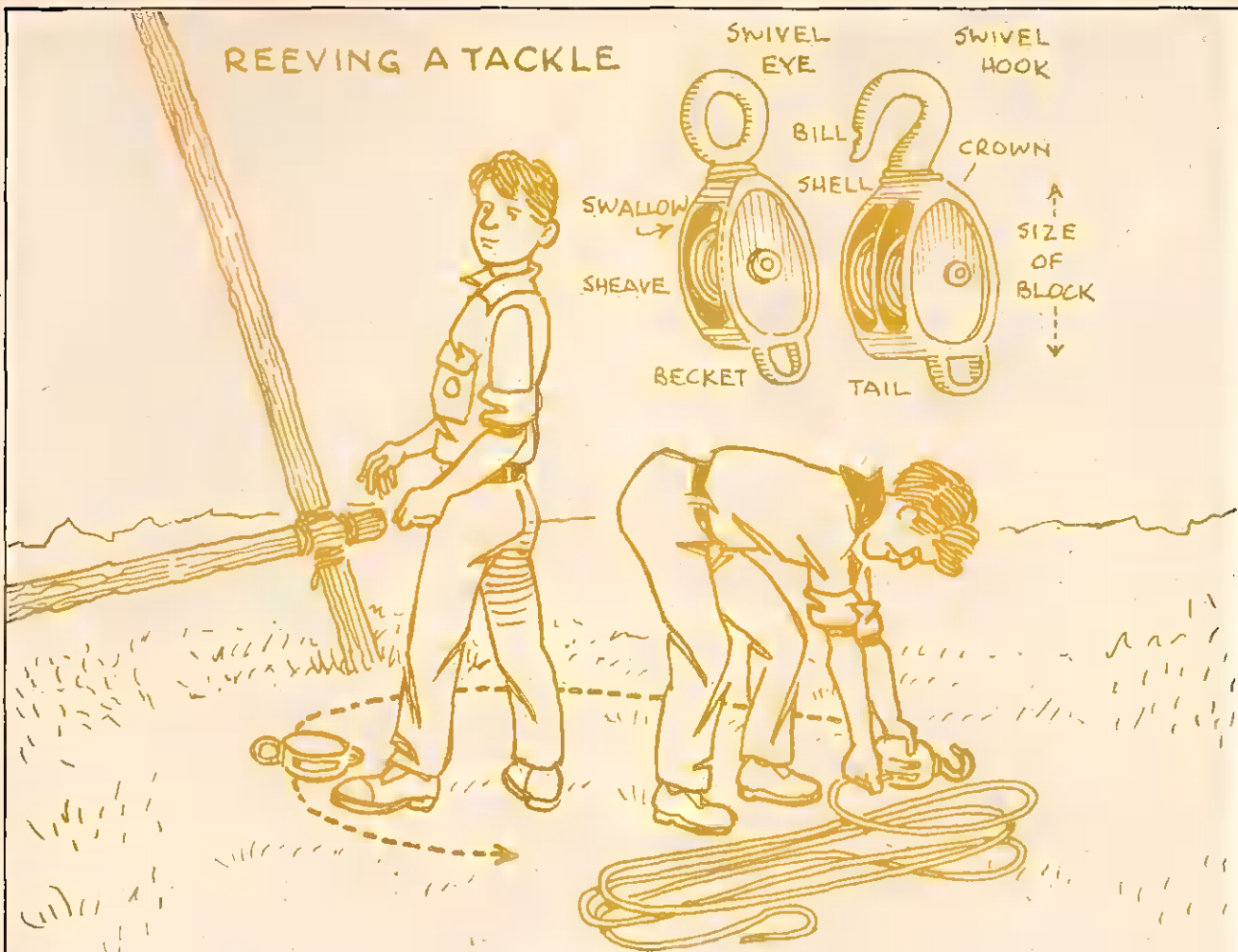
The "Word Square" is a much simpler operation, but there is always the chance that line 3 will pull your highly intelligent boys up with a jerk. The official solution is —

O	P	E	R	A
P	A	T	E	R
E	T	R	S	E
R	E	S	I	N
A	R	E	N	A

Murder Most Foul Solution

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

REEVING A TACKLE



The rope is passed through the lower sheave of the double block from right to left, through the sheave of the single block, then the upper sheave of the double and is then tied off on the becket

WORD SQUARE

THE ANSWERS ARE THE SAME IN BOTH DIRECTIONS

1. A musical play.
2. Father.
3. Woodland — slightly jumbled.
4. Sticky secretion from timber.
5. Amphitheatre

	1	2	3	4	5
1					
2					
3					
4					
5					



training talk

by reg roberts

TIPS FOR TRAINERS

In much of the literature that is aimed at people in the training field one can find all kinds of information on the development of skills to help one become a better trainer, most of which have some value to someone. However, since trainers also participate in training from time to time and are therefore "trainees", it seemed useful to share some thoughts on the development of skills for trainees based on the assumption that such development is equally important to trainers.

Your comments on these thoughts are welcome, particularly from those who consider themselves to be top notch trainees. Also, in your trainer's role you may want to share this information with trainees on your next event — you may be surprised at the results. For instance:

Be on time. While early arrivals may be a mild distraction to the trainer, while setting up for session, they do provide an opportunity for some informal discussion before things get started. Late comers can be a larger distraction however, as they will have missed the opening remarks, take a while to get settled in, smile and wave at people they know and perhaps throw the trainer off stride.

Look happy. Enter with a pleasant expression as though you are really looking forward to the session. Say hello to the trainer and if you have attended a previous session by this trainer, a comment on how much you enjoyed it would not be unwelcome.

Be attentive. Pay attention to what the trainer has to say, show some enthusiasm when material is presented. Nods and smiles are all indicators to the trainer that he has struck a familiar chord.

Be responsive. In discussion periods when the trainer asks for comment or reactions, try to respond. Nothing is more discouraging to the trainer than to expect a reaction and have none forthcoming.

Be trusting. Believe the trainer when he says, "Please ask any questions as we go along". Usually, those who don't wish for questions won't make the offer. Those who do are genuinely interested in answering questions that are asked.

Follow directions. When the trainer gives directions, say for an exercise, be sure you understand them — if not ask that they be repeated and then follow them as best you can. Offer help to others who may not have fully understood.

Do volunteer. The old adage, "Don't volunteer for anything" is out of place in a training session. It is important that some people take the lead if certain tasks or exercises are to be accomplished, so don't leave the trainer with egg on his face when he asks for help.

Be sensitive. Sometimes things go wrong in the most well organized presentation and the trainer wishes the floor would open up. Try to show some understanding at such times and the trainer's recovery will take place much sooner.

Recognize the trainer. Let the trainer know when you think the learning has been particularly valuable or when you pick up an idea that sounds really neat to try back home. I'm not thinking of the more formal evaluation that takes place, but simple comments made informally.

Give feedback. This is another form of evaluation, but I'm also referring to the informal kind that is offered when a trainer seeks to find out if his stuff is coming across — it's a check on your understanding of the material. Silence is too often taken to mean "Yes I understand". An open response will be more effective, particularly if you haven't grasped the point.

Thanks. Finally, leave with a word of thanks. It can be very discouraging for a trainer who has worked hard to put his stuff together, to find at the end of his session that he is completely overlooked by the participants as they stampede for the door.

