

the leader

APRIL 1981 VOLUME 11, NUMBER 8



patrol

by Carl Lemieux

Here are some interesting notes on games that John Bardsley has used as a trainer and pack Scouter in the Islands Region of British Columbia.

"Games occupy a key role in the Cubbing section because they are both fun for the boys and a means of dissipating their pent-up energy. Games offer a variety of desirable goals in a program such as:

- developing leadership qualities
- enjoyment
- providing a source of education
- developing motor skills
- providing a source of exercise
- providing balanced competitiveness
- providing an energy outlet
- instilling discipline
- developing a sense of fair play
- developing an appeal to senses

- creating an appreciation of outdoors
- providing an appeal to imagination
- allowing creativity
- promoting co-operation (team play)

Games should never be compulsory and particular attention should be paid to any physical limitations that a Cub may have. Safety should be given serious consideration.

Games should be well planned and controlled and must be refereed fairly. If a boy is refereeing a game, a leader should oversee the affair to ensure fair play. Games should have a purpose as often as possible, and should be geared to the theme of the meeting or ramble. Any game that can encompass star or badge work is a definite plus.

In this respect, advantage should be taken of games as a medium of learning, but this should always be fun. The more creative the leader is in making up games, the more they will be able to encompass all the goals.

Games should involve motor skills as well as the brain. All skills, mental and physical, should be kept to a reasonable level to avoid embarrassing Cubs who lack such skills. In this area, winning the game, although an integral part of the game concept, should be downplayed and taken as a relatively unimportant spin-off. In other words, the process and fun of the games should always be the factor which is stressed, not the competition and winning. The "Do Your Best" theme of Cubbing should always be there.

Finally, the leader overseeing the game should enjoy it as well. Where appropriate, involve the leaders actively as participants. There is a Cub in all of us, and it doesn't hurt to relate to your Cubs as a boy once in a while. You will solidify your relationship with them when you let out the child who lurks in the shadows of your leader image." A

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Spring is sprung,
The grass is ris,
I wonder where the birdies is?

-Anon

Here are some 'bird' ideas that come to us from the Kootenay Boundary Beavers via Sharon Waswick.

Make a bird feeder from a large pine cone, peanut butter, a piece of string and some wild bird seed.

Have the children coat the pine cone with peanut butter, tie a piece of string around the center for hanging, and roll the cone in bird seed. Hang the feeder in the yard and watch the birds eat the goodies.

Some questions you can ask the Beavers while watching the birds eat are:

- Is it the same type of bird that seems to come to eat the seeds?

- Do you think it might be the same bird?

- How can you tell?

Plan a field trip to an area where there are many birds and search for different kinds of feathers. Track down birds through their feathers by using some of the field guides available on the market. Some questions you can ask the Beavers:

- What is the first thing you notice about the feathers you find?

- Are feathers necessary for flight or do they simply help?

- Why do you think birds have feathers?

Such questions help the boys to think about the many different jobs that feathers do.

While on this outing you may want to study a bird's nest, or to gather an empty nest and bring it to the colony meeting. Consider planning an outing to search for empty nests. An old nest that has wintered over should be quite safe for handling. A more recent one might be infested with mites that will travel to the Beavers. To be sure, leave the nest outdoors on a piece of paper for a few days.

Some questions you can ask as you examine a nest are:

- How was the nest put together?

- What building tools do birds have? (their feet, bills and bodies).

- What materials were used to make the nest?

- Is it lined with something soft?
- How was the nest concealed?

What out-of-doors activities do you have for your Beavers? Please send them to the Leader for sharing so that others also can experience the excitement of seeing Beavers learn.

Beaver Program Review

At its November meeting, the National Program Forum chose the following aspects of the Beaver program to be the focus of a cyclical review.

- how long a boy should stay in the section
- should it be a 2 or 3 year program; the age span
- The leadership team
- Resources
- Colony size

These items were identified on the basis of the *Survey of Support to Section Leaders (1980)*. Please send us your comments and suggestions on these items in order that the program committee can review what leaders working with Beavers have to say. A

Editor
Bob Butcher

Assistant Editor
Linda Florence

Editorial and Advertising
Kay Hotham

Circulation
Barbara Alexander

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COVER: In this month of early spring we've prepared for sunshine and showers and the onslaught of nature's biters and stingers. There's a compendium of non-competitive games good indoors or out at any time of year for Beavers; code-breaking for Scouts; and out-of-doors suggestions for Cubs. Patrol Corner unties a knotty problem, and, as colonies, packs and troops hit the road, Judy Evans tackles the often frustrating task of convincing parents to help.

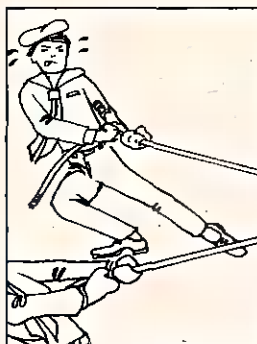
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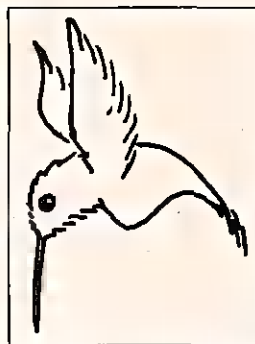
the leader

The Canadian Leader Magazine

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What's in a game? There's the simple pleasure of moving and making noise; the satisfaction of learning and practising new skills, and the sheer joy of letting loose and laughing.

Notice that I've said nothing about the thrill of winning. The truth is that, left to themselves, young children play simply for fun, and fun makes everyone a winner.

Because a colony of playful Beavers can keep leaders in a mad scramble for game ideas, we've prepared a short compendium of non-competitive and cooperative games; games that play-up the spirit of fun and play-down the goal of winning.

The first two games are taken from *The Cooperative Sports & Games Book* by Terry Orlick. Available from Supply Services (cat. no. 20-505), it's an invaluable resource for Beaver leaders, not only because

of its philosophy and excellent game ideas, but also because of its tips for creating your own games.

ACTIVE GAMES

Fish Gobbler — Whether indoors or out, the play area should be big enough to give Beavers room to scatter and manoeuvre. Indoors "ship" and "shore" can be opposite walls. Outdoors you can use available landmarks like trees or stones to mark out the playground. When the fish gobbler (a leader) calls out "ship" and "shore", the boys run to the appropriate spot. When the call is "fish gobbler", players drop to their tummies and link together arms, legs or bodies with one or more other boys. The fish gobbler cruises the water, arms outstretched, looking for prey, but players are safe as long as they are linked with others. When everyone is safe the

fish gobbler yells, "Rescue!" The players bound up and join hands to cheer a lusty cheer.

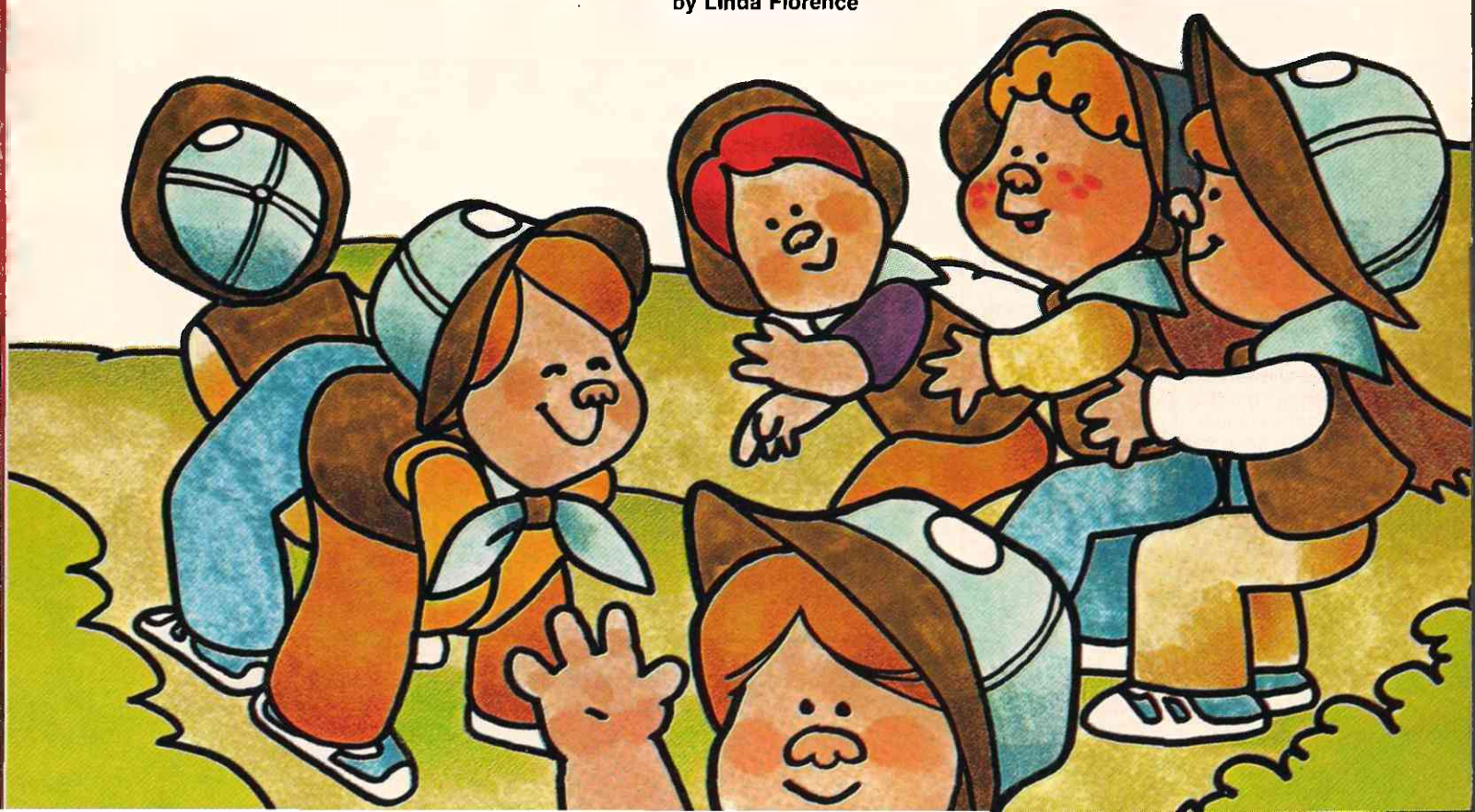
Orlick suggests, "Various other calls could be added, such as *Sardines* (everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a massive standing hug); *Fishermen All* (everyone sits on someone else's knee or knees); *Crabs* (everyone backs up to a partner, bends over and reaches under his own legs to hold hands); *Fishnet* (let the kids use their imagination and decide how to make one)."