Using some of these guidelines could make you the most sought after trainee on the training course. More important, they do much to make the training more effective.

REMEMBERING PARTICIPANTS' NAMES

Don't you feel good when someone remembers your name? And don't you bristle a little bit when someone forgets? Dale Carnegie said that our names are the sweetest and most important sounds in any language. Many other people agree, particularly those who are in the selling business. Remember the last car you bought? Probably the first question the salesman asked was your name and I suspect that your recall will tell you that he used it many times thereafter.

Training others is just as much a selling process as selling cars. We too, have something to offer and it makes sense to offer it in ways that are attractive to the "buyers". Referring to them as "The lady from Moose Jaw" or "Scouter — er —!" is not likely to win many friends.

Some advice in this area may help.

- 1) When meeting people do so with a clear head; don't be thinking of other things. Pay attention, hear the name the first time or if necessary have the person repeat it.
- 2) Repeat the name to yourself. This will improve your recall by about 30%. During those times at the start of a course when introductions take place follow the names around if you can — John Jones; John Jones, Mary Smith; John Jones, Mary Smith, Sally Brown. It's easier of course, if first names only are being used.
- 3) Use the participant's name in conversation. Seek opportunities to mention the name until it is firmly planted in your mind.
- 4) Observe the face. Most of us can remember faces better than names, so pay close attention to faces and choose one outstanding feature.
- 5) Associate the name with the face. Create a mental picture using your most creative skills. Remember that Byrds fly, Bells ring, Waters run, Smiths are many and Joneses too. Simple rhymes can be helpful but be careful that games don't become more important than names.
- 6) Use names when saying goodbye. This final reinforcer helps establish recall for the next time you meet.

Some names are easier to remember than others, of course, and complications can occur when two people have the same first name in a group. Let those who have the same name decide now they will be distinguished from each other, if they wish. Your doing so could cause some resentment.

Trainers have a special problem since they must often absorb 30 or 40 names.

By arriving early you can begin to meet people by ones and twos rather than all in a rush. A list of names in advance is helpful so that when you do meet you can check the list and check it with the person with a comment such as, "Oh yes, David Smith, or do you prefer Dave?"

When possible have people fill out information cards and while this is going on you can memorize the names. Name tags are useful but should be discarded as soon as possible otherwise reliance on the tag becomes too easy.

After the initial exposure, follow up, at the first opportunity, on those who are still hazy. At the next coffee break make a point of approaching those people you are still unsure of. A simple comment such as "I'm still not sure I got your name correct" will usually result in "It's Bill Williams", to which you can reply "Bill Williams, of course thanks Bill". Then as you move away repeat "Bill Williams" and move on to the next hazy one.

A little practice will soon have you remembering every one of the thirty-plus participants and you will be well rewarded the next time someone asks a question and you, without any hesitation, can reply, "That's a good question John, let's look at it this way . . ."

Of course if she then says, "My name is Sally", perhaps a little more practice is called for!

AVOIDING THE KNIFE IN YOUR BACK

Anyone who has ever taken on the training role has had to face the possibility of getting attacked by the training course "Knifer". He or she is that person who either by accident or, as always seems the case, by design, loves to put the trainer on the spot by demanding an answer to what is often a loaded question.

In addition to being potentially embarrassing to the trainer such questions can often do considerable harm to a well planned presentation, distracting the other participants from the session material and sometimes side tracking to such an extent, that it is difficult to get back on the original track.

New trainers are particularly vulnerable and not a few

have been so unnerved that they have decided that maybe the trainer's role isn't for them. How can trainers respond to the "Knifer" in an appropriate manner? Perhaps the following may help.

Preparation is really essential and operating on the assumption that what might happen probably will, can do much to help a trainer on those occasions when the "Knifer" first flashes his blade.

- 1) Don't be afraid of the Knifer. If he was an expert in your topic he probably would not be taking this course.
- 2) Always keep in mind that as a result of your preparation you probably know more about your subject than he does.
- 3) Don't "lose your cool". Anger has no place in the training system and can often lead to you saying something you may later regret.
- 4) Remember that almost without exception the other participants are on your side. You can keep them there by using a calm, rational approach.
- 5) Don't bluff and don't be afraid to say, "I don't know". An offer to find out will often blunt the attack.
- 6) Don't get drawn into a long dialogue or argument. If it appears to be moving that way, indicate that you must move on but that you and he can follow this up at lunch or the next coffee break.
- 7) Smile — look at ease — a pleasant smile and confident manner will do much to relieve your tension and ease that of other participants who may sense a difficult situation developing.
- 8) Let the "Knifer" off the hook easily. Most will have just one good thrust to make and having countered that without bloodshed, you will gain his respect and that of the other participants.
- 9) State clearly that "That's a good question" then, having thought about it for a moment, say what you think is good about it. The probability is that somewhere in the loaded question there are one or two good points. Respond to these, then as gracefully as you can move on with your presentation. The fact that you have responded to the "Knifer's" question and that you did not turn him off will probably please him and reduce the threat of further attacks.

As with all trainer skills it takes practice to handle difficult situations with ease. The skill of coping with the "Knifer" is one that should be learned early if your life as a trainer is to be a happy and rewarding one. X

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Sleeping Bags

One of the most important items required for camping is the sleeping bag. As leaders, it is something we should know about when asked, so here are some introductory thoughts on the subject. More detailed information can be found in one of the many books available. An excellent reference book on sleeping bags and other camping equipment is the *Backpacking Equipment Buyer's Guide*, written by William Kemsley and the editors of *Backpacker Magazine* and published by Collier Books, a division of Macmillan Publishing Co. Inc., New York.

The number one consideration in selecting a bag should be its intended use. There is no single bag that is ideal for all people under all conditions.

Will it be used only on a bunk in a cabin during July and August? If so, a lightweight summer bag will be sufficient. Or in a tent, when a slightly heavier bag should be considered, and a foam sleeping pad will need to be added? Will it be in use during the spring or fall as well as the summer? If so, then a "3 season" bag will be in order. Will it be taken on canoe trips where there is a greater danger of it getting wet? If so, the type of fill is important. If the boys will be winter camping, will they be in protected buildings with the likelihood of some heat being added? Then the 3 season bag may be adequate. If winter camping will be out of doors then perhaps a 3 season bag with a summer bag inserted inside, and extra clothing, will be a workable combination. While all this may seem obvious, there are those who buy the biggest, most expensive "arctic" bag for the few days of winter camping they "might" take, only to find that during the other 75% of the year when they actually do their camping, the bag is uncomfortably warm.

Before getting into some of the technical aspects of choosing a bag, it might be useful to consider what a sleeping bag does. First of all, it doesn't add heat to the sleeper, it merely helps to retain the heat his body generates. It traps heated air close to the body in tiny "dead air" spaces and helps to minimize heat loss. The shape, size, materials and construction techniques used in a bag affect its ability to perform this function.

Here are some of the important factors facing an individual choosing a bag.

Shape and Size — The large rectangular bag, open across the top is the least efficient design for keeping the sleeper warm (a) because the large opening allows a lot of heat to escape at the top and (b) there is a large space inside the bag which the body must warm as well as the bag itself.

The slim fitting mummy shape is the most efficient because (a) it has a smaller space inside to warm, (b) it covers the head which is the part of the body that radiates the most heat and (c) it usually has a draw cord closure around the neck and/or face, which prevents the warm air inside from escaping.