Toesies — Good for a giggle whether indoors or out. In pairs boys lie down foot-to-foot or big toe-to-big toe, and attempt to keep the contact while rolling across the playing area. For variety have them use only one foot, cross their legs, or attempt the 'feat' in a sitting position.

Left to themselves, young children play simply for fun.

THE PLAY'S THE THING

by Linda Florence



Teamwork — Beavers in lodges, each lodge with a playball or ping pong ball. The object is to find as many different ways as possible to move the ball along a marked-out course. The ball can be moved by individuals or by groups. Or you might insist that the chosen methods of movement involve the whole team.

You can design a similar game without equipment. The challenge to the lodges is to find as many ways as possible to move the team from one point to another.

Opposite Orbits — Use two beach balls or balloons of different colours. In circle formation have the boys count off in twos (1, 2, 1, 2, etc.). Give a different coloured ball to each team. One team passes its ball in one direction around the circle; the other team passes its ball in the other direction. Depending upon the general state of co-ordination in the group, the pass can be either hand-to-hand or a toss. How long can they keep the orbits spinning? How fast?

Traffic Cop — Beavers hold hands in small circles of three scattered in the playing area. A leader starts the game as traffic cop. When the leader calls "traffic to the right" the circles rotate (run, skip, slide; vary the movement) in that direction. A call of "traffic to the left" means reverse direction. When the traffic cop calls "beep beep", the groups break up and Beavers race to form circles of three with new partners. The leader tries to grab one of the places in a circle, and the Beaver left over becomes the new traffic cop.

Face-to-Face — Beavers in pairs. A leader calls out various orders and the partners hop to take the appropriate positions: for example, face-to-face, back-to-back, knee-to-knee, nose-to-nose. When the leader calls "Split!", players run to change partners. The leader also tries to catch a partner, and the Beaver left alone becomes the new leader.

Palmistry — Beavers stand facing each other in pairs, place hands together palm-to-palm and close eyes. Keeping eyes closed the whole time, they count to four, drop hands to their sides, spin around three times, and try to place hands palm-to-palm again as in their starting position.

Ring Master — Beavers circle a leader who is ring master. With appropriate gestures and tones,



the ring master announces the names of the animals in the circus (eg. "We have dancing dogs, and we have prancing horses, and..."). Each announcement is a signal for the Beavers to imitate the sounds and movements of that animal. When the ring master calls, "Circus parade now begins!", each Beaver chooses his favourite animal and parades around the circle pretending to be that animal. Let Beavers take turns as ring master, and give leaders a chance to roar like lions!

ACTIVE GAMES WITH MUSIC

Dancing Statues — Set the Beavers dancing to some lively music, and tell them to freeze when the music stops. Let them dance as individuals, in pairs, or in larger groups.

Fallin' Arches — Beavers in a large circle. Two leaders hold arms up to form an arch over one part of the circle. When the music starts, boys march in time around the circle. When the music stops, the arch drops. The Beaver who is caught by a falling arch goes into the center of the circle to wait until another Beaver is caught. The two then form a second arch over the circle. The game continues until there is a circle of arches.

Grab Your Partner — Divide the colony into two groups and form a double circle, outside ring facing in and inside ring facing out. Each boy shakes hands with his 'partner', who is the boy across from him in the other circle. When the music starts, the circles move in opposite directions. When the music stops,

partners scramble to find each other and to take a designated 'safe' position as quickly as possible. Suggested safe positions: full squat holding hands and facing one another; sit back-to-back arms linked; lie on back head-to-head, etc. The last pair down are named judges for the next round.

QUIETER GAMES (Sometimes)

Siree — Tell the Beavers to close eyes and slowly move around the playing area. When a Beaver bumps into another Beaver (gently), he shakes hands with that player and asks quietly, "Siree?" The other player answers, "Siree?", and the two part company to continue the search. When this routine is well established, a leader approaches one Beaver and whispers to him that he is Siree. Because Siree can see, he opens his eyes and mills about with the unseeing players. If a player bumps into Siree, shakes his hand and asks, "Siree?", Siree remains silent. To be certain, the player should ask again, and when the answer is silence once more, he knows he has found Siree. He opens his eyes and becomes part of Siree by holding Siree's hand. Because the growing Siree cannot break hold to shake hands when bumped, he must shake only with the free hand at each of his ends. Siree must also remember to remain silent when asked, "Siree?" so that he can continue to grow. The game is over when there is one big Siree who releases himself from silence with a huge collective cheer.

Cat and Kitten — A game in the dark. Start with Beavers in a circle, name one as Cat and have him take the center. Tell the other Beavers to choose an animal name for themselves and keep it secret. When lights are doused, the animals, with the exception of Cat, scatter quietly in the playing area (which a leader has cleared of obstacles) to find themselves a spot in which to sit. When the players are in place, a leader tells one of them that he is the lost kitten. Cat starts moving slowly about the playing area looking for the lost kitten. The kitten can meow now and again if he wants. When Cat finds another player he asks if he's the kitten. The other player answers, "Of course not, can't you see I'm an Owl!", or something similar, and makes appropriate noises. Cat then asks if Owl will help find the kitten and the two move along together.

The routine continues, with Cat collecting more and more helpers, until the kitten is found.

Find a Buddy — Colony in two equal groups. Gather one group into a close circle and tie a string around the wrist of each member. Criss-cross and mix up the free ends of the strings as much as possible, then invite Beavers from the second group to pick up the end of a string and untangle the maze to find his buddy on the other end. This is a good novelty game to introduce an activity that requires boys in pairs.

Knots — Beavers stand in circles of six to ten, shoulder to shoulder and facing inward. They thrust arms into the center of the circle to make a mess of hands. Tell them to close eyes and fumble around until they find two other hands in the mess to hold. When they open their eyes they should be facing a veritable knot of hands. Tell them to try to untie the knot without letting go of any hands.

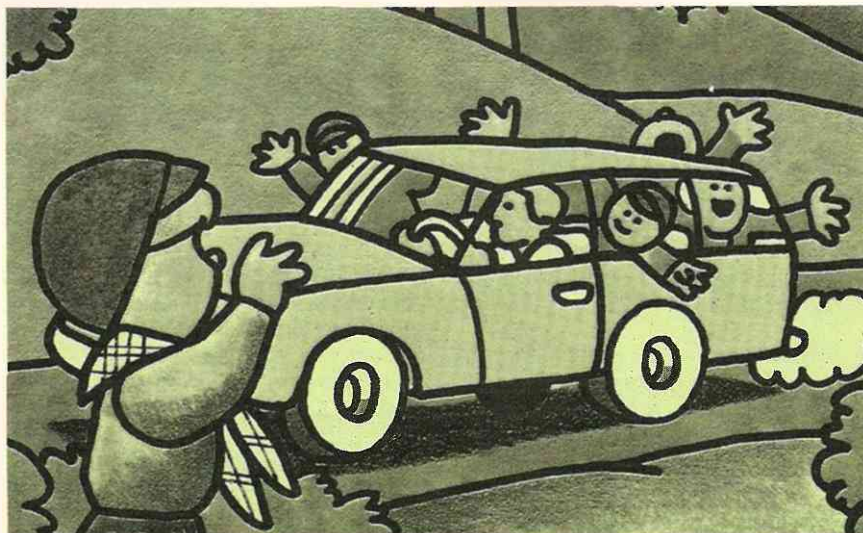
Jumping Jelly Beans — You need a shallow bowl filled to the brim with jelly beans, and a jelly bean for each Beaver. Beavers sit in a circle around the bowl and each in turn tosses his bean at the bowl to try to knock other jelly beans out of the bowl and onto the floor. If the thrower knocks out three jelly beans, for example, every player takes three jelly beans from the bowl and eats them. The game continues until everyone has had a toss. Leaders eat any jelly beans left in the bowl.