In between these two designs are a number of variations which are called barrel shaped, modified mummy, or extra wide mummy, for those people who want to improve on the rectangular design but find a slim mummy too confining.

Loft — Loft is a term used to refer to the thickness of a bag. If it is laid out flat on the ground and shaken so that it is "fluffed up", the vertical distance from the ground to the top surface of the bag is the overall loft. It must be remembered that only half of the overall loft will be over a sleeping camper and that the other half will be beneath him and partially compressed. (This is why a foam pad is needed beneath it, when sleeping on the ground.) Generally speaking, the lower the temperature the bag will be used in, the higher the loft required. For example, at 10°C an overall loft of 3" might be adequate but at -10°C an overall loft of 6" would be necessary.

Fill — The fill or "stuffing" is an important consideration. Not too many years ago, down fills were considered far superior to any synthetic fill available. Today however, advances in the development of synthetics have narrowed the gap.

While there are different synthetic fillings available for sleeping bags, the "polyesters" reportedly retain their shape better, are more durable and drape around the body easier than other synthetics. The less expensive grades of polyester bags will bear labels saying simply "polyester fill" (three of the four bags currently carried by Supply Services are of this type).

The more expensive grades of polyester are brand name fibres made specifically for use in sleeping bags and parkas. These apparently give a better loft. Look for names such as *DuPont Hollofil II* or *Celanese Polarguard* on the label to identify these fillings. (Supply Services' "Jamboree Sleeping Robe" uses this type.)

While I must concede that a down-filled bag of similar weight will be loftier and warmer under ideal conditions, its characteristics under less than ideal conditions detract significantly from its desirability. If a down bag gets wet the filling clumps up, loses about 80% of its loft and takes a long time to dry. A spill from a canoe, a stumble into a creek or a spell of rainy weather, in which everything seems to get wet, renders the down bag into an item that may contribute to, rather than prevent, hypothermia. (See *Outdoors* column in April '79 **Leader**.) Add to this the fact that good quality down bags have become frightfully expensive and you will begin to appreciate why I suggest a polyester bag.

A bag filled with *Hollofil II* or *Polarguard* will absorb less than 1% of its weight in moisture and won't clump up. Even if it gets soaking wet it can be squeezed out and will have lost only about 5% of its loft. It will also dry much faster. Because it is less compressible, the loft beneath the sleeper will not flatten as much and will allow the use of a thinner sleeping pad. (For the same reason, however, it will be a little bulkier when stuffed in a sack and a bit heavier than a down bag with similar loft.) But as already indicated, it will be far less expensive.

Construction — Almost all polyesters come in "batts" or slabs, making them more stable than down or feathers which must be held in place by internal baffles. Polyester batts are usually quilted to the fabric, sometimes in two or more layers. The important thing to look for is places where the stitching squeezes the fill down to almost zero loft. The more this is seen in a bag, the less effective it will be in retaining warmth.

In choosing a bag, all of these characteristics should be considered in concert with things such as quality of stitching and zippers, inner and outer fabric and the weight and bulk that will have to be carried.

A careful choice is more likely to ensure a happy camping experience. X

NATIONAL PHOTOGRAPHY COMPETITION

by Phil Newsome

This new and exciting competition for members of Boy Scouts of Canada is designed to recognize good photography, obtain suitable photographs for use in the Scout calendar and promote photography as it presently exists in the section programs.

ELIGIBILITY

All youth and adult members of Boy Scouts of Canada registered at the time of entering are eligible.

COMPETITION TIME PERIOD

The competition will run annually from September 1 to August 31.

Photographs received after August 31 will be considered in the following year's competition.

NOTES ON THE COMPETITION

1. Photograph topics can be of youth, Scouting activities such as camporees, buildings, animals, flowers, land or seascapes.
2. Photographs must have been taken by the person entering them.
3. Photographs may be black and white, or coloured prints, not less than 3" x 5", or more than 8" x 10". Do not send negatives. Coloured slides may also be entered.
4. The Nicholson Trophy will be awarded for the best wildlife photograph. Beavers, Cubs, Scouts, Venturers, Rovers and adults are eligible to send photographs for this trophy. The subject matter being photographed shall be "alive" and in its "wild" state. Photographs of family pets, farm and zoo animals will not be considered for this trophy. Photographs of insects, animals, birds and/or fish, in a "wild" setting are acceptable. Photographs can have more than one subject.
5. A person can send in as many photographs as he or she wishes.
6. Boy Scouts of Canada reserves the right to retain and publish any photographs received.

RECOGNITION

Each program section of Boy Scouts of Canada will be considered as a separate category as well as one category for adults. Recognition for each of the categories will be as follows:

- Each category winner will have their picture framed with a suitable inscription.
- Some photographs received, if appropriate, may be used in the Scout calendar as well as other national presentations. If a photograph is used in the calendar a credit will be given.
- Many of the photographs will be used in a photographic display at the national office or some other appropriate location.
- Approved photographs will be screened and sent on to the international photography competition held by the World Bureau.
- The Nicholson Trophy will be awarded for the best photograph depicting wildlife.

ENTRIES FOR THE COMPETITION

Each photograph must have some identification on the back.

- The identification must contain:

Your name with your section — *Cub Jim Smith*
 Your group name — *2nd St. Paul,*
 Your home address — *567 Bell St.,*
Edmonton, Alberta
Postal Code

- It is suggested that a label be pasted on the back, rather than writing directly on the print.
- Send your photographs to:
National Photography Competition,
Boy Scouts of Canada,
P.O. Box 5151, Station F.,
Ottawa, Ontario
K2C 3G7

RESULTS OF THE 1978 NATIONAL COMPETITIONS FOR VENTURERS

Scouts Canada is pleased to announce the 1978 winners of the Pepsi-Cola Trophy, and Drummond Trophy.

PEPSI-COLA TROPHY — 1978

Note that the highest four scores are counted for this competition.

Awarded annually to the winning team of a competition in .22 calibre rifle marksmanship.

- | | |
|-------------------|----------------------|
| 1. Peter Jeeger | Estonian Lembitu |
| Erik Luksep | Toronto, Ontario |
| Robert Kivi | 1121 x 39 |
| Martin Toomes | |
| 2. Hillar Heine | Estonian Kalev |
| Ricky Tae | Toronto, Ontario |
| Sven Reitav | 1102 x 37 |
| Mikk Jogi | |
| 3. Dwayne Beck | 8th Red Deer |
| Gerald Johannsson | Alberta |
| Rick Whitesell | 1041 x 19 |
| James Johannsson | |
| 4. Doug Foote | 3rd Aurora |
| Gary Hepple | Aurora, Ontario |
| Marvin Walker | 754 x 3 |
| Kirk Johnstone | |
| Mark Morrison | |
| Brad Morrison | |
| 5. Bud Murby | 97th Ottawa |
| Tim Douglas | Ottawa, Ontario |
| Paul Oxley | 619 x 4 |
| Tom Jackson | |
| Robert Simpson | |
| Andy Lukasik | |
| Frank Grosspietch | |
| 6. Leo French | Blind River |
| Steven Folz | Blind River, Ontario |
| Dagwin Pagel | 444 x 2 |
| Michael Wood | |
| Craig Raunaas | |
| Robert Carlson | |

DRUMMOND TROPHY — 1978 — 33 PARTICIPANTS

Awarded annually to the winner of a .22 calibre rifle marksmanship competition. Presented by Sergeant D.W. Drummond, well known Canadian marksman and friend of Scouting. Below are listed the top 4 participants and their scores.