Travelling Nuts — Beavers in lodges in relay formation. Each team has a bowl of nuts at its start line, and an empty bowl at its finish line. Every Beaver in turn picks up as many nuts as he can on the back of one hand (no fingers allowed), and balancing them thus, carries them to the finish line where he dumps them into the empty bowl. On his return trip he picks up the nuts he dropped and returns them to the bowl at the start line. After all Beavers have run, the boys count up the nuts in the finish line bowl and share them equally among themselves. Leaders eat nuts that don't make the trip.

Laughing Ball — Beavers in circle formation. One Beaver is given a playball which he throws into the air, lets bounce once and catches. The other Beavers must laugh while the ball is in the air or bouncing,

but must stop and adopt a very serious expression when the ball is in a player's hands. The Beaver who lets a smile cross his face, or who allows a giggle to escape at this time, receives the ball for the next bounce.

Laughing Handkerchief is a variation. Beavers sit in a circle, one with a handkerchief in his hand. He holds the handkerchief high over his head and lets go. The Beavers start laughing when the handkerchief leaves his hand, but must stop and look very serious as soon as it hits the floor. The Beaver who can't keep a



straight face at this time is the next one to drop the handkerchief.

Cheshire Cats — Cats sit in a circle with sober faces. When all have a serious demeanour, a leader suddenly points to one of the cats. He must immediately grin as widely as he can (others remain sober). He then wipes the grin from his face with a paw and tosses the grin over to another cat. The other cat catches it and plasters it onto his face. The game continues in this manner until all cats collapse in fits of giggles.

EVEN QUIETER GAMES

Colour Beanbag — Beavers sit in a circle, one with a beanbag. To start the game he calls a colour (blue) and tosses the bag to another player who catches it and adds a word that is described by the colour (eg. sky). He then tosses the bag and another colour (red) to a new player who says, perhaps, "hair". The colours can be repeated, but not the words they describe. Encourage Beavers to help out their slow-responding friends.

Silly Sentences — In an informal group a leader starts a silly sentence ("A purple cow walked..."), then taps a close-by Beaver who must add something silly to it ("...to the moon"). That can be the end of that, or the leader can repeat the sentence, add to it and call upon another Beaver to add still more: "A purple cow walked to the moon where she spied..." If imaginations are running rampant that day, you can find yourself spinning some pretty long, and very silly sentences.

A similar game has each member of the group add a sentence to one

given before to make up a silly story, a strange story, or simply a darn good story!

Grab Bag — In this game each Beaver contributes an idea for a stunt (pretend you're a frog falling off a log; touch your toes three times; make a funny face, etc.) which a leader writes on a slip of paper. When all have had a say, the leader puts the 'stunts' into a paper bag and shakes it up. One by one the Beavers draw a slip from the bag, read the instructions (with a leader's help), and perform the stunt for the others.

The number of games you can play is limited only by imagination, and since Beavers usually have plenty to spare, be bold and let them invent some games for themselves. Help them to clarify their rules and to teach their games to others. And when you see something new happening to an old game, encourage the innovation. Rules are rules, but in the long run it may not matter how you play the game, as long as fun's the goal and the play's the thing. A

INTREPID IS ALIVE AND WELL IN WINNIPEG

by V.L. Dutton

At a troop meeting last fall, I challenged the Scouts to do a daily good deed. A few weeks later I decided to reinforce the idea by giving each of the new Scouts a short message in semaphore. Some of them had done semaphore while Cubs and I felt that the others would, somehow or other, rise to the occasion. Little did I think that Michael would accept the message as a challenge in code-breaking!

I delivered Michael's message after supper on a Sunday evening. Because he had never been a Wolf Cub, he had no Cub Handbook to which he could turn for the code. I was about to write it out for him when he said, "No! I want to try to figure it out myself."

Intrepid would be pleased to know that, in his home town, boys continue to find imaginative ways

to rise to stimulating challenges.

While Michael busied himself with code-breaking, I wrote out the code for his mother who, as the counsellor for her son's patrol, is always looking for program ideas.

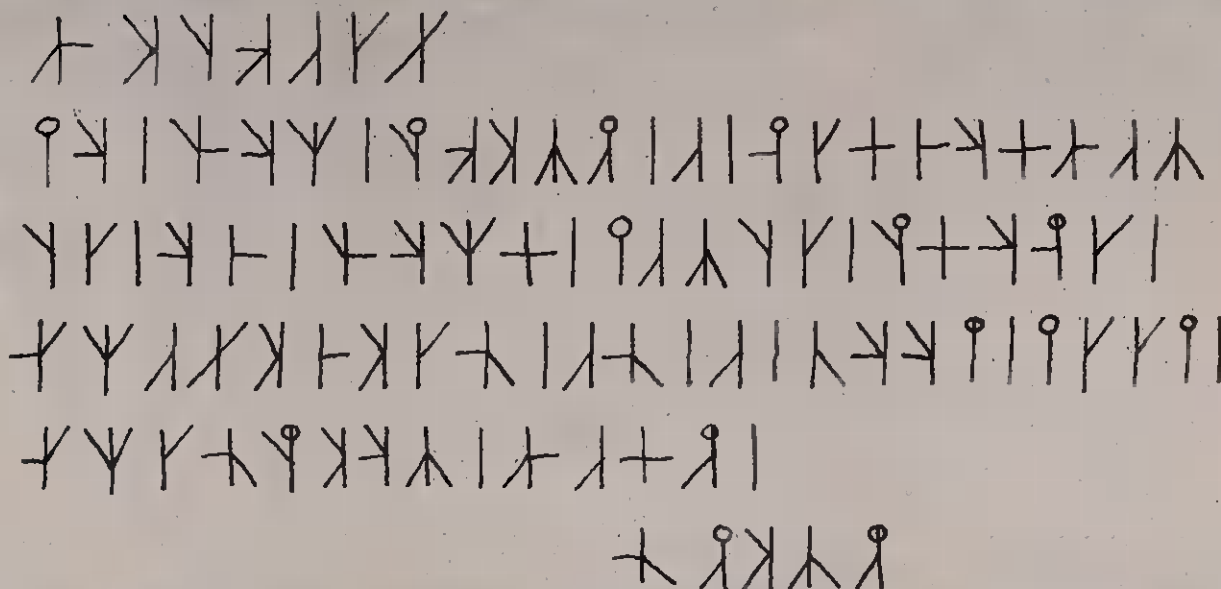
By the time I had explained the concepts of semaphore, why semaphore flags have long shafts, why the letters J, V, and Y are out of sequence, etc., half an hour had slipped past. Then, to my surprise, grade sixer Michael said, "I think you have a spelling mistake."

Amazed, I checked the message. Sure enough, I had missed a letter in one of the words. Just as amazing, within another couple of minutes, Michael had cracked the code and had finished deciphering the message. Although I hadn't timed him, it couldn't have taken him more than 30 minutes at the very most.

Now, for those who have never 'done' semaphore (and for those who have, but have 'gone rusty'), here's a chance to see how you compare to a beginning Scout in code-breaking. To be fair, I'll give you the same clues Michael had.

The first clue is that Michael dances with the Sapeelka Ukrainian Dancers. The other two came from his mother who looked at the message and said, "Does that first word have as many symbols as there are in your name?" And, pointing to the last word, she said, "You remember, Mr. Dutton has told you that his Scouting name is Skink."

So there you have it, the challenge of breaking a semaphore code, finding a spelling mistake, doing it all in half an hour and, just maybe, getting a glimpse of the excitement with which some grade six Scouts meet their world. X



The *OUT* in Scouting for Cubs

by Jim Sharp

Depending in which part of Canada you live, spring either has arrived or is just about to burst upon you. And after the long cold winter months, the prospect of warmer temperatures and longer evenings must bring joy to the hearts of boys everywhere — not to mention moms and dads, Akelas and Bagheeras!

Since spring is not a long season for many in Canada, we have to be prepared to take advantage of every opportunity it offers. Spring is an exciting time of year, especially in nature. Things new and fresh appear everywhere — new plants, spring flowers, insects, birds that wintered in the south, animals waking from hibernation, new-born lambs.

Then, of course, comes summer. Again it is often a short Scouting season, unless we plan a summer camp or some other special programs for vacation time.

Because the seasons are short, our emphasis in Cubbing during spring and summer should be more than ever on the out-of-doors. Scouting is an outdoors-oriented movement, and one of the eight elements of the Wolf Cub program is the outdoors. While that means outdoor activities should be an integral part of Cubbing year round, opportunities to put the 'out' in 'Scouting' abound particularly at this time of year.