- | | | |
|-----------------|------------------|---------|
| 1. Hillar Heine | Estonian Kalev | 286-10X |
| 2. Peter Jeeger | Estonian Lembitu | 285-10X |
| 3. Robert Kivi | Estonian Lembitu | 285-10X |
| 4. Ricky Tae | Estonian Kalev | 279-7X |

Congratulations are extended to all those who took part in the 1978 competition. As a reminder to all advisors, the issuing of the awards for the Drummond and Pepsi-Cola Trophies for 1978 brings to an end the National Marksmanship Competitions. A

PATROL CORNER

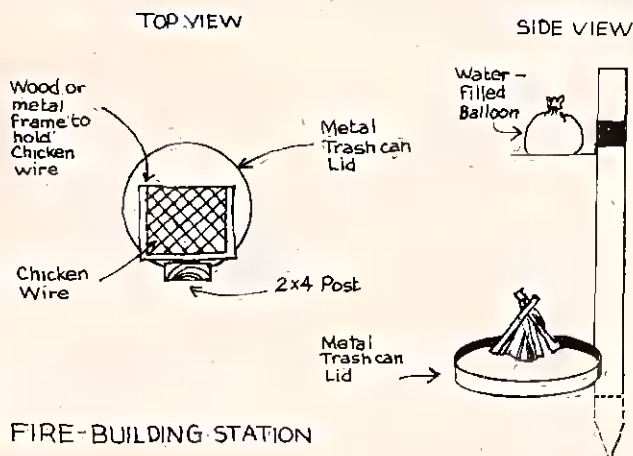
by Phil Newsome

PATROL COMPETITIONS

With the good camping weather just around the corner, many Scouters will be planning the spring outings for the troop. Traditionally, many troops hold patrol competitions which usually involve pioneering and woodcraft skills. Some of the more popular tests are boiling water race or build a fire and burn a string. I came across the following variations of these popular pastimes and you may want to add them to your next troop outing.

Fire Dousing

Each patrol is given (1/2) half of a log 3-4" in diameter and 12-18" long. At the start of the competition the patrol must split the half log into quarters or smaller, then, using a Scout knife, shave several of the pieces into tinder and kindling. With this material they construct a fire and light it with one match. Each fire should be laid on a trash can lid, under a water-filled balloon (see diagram).



FIRE-BUILDING STATION

The object is for each patrol to build and fuel a fire until it bursts a water-filled balloon, dousing the fire. The competition can be patrol against patrol or the best time.

Materials

Wood, matches, water, fire building stands, balloons, sharp axes and knives.

Hot Dogs

Part of every weekend outing is the traditional hot dogs, also known as the tube steak, and for those who are tiring of this traditional meal but can't afford to change the menu content, here are a few variations on the cooking process. *Doggy Ways:* Wrap a hot dog with a strip of bacon, holding bacon in place with a toothpick. Push hot dog onto a stick and position over fire.

Doggy Melt: — Roast a hot dog on a stick until almost done. Remove it from the fire, wrap with cheese and return to fire until cheese begins to melt.

Dog-in-a-Blanket: — Cover a hot dog with biscuit dough, seal in aluminum foil and place in hot coals to cook.

Dog-Da-Bob: — Put pieces of a hot dog on a stick with a vegetable, bacon and bread dough. Cook over fire until dough is done.

Baked Chocolate Banana

No lunch is complete without a dessert, so how about Baked Chocolate Banana: — peel back portion of banana peel; slit banana and fill slit with chocolate chips. Replace peel and wrap banana in aluminum foil. Place in hot coals until chocolate has melted. Remove and eat from foil.

All these ideas can be cooked over charcoal if your group is practising to use this alternative to open fires.

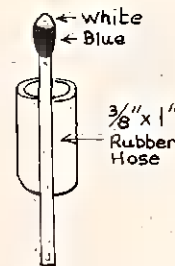
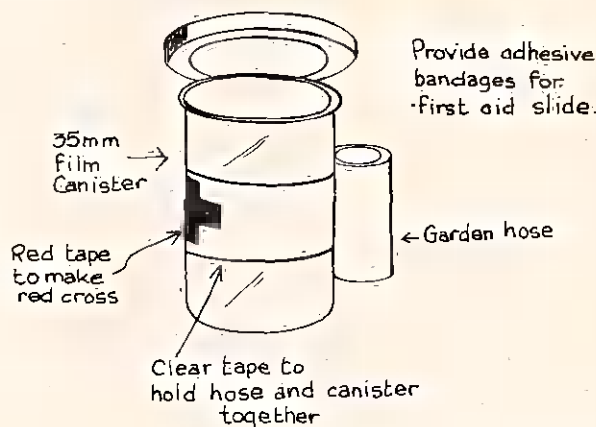
Materials

- Green sticks that have been placed in the fire to draw out the sap
- hot dogs, bacon, cheese
- biscuit mix
- vegetable, bananas, chocolate chips
- paper plates, toothpicks
- aluminum foil
- charcoal
- barbecue grill.

Neckerchief Slides

As a take-home souvenir of the troop camp out and an excellent quiet time activity, here are two neckerchief slides that can be constructed with a minimum of materials and time. They could also be given as prizes for competitions in fire building, cooking or first-aid, whichever seems appropriate. X

FIRST AID NECKERCHIEF SLIDE



"Match-Slide"

Venturer Log

by Phil Newsome

Is your company looking for a new outdoor activity? Have you run out of community service projects or maybe you haven't found one that interests the company? Are the fellows into competitive events and need a challenge to arouse their competitive spirit? How about one activity that can do all of these and promote Venturing at the same time?

In most communities there is a children's playground or area, sometimes surrounded by a fence and often containing the swings and jungle gyms that are so popular with the younger set during the summer. It is this area that the company can set its sights on and prepare for a spring cleanup as a service project. To add a little challenge to the project the following competition can be developed.

Each Venturer is issued with a couple of garbage bags, the town may even supply them if you let them know what's happening. After all are assembled in the project area the race begins. The object is to collect the most garbage in a pre-set time from within a given area. Prizes are given for the most garbage by weight, the largest single piece of garbage and any other reason that comes to mind as the project develops.

While the project is in progress, don't forget to take pictures that may be of value when the project is written up in the local paper. Before the activity starts you may want to make a few large posters to display in prominent

places, letting people know what all those teenagers are doing running around the park.

The other day I came across the following item. I think it was really the name that intrigued me but it looked like something a company could use as a cheap trail snack.