It would be timely to review the article by Brenda Bleakley on *Outdoor Pack Programs for Fall* (the **Leader**, August/September 1980), which contains much information and advice on outdoor programs generally. This feature will focus on activities suited to the spring and summer seasons:

RAMBLES AND HIKES

Can be either short (an evening program) or long (a day outing). Tie in with other activities such as

nature study, outdoor crafts, exploring, observation, fishing, cookouts, nature trails, orienteering, swimming holes, wide games, bivouacs and shelters, tree climbing, adventure trails, etc.

A ramble provides an excellent opportunity to witness God's wonderful creation, and this idea can be related to a Cubs' Own or a yarn on the Promise and Law theme.

Activities can be either incorporated throughout the hike or ramble or planned for your destination, whichever is more appropriate. Be sure to take along all the equipment you will need, including a first aid kit. Cubs should be properly equipped too, with clothing and footwear suitable for the activity and terrain.

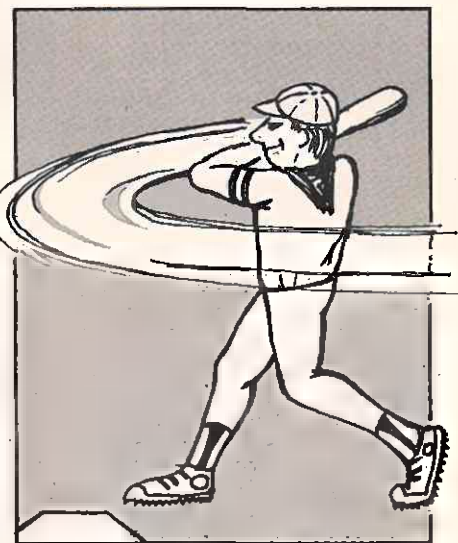
If it is a long hike, carry refreshments, or plan to rendezvous with other parents or leaders at your destination or during a rest stop at a mid-way point.

VISITS

To local places of interest: nearby towns for rural Cubs; the surrounding countryside for city and town packs; airports; factories; farms; seashore; dockyards; zoos and wildlife parks; historical sites; provincial and national capital cities; city halls; power stations; etc. The secret is to plan ahead and ensure all arrangements are in place in advance. Even places normally open to the public appreciate knowing that a busload of 36 Cubs will arrive on a certain day at a specific time. They then may be able to offer tour arrangements especially suited to your group. Consider how many boys at a time the establishment can handle (perhaps this should be a Six outing, or one for Sixers and Seconds only); transportation arrangements (bus hire, parents to drive); timing (are weekend or evening visits encouraged?); costs (if any); refreshments (provided by the establishment?).

SPORTS

Baseball, football, soccer, field hockey, rounders, cricket, tug-of-war, softball, etc. These all have a place in Cubbing, provided they are not overdone and don't become the end in themselves. Rather they should be used to instill a sense of discipline, fair play and team spirit in Cubs, and at the same time to provide an outlet for excess energy. And don't overplay the competitive aspect. Keep it FUN.



DISTRICT/REGIONAL EVENTS — CUBOREES

If your district or region organizes spring or summer activities, do join in with your pack. Much time and effort goes into planning and organizing these events, and your support helps make them worthwhile.

If you are asked to help with such an event, try to find time to lend a hand. Remember that it is such large boy happenings that remind your Cubs of Scouting's worldwide nature. The events can take many forms: weekend camps, sports' days, theme days (pirates, space, spies, native peoples, etc.), fun days, and the like.

SPORTS DAYS

Either for your own pack, or held in conjunction with other pack(s) in the district. Perhaps issue a challenge to your rivals down the street? An Olympic Games style event with several different athletic events included, and prizes (hand-crafted medallions) for the winners. Lots of opportunity here for Red Star testing, as well as lots of fun.

OUTDOOR CRAFTS

Use natural materials to make many useful and decorative articles. Draw or build nature pictures. Country walks in any part of Canada

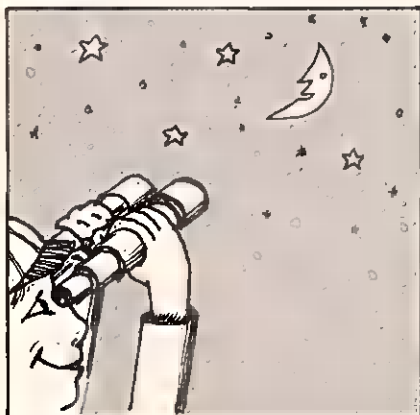
will uncover interesting stones, and seashore rambles turn up shells, stones and fascinating pieces of variously shaped and sized driftwood. A word of caution, however. Don't destroy the environment in your efforts to find material for crafts. When a whole Cub pack descends upon a small area with instructions to gather suitable craft material, the effect on local flora can be devastating. Better to concentrate on naturally fallen vegetation than on living trees and shrubs.