GORP

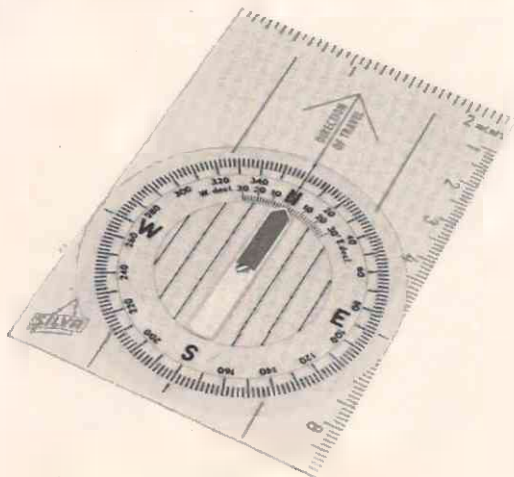
- 1 cup quick-cooking rolled oats
- 1 cup shelled peanuts
- 1/2 cup shredded coconut
- 1/4 cup wheat germ
- 1/2 cup honey
- 2 tablespoons cooking oil
- 1 cup candy-coated milk chocolate pieces
- 1/2 cup coarsely chopped mixed dried fruit
- 1/2 cup raisins

In a bowl combine oats, peanuts, coconut, and wheat germ. Add honey and oil; stir into oat mixture. Spread out in a 9 x 9 inch pan. Bake in 300° oven for 30 to 40 minutes or until light brown, stirring every 15 minutes. Remove from oven. Transfer to another greased pan, cool without stirring. Break up large pieces; stir in candy pieces, dried fruit and raisins. Store in plastic bags.

A reminder to all advisors that the Drummond and Pepsi-Cola trophies for marksmanship competition have been retired with the completion of the 1978 competition. The winners of last year's competition are listed in a separate article in this edition of **The Leader**. All Venturers are encouraged to participate in the new National Photography Competition open to all members of Boy Scouts of Canada. X

31

NOW AVAILABLE The Silva Compass Demonstrator



This versatile training aid is ideal for both small and large groups. Made of heavy gauge plastic and measuring 9 3/4" x 11 3/4" it is designed as a replica of the Silva Ranger Compass.
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Kodak salutes Boy Scouts of Canada



Kodak Canada Ltd.



EDITOR'S NOTEBOOK

One dark November evening last year, a number of people on a Hamilton street saw three blindfolded youngsters, their hands tied with rope, being put into a small car by a middle-aged man. One of the neighbours noted the license number of the car and called the police.

Within minutes the neighbourhood was alive with uniformed police and detectives, going from door to door looking for other witnesses and every police cruiser in the city was searching for the small, foreign-made car.

The owner of the vehicle was soon identified by tracing the car's registration through the central police computer and the chase was really on.

This time, however, I am happy to report the story has a happy, if not red-faced ending. The two hour search ended at an east-end Hamilton Scout meeting where police located the car, the man and the boys.

It seems a Scouter had blindfolded three of his boys to take them to a surprise birthday party! I would guess the arrival of the contingent of police also created a bit of a surprise.

His Excellency, Governor-General Edward Schreyer, C.C., C.M.M., is the new **Chief Scout of Canada.**

At a ceremony held at Government House in Ottawa on Tuesday, February 20, Canada's new Governor-General met with **National President Donovan F. Miller, National Commissioner, Lieut-General A. Chester Hull, Chief Executive J. Percy Ross, Scout Chris Wilson and Venturer Kevin Hannett.**

To symbolize Mr. Schreyer's acceptance of the office of Chief Scout,

Chris presented him with the national Scout neckerchief and Kevin presented the Scouts Canada membership badge.

I was reading the December 3 issue of *The Sunday Post*, one of **Scotland's** best known newspapers recently and came across an interesting item in a column written by Francis Gay.

It seems Mr. Gay was in the toy department of a large store where children were lined up to let Santa know what they wanted for Christmas and overheard an annoyed mother asking a tearful five year old the question, "Why can't you act like a big boy?"

While the writer didn't know what the boy had done, he knew there was a very good reason why he wasn't acting like a big boy and that was because *he wasn't one!*

This is what else Mr. Gay had to say and his words are wise:

We're so impatient these days, we even try to speed up the rate at which our children mature. We want our five year olds to behave like adults, not because it's for their own good but because it's more convenient for us. We rob our children when we hurry them through their childhood. We cheat ourselves, too. For we miss our chance to let some of their freshness, their curiosity and wonder, rub off on us.

"I remember a wise old teacher who well knew the value of patience. 'When God wants to make a mushroom,' he used to say, 'He can do it overnight. But when He wants to make an oak tree, it takes 100 years.' 'The best things shouldn't be hurried.'"

Couldn't agree more Mr. Gay and I guess that's why so many adults enjoy being Scouters; it gives them the opportunity, once more, to share some of the freshness, curiosity and wonder of that all too short time in our lives called youth.

Lend a Hand . . . to Clean Our Land is the theme of the **Pitch-In '79** campaign in **Alberta**, which will be conducted the week of May 7 — 12.

During this week, the government of Alberta and the **Outdoors Unlittered** organization invite organizations such as Scouting and Guiding, as well as the general public, to participate by:

- organizing a beautification, clean-up or conservation project.
- conducting a public awareness campaign in their community focusing on beautification and litter control.
- promoting the installation and use of litter receptacles.
- using the Pitch-In symbol, shown



**Lend a
hand...
to clean
our land**



**Keep
Canada
Beautiful**

PITCH-IN '79, MAY 7-12

above, wherever possible throughout the year.

The campaign will provide 60,000 free garbage bags to schools and non-profit organizations to assist with Pitch-In projects.

The campaign, which originated in Alberta will, for the first time, move out of the province and will also be held in the Greater Winnipeg area this year.

For the last four years **Petrolia, Ontario** Scouting has raised funds through a pre-Christmas sale of fresh fruit. The '78 sale is one that will be remembered for a long time to come.

This past year, council president, **Mrs. Wanda Pratt** ordered 1,000 cartons of oranges, tangelos and grapefruit to arrive, as usual, at 6.30 pm, at the headquarters building, where volunteers would be on hand to unload the massive semi-tractor trailer and deliver the fruit to customers.

Perhaps Wanda should have been forewarned that it was not going to be her day, when a construction crew cut her telephone line, thus successfully isolating her from, not only the Scouters and volunteers involved in the project, but also the transport company who were to call to get destination directions for their driver.

She decided that the only thing to do at that point, because of the late hour, was to drive to Highway 21 and await the arrival of the truck, flag it down and then lead it to the hall. However, while waiting by the side of the highway, Wanda's car stalled and then refused to start. The next thing to do was to find a phone and call the hall for help. The call soon brought a Scouter with jump cables and just as he was trying to get the stalled car going, without much success, around the corner came the truck with its load of vitamin C.

The truck was stopped, the driver properly directed and at last Wanda felt she could breathe easy; but alas, fate was not to be so kind and still had a few dirty tricks up its sleeve.

Within a half a block of the hall, the truck developed transmission troubles and when the driver had coaxed it to within fifteen feet of the unloading area, it gave up the ghost altogether. So near and yet so far.

By now the huge vehicle had successfully blocked the busy street and a tow truck had to be called to move it but, before it arrived on the scene, yet more trouble.

Around the corner came a small pickup truck. The driver, seeing the semi, hit the brakes but due to the icy conditions of the street, ended up hitting the side of the truck.

By this time, Wanda freely admits she didn't know whether to laugh or cry. But she did neither, she headed for the kitchen, and made all present a hot cup of coffee while the tow truck manoeuvred the trailer into position. In 55 minutes it was unloaded, the fruit sorted for delivery, with the help of the patient volunteers and parents on hand and a semblance of order returned to Petrolia Scouting.

As I said at the beginning, a day Wanda Pratt and her volunteers will long remember and a story that I predict will be told and re-told around the campfires of the district for many years to come.

When Scouts and Venturers of the **Calgary Region** held their annual camporee last May at Camp Gardner, some 300 boys took part in a program which included archery, swimming races, target shooting, obstacle course, blindfolded tenting and a string maze.

Also included were running relays and our *Calgary Herald* newspaper photo by Sue Brun, shows **Scout Norm Robinson** running his lap. We don't know if Norm's team won but if all team members put the effort into the event that Norm seems to be putting, they must have been well up in the standings.

Colin McKay's column, *A Canny Crack*, which appears monthly in *SCOUTING (UK) Magazine*, always seems to contain a number of happy stories and from time to time we have passed them on.

In the January '79 issue, he told of his friends Bill and Mary Richardson who decided to take their nine year old Cub nephew to the local pantomime.

The boy was obviously enjoying the slapstick comedy that is such an important part of a pantomime, along with the funny horse and the comic songs, but Mrs. Richardson felt just a little uneasy when a very scantily dressed line of chorus girls came dancing onto the stage, clad only in a few dabs of green and white.

She stole a furtive glance at her nephew to see what his reaction would be.

Soon he leaned over and whispered: "Aunt Mary, do you see what I can see?" Aunt Mary swallowed hard and thought fast, but he went on to say proudly: "They are wearing our Cub pack colours!"

The XIII General Assembly of B.-P. Guilds will be held this summer in the beautiful seaport city of **Bergen, Norway**. To date six Canadian Guild members have applied to attend this international event. X



The North American Buffalo

National Film Board Phototheque



34 "Nothing but cows and sky" — this was the report of the earliest Spanish explorers of the North American continent, and an indication of the great numbers of North American bison, commonly called buffalo, that grazed in relative peace, particularly in the vast plains west of the Mississippi. Before the enormous and wasteful slaughter of the nineteenth century, their numbers were estimated at between 50 and 60 million, but by 1830 had declined to about 40 million. By 1885 the bison were virtually extinct, for no other animal had been more useful to man in so many ways: one biologist listed 87 uses apart from food. Early conservation efforts brought their numbers up to 12,000 in Canada and 4,000 in the United States by 1926. The only Canadian buffalo now living in anything like their original freedom are the 14,000 in Wood Buffalo National Park (in the Mackenzie Lowlands of the Northwest Territories and northern Alberta). Another Canadian herd, about 600, is fenced in at Elk Island National Park, 40 miles east of Edmonton, Alberta. A few can also be seen at Prince Albert National Park in Saskatchewan, Riding Mountain National Park in Manitoba, and Waterton Lakes, Banff, and Jasper National parks in Alberta. There are also some fenced-in herds in national and state parks, in private collections, and on commercial ranches in the United States. Canada has just recently begun to sell surplus stock for commercial purposes.

Origin and distribution

Fossil remains of the buffalo have been found across northern Asia and in Alaska. Much the same animals once roamed the forests of northern France, Germany and Poland. The German name for them (*wissent: visent*) gradually became *bisente*, *bisonte*, and finally bison. The animal found today in Africa and Asia is still called the buffalo, and it was early comparison to this species, and confusion with the French word *boeuf*, which led to the commonly used name, buffalo, for the North American bison.

There are two types of North American buffalo: the better known prairie buffalo (*Bison bison bison*) and the wood buffalo (*Bison bison athabasca*). The latter is the more northerly species and is named for its characteristic habitat, the Athabasca territory of Alberta.

The historical buffalo, in its early, plentiful days, was found throughout the continent, from Mexico to Great Slave Lake and from Oregon to Georgia and Lake Champlain. East of the Mississippi they were never numerous enough for tribes to depend on them for a living, but since the eastern tribes were both agriculturists and hunters

this was unimportant. West of the Mississippi, however, the Plains tribes lived exactly as the Spaniards had described them: "the cows were their masters' whole substance".

The first European known to have seen the prairie buffalo was a Spanish adventurer, Cabeza de Vaca. He and two comrades were shipwrecked in the Gulf of Mexico in 1528. He encountered buffalo most probably in what is now New Mexico. During the next 160 years great herds of buffalo were discovered by expeditions in many parts of the continent as far apart as Texas, the Great Lakes area, and west of Lake Winnipeg.

It is uncertain that these huge herds migrated north in the spring and south in the autumn. Reports say that the Texas herds moved north in spring to escape the heat, and that in winter some of the herds in western Canada moved to shelter in the woods from the blizzards of the plains. Such migrations no longer occur, as the remaining buffalo are restricted to various protected areas.

General appearance

Wood buffalo are taller, longer legged and not as stockily built as prairie buffalo. A large wood buffalo might stand seven feet tall and weigh over a ton, whereas the plains buffalo is smaller and lighter in colour, with a heavier head and hump. Both species are characterized by curved horns, a high hump at the shoulders, a short tail, and dense shaggy hair around the head and neck. Their heads appear to be of great size relative to the body, but in fact are of the same proportion as those of horses or dogs. Another distinctive feature of the buffalo is its beard, normally from 8 to 12 inches long. Buffalo take about eight years to mature, and can live for up to 20 years.

As summer approaches, buffalo shed their thick winter coats, as do many other species. It is two months before the new coat appears and this interval is the peak of the fly season. During this period, to escape from the flies, the buffalo wallow in marshes or dust bowls. In the last century, when buffalo were still plentiful, the Plains tribes saved themselves the work of scraping away the long winter hair by hunting for their tepee coverings at this time. When the hides were needed for other purposes, the Indians preferred to hunt between November and March.

Life cycle

During the mating season, from July to mid-September, the herds move restlessly and "bull-roarings" are heard

for miles, day and night. Calves are born between April and June. They are tawny yellow with no hump, and resemble domestic calves. Both parents care for the calves to a certain extent, but the mother's maternal instinct is not very strong. She will frequently abandon her calf in the face of danger or when climbing a river bank too steep for it to manage. The calves, however, rapidly gain in strength and agility, and by the autumn are well able to keep up with the herd.

Autumn is the best season for the buffalo. The flies are gone, ripening prairie grasses are at their best, and the animals fatten rapidly. Winter also poses few problems since their winter coats, reinforced by a heavy mane over the vital organs, protect them from the cold, and they can find nourishing buffalo grass by nuzzling through the snow.

The most dangerous season is the spring, with the melting of lake and river ice. The buffalo's habit of bunching tightly together, safe enough on hard winter ice, often proves fatal in spring conditions, and enormous numbers died when great herds were common. In 1795 a fur trader counted in one day 7,360 drowned buffalo in a tributary of the Red River, west of Winnipeg.

Limits to population

In the days of unlimited hunting, herds were seen to smother in snow in their efforts to escape from man. Panic-stricken by their enemies, the herds would also stampede over steep banks or into swamps. In blizzards, however, their instinct protected them since they moved into the wind instead of drifting with it like domestic cattle (which will sometimes be crushed against fences and die). Wolves were a danger to the young and the old, often killing up to a third of the calves, but a strong buffalo in its prime disdained them. The grizzly bear was a deadly enemy but is no longer numerous in buffalo territory.

In the wild, buffalo were almost immune to endemic diseases. No trace of bovine tuberculosis was found on examination of a large number of carcasses. They suffered from mange in hard winters, but this was a condition rather than a disease and disappeared as better quality grazing became available in the spring. Bovine tuberculosis and brucellosis probably first appeared in the herd at Wainwright, Alberta, which was former ranching country.

Management

Canadian concern over the virtual extinction of the buffalo resulted in parliamentary legislation in 1893 to protect the remaining 500 animals. Conservation and propagation efforts were greatly accelerated in the early 1920's with the creation of Wood Buffalo National Park, originally an area of some 10,500 square miles and now 17,300 square miles. Between 1925 and 1928, about 6,000 prairie buffalo were moved from the Wainwright Park to augment the herd of 1,500 wood buffalo. Cross-breeding does occur between the two types, though at first it was by no means certain what the reactions of the wood buffalo would be to these newcomers. There is no record of the two subspecies mixing in their free-ranging days. Indeed, between the frontiers of the two there was "neutral ground" on the western side of the Athabasca River, two or three hundred miles wide, in which no buffalo bones of either sub-species have been found. When the earliest shipments of prairie buffalo were moved to Wood Buffalo National Park, they bolted in panic when they encountered wood buffalo, swam the Peace River, and fled southward. The Park was soon enlarged and now the two types mingle and interbreed. In recent years, however, a small isolated group of wood buffalo has been found in the remote northwest corner of the park; there the wood buffalo as a true subspecies is secure.

Among its other concerns, the Canadian Wildlife Service conducts a continuous disease control program in Wood Buffalo National Park and advises the National Parks Service on the management of the species. Disease, particularly tuberculosis and brucellosis, is controlled if not eliminated. The selective annual slaughters that have provided some meat for commercial purposes since 1952, have been of value in keeping the herd in stable relation to its habitat. At Elk Island National Park animals are also managed for breeding to improve and increase the stock of wood buffalo. Although the buffalo is still on the list of endangered species, through controlled propagation and careful management these magnificent animals survive as more than a symbol of a glorious past.

From the Canadian Wildlife Service's HINTERLAND WHO'S WHO series.

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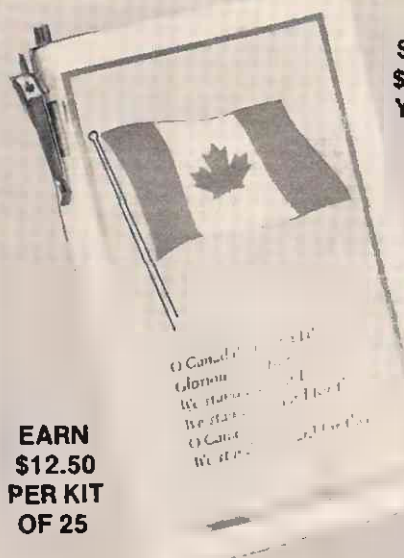
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SCOUTER'S 5 MINUTES & GAMES



OPENING PRAYER

O God, we thank Thee for the beauty of the world we see around us. We thank You for the love of our parents and our friends, for work and play, for food and clothing and for all the happiness of life. Bless me and all the other Cubs and children. Amen.

— from Heather Hamlin of Mississauga, Ont.

TEN COMMANDMENTS TO HUMAN RELATIONS

1. **SPEAK TO PEOPLE:**
There is nothing as nice as a cheerful word of greeting.
2. **SMILE AT PEOPLE:**
It takes 65 muscles to frown; only 15 to smile.
3. **CALL PEOPLE BY NAME:**
The sweetest music to anyone's ears is the sound of his own name.
4. **BE FRIENDLY AND HELPFUL:**
If you would have friends, be friendly.
5. **BE CORDIAL:**
Speak and act as if everything you do is a real pleasure.
6. **BE GENUINELY INTERESTED IN PEOPLE:**
You can like everybody if you try.
7. **BE GENEROUS WITH PRAISE;**
cautious with criticism;
8. **BE CONSIDERATE WITH FEELINGS OF OTHERS:**
It will be appreciated.
9. **BE THOUGHTFUL OF THE OPINION OF OTHERS:**
There are three sides to a controversy — yours, the other fellow's, and the right one.
10. **BE ALERT TO GIVE SERVICE:**
What counts most in life is what we do for others.

— from New Zealand Scout News.

GAMES USING PENNIES

FIND THE PENNIES

Boys sit in a circle. Two pennies are started around the circle. One boy who is IT stands in the circle. It is his job to try and spot who has the coin or coins. If he spots the right one then they change places and the game goes on.

DATES ON PENNIES RELAY

In front of each group is a number of pennies and at the other end is another pile. On word "Go" the #1 will pick a penny, look at the date, then run to the other pile and look for the coin with the same date on it as he has. He then runs to an area between the group and the other end and lays them down side by side. The game goes on until all the pennies are paired up.

PENNY RACE

In front of each group, at three or four intervals, place a penny and draw a circle around the coin on the floor. On word "Go" the #1 of each group runs up to the other end, stopping at each circle to pick up a penny. He then carries on and tags the wall. On the return to his group he stops at each circle again and puts the coin back in the circle, before he tags the next player who will do the same. The game is over when all have had a turn.

To THE CANADIAN LEADER Magazine
Canyouth Publications Limited
Box 5112, Station F
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**Have you
helped
Amigo?**

PENNY AND GLOVE RELAY

Boys in relay files. At the other end have a penny for each group member. The first one in the group has a glove. On "Go" he puts the glove on, runs to the other end and picks up a penny with the gloved hand. Then returns and puts it down in front of the group, takes off glove and hands it to next player, who does same. First group to finish wins.

PENNY BALANCE GAME

Boys in relay file. The first player of each group has a penny. On word "Go" he puts the penny on his thumb and goes to the other end, balancing it on his thumb. He tags the wall then runs back and gives penny to next player who does the same. If the penny falls off the player must return to the starting line and start over again. First group to finish wins.

PENNY IN DISHES RELAY

Boys in relay file. In front of each group is a dish containing pennies, one for each boy in the group. At the far end, opposite each group, is an empty dish. On "Go" the #1 boy runs up to other end, after stopping to pick up a penny, and puts it in the other dish. He tags the wall, then runs back and the next one goes. The game is over when the dish at the far end is filled and the one in front empty.

Our thanks to Scouter James Fell of Flin-Flon, Manitoba, for these penny games.

"I have always been keen on hobbies. It is of the greatest importance that everyone should have some activity, apart from his job of work, to occupy his mind and fill his spare time with something creative. One of the ideas that we worked out in the Troop was a hobbies night. This was in the nature of a second Troop meeting in the week when all Scouts were expected to turn up. We obtained the help of a number of volunteers who were experts in something interesting. These activities ranged over a great number of subjects, from tailoring — we made all our own uniform in those days — and knitting — we knitted green tops which we fitted to the tops of our everyday stockings — to sweet making; these we sold in our canteen. Articles such as basket work, bent iron and leather work, and many others were produced, and sold periodically for Troop funds. The size of the various classes varied according to the ability of the instructors and the tools available. In order to prevent the Scouts from getting tired of any one hobby, a general post took place every month and those who wanted a change were passed on to another occupation. The scheme worked well and had the double objective of teaching the Scouts useful handicrafts and helping the Troop funds."

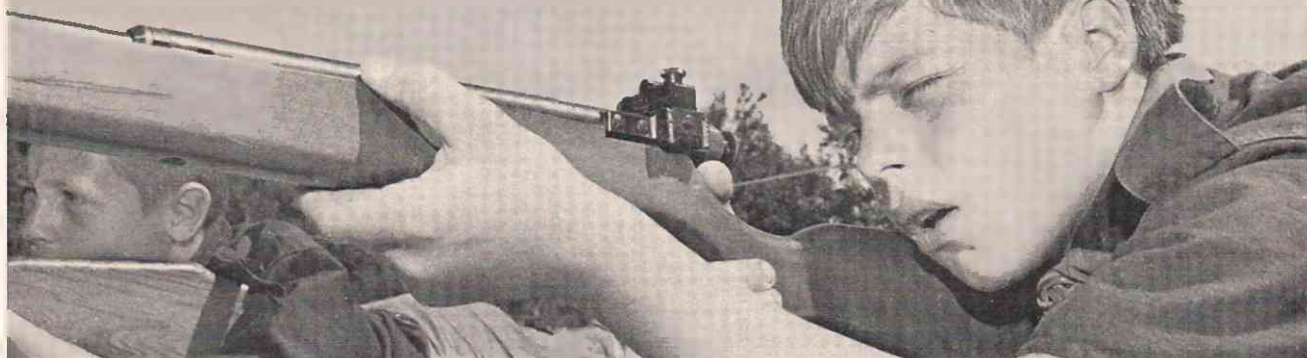
— from "My Scouting Story" by P.B. Nevill

CLOSING PRAYER

Help us O Lord to love Thee day by day, to do our duty and to enjoy our play. To keep our Wolf Cub Promise, and to rest happy that we have tried to Do Our Best. Amen.

— from the 5th Erindale "D" pack, Mississauga

FEATURES OF THE CRIMINAL LAW ON GUN CONTROL



by L.H. Nicholson

Scout sections that engage in the activity of rifle marksmanship should be aware of certain essential requirements of the new criminal law on gun control. While the more pertinent features are mentioned hereunder, it would also be well for leaders involved in the activity to discuss the matter with their local police authority.

Storage, Handling and Carriage

Everyone who uses, carries, handles or stores firearms or ammunition in a careless way, is guilty of an indictable offence. Just what is "careless" is a matter of common-sense interpretation of local circumstances. Discuss your circumstances with your local police. Normal and usual precautions at marksmen clubs are to store rifles and ammunition separately, to remove bolts from bolt action rifles and to store them separately, and to keep both rifles and ammunition under lock and key.

When moving rifles by motor vehicle, they should be kept out of sight. When a car is used, carry, if possible, in the trunk. If a station wagon or truck is used, carry in a case or box or cover in some way, such as with blankets.

It goes without saying that rifles must always be unloaded when being moved from place to place or stored.

Age Limits

Persons between 12 and 16 years of age may, with the consent of their parents, apply to a Firearms Officer for a permit to "possess" a rifle for the "purposes of target practice. . .".

Government publications have explained that such a permit would allow the holder to "receive, borrow and use" rifles "under specified supervision".

These permits are issued free and expire when the holder reaches the age of 16 years.

Some Scouts or Venturers may wish to apply for this 12-16 age bracket permit, particularly if they now own a rifle or wish to possess or borrow one.

Shooting Under Supervision

This is the provision which leaders conducting target practices or matches must, as a general rule, depend upon. (Criminal Code Section 95(2)(a)(i)) It allows a person "lawfully in possession of a firearm" to lend that firearm to any other person "for use by that person in his company and under his guidance and supervision in the same manner as he may lawfully use it".

In summary, the leader must see that the rifles are lawfully conveyed to the range, there used under his eye and afterwards returned in a lawful way to safe storage.

Obtaining Rifles After January 1, 1979

Any Scout unit that wishes to purchase, borrow or take possession of rifles after January 1, 1979 must do so through the leader who will have custody of the rifles, will be supervising the shooting and has a Firearms Acquisition Certificate (FAC). This duty may be shared by other leaders provided that all have FAC's.

Firearms Acquisition Certificates

FAC's are obtained from a Firearms Officer, usually a member of the local police. Getting such a certificate will seldom impose any hardship on the leader as, if he is involved in shooting sports, he will need one for his own personal use. The general qualification is a police record clear of serious crime. In some provinces it will also be necessary to first pass a Firearms Safety Course or Test.

The Solicitor General of Canada has ruled that the Scout executive, Scouter or group committee person who issues a cheque on behalf of his Scout council or unit, in payment of rifles, does not need to have an FAC provided the leader who takes possession has such a certificate. Presumably, this would be the man who is to retain custody of the rifles and supervise shooting.

* * * *

It will be noticed that the only strictly new provision to affect Scout use of rifles is that which sets up the FAC system. In essence, this simply means that leaders who control the activity will need to obtain this certificate. Indeed, if they have not already applied, it would be well to do so at once as a flood of applications followed the January 1, 1979 establishment of the system. The ruling of the Solicitor General should facilitate the purchase of new target rifles by councils or other Scout units, while at the same time meeting the requirements of the new law.

The other provisions should impose no hardship. Certainly there is nothing new or objectionable in demanding safe handling and storage and good range discipline, while the age limitations are, if anything, less restrictive than those they replaced. Now a minor's permit is available for the age 12-16 bracket; previously it covered the 14-16 range.

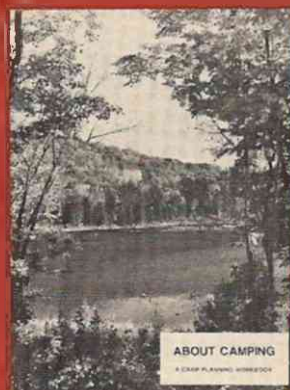
It is hoped these notes may be useful and encourage continued attention to this popular activity.

L.H. Nicholson is a former President of the Dominion of Canada Rifle Association and a former Chairman of the Firearms Legislation Committee of the Canadian Wildlife Federation. He is also a former National Commissioner of Boy Scouts of Canada and is currently our Honorary President.

Use These Camping Resources!



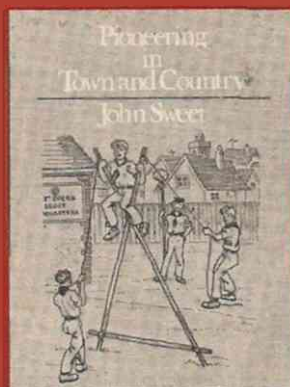
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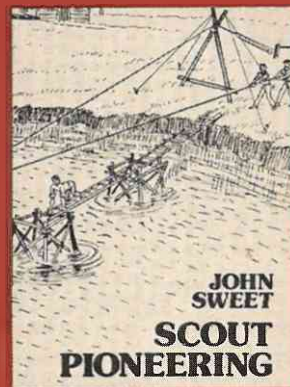
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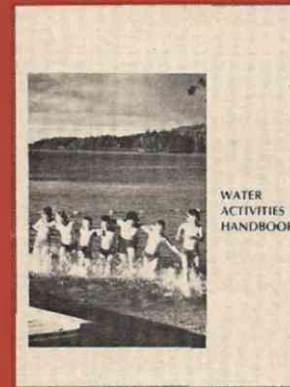
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