NATURE

Review the requirements for the Black Star and see how many can be developed into outdoor activities for the pack or six. Try to persuade a local naturalist, particularly someone who knows and understands boys, to come along to lead the Cubs in some nature activities.

Participate in 'Trees for Canada' and visit the site of previous years' plantings to check upon the progress of the young trees.

Examine in detail a small area of ground (say a square metre) to observe and identify all the living organisms (insects, plants) found there. Try star gazing on a clear night, away from the lights of a town or city. Identify the major constellations. Gather various resource books to help you in your nature programming. These will be invaluable for identification of trees, flowers and plants, birds, animals, stars and the like.



SWIMMING

You don't have to restrict yourself to the local indoor swimming pool. Providing you take the usual precautions, you can organize an outing to the local beach or swimming hole. Try other water activities such as sand castle building, squeeze-bottle fights (great fun, especially when Akela is the target), aquatic olympiads, water polo and other games.



CAMPFIRES

Hold outdoor campfires with a *real* fire — much more exciting than the artificial indoor variety. Your pack's favourite music, skits and stories will be greeted with fresh enthusiasm. And again, what better opportunity than a golden sunset for leaders to draw attention to the beauty of God's world; and to bring to a close an exciting day in the outdoors with reflections on the day's discoveries and shared brotherhood.

TWINNED GROUPS — EXCHANGES

Establish contact with another pack in your town or province, or elsewhere in Canada or the U.S. Plan an exchange visit to share an activity (depending on your respective locations it may be an evening, a day or a weekend) and then return the hospitality. Any of the activities mentioned in this piece will be doubly interesting if another pack is involved. The opportunities to experience the brotherhood of Scouting are many, but you may have to seek them out. Consult your Council office if you need assistance to make contact with a pack located elsewhere in Canada.

JOIN-IN JAMBOREE (J.I.J.) ACTIVITIES

In July, 20,000 Scouts and Venturers will travel to Alberta for CJ '81. Plan to involve your Cubs too, through 'Join-in' activities at home. These can take the form of a special pack meeting, a theme for Cub camp or a series of activities related to Western Canada and the jamboree. Ask your troop Scouter or district service team member to provide you with more details of activities planned for CJ '81, and watch **the Leader** for ideas you can adapt. The April 1977 edition of the magazine contained a pull-out section on J.I.J. activities geared to CJ '77 in P.E.I., and these may be modified to suit the Alberta location of this year's event. After the

jamboree invite a Scout or Venturer who attended to visit your pack and tell about his experiences. A slide show and display of badges, souvenirs, etc., would interest the Cubs, and may encourage them to go up into Scouts.

GOOD TURNS

Plan to carry out a pack good turn with an outdoor/conservation emphasis. Clean up a local eyesore; conduct an anti-litter campaign; plant bulbs in a public space (be sure to obtain permission from the local authorities first).

These are only a few ideas you can consider for your program during the spring and summer. Other activities might include special pack programs, play acting, and pageants, full-size Kub Kar races, water activities and water fun, fire lighting, field days, and bike rodeos.

There are some general points to remember in your preparations and planning.

- **Safety** — Always consider the safety of the Cubs when planning outdoor activities and be prepared for inevitable minor accidents. Remember to tell parents where you are going and when you will return from day trips or other excursions away from your usual meeting place. Also give parents advance warning of outdoor activities so that they can ensure their son is properly clothed and equipped.

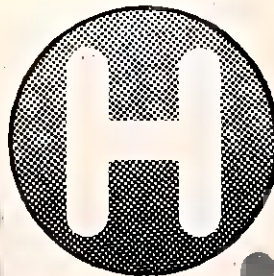
- **Imagination** — Use your imagination (and that of other leaders) to plan challenging and exciting outdoor activities. Remember, virtually any indoor activity can be taken out-of-doors, and the results often are better. Star and badge work takes on new excitement when tackled outdoors rather than in the artificial world of the meeting hall.

- **Group activities** — Boys have a natural inclination toward challenging group activities in the open air. Their natural curiosity, need to explore and desire to let off steam are more appropriately provided for in the outdoors than in the confined area of a school gym or church hall.

- **Resources** — Many resources exist, human and material, within and outside Scouting, to help you plan interesting outdoor activities. *The Cub Book* and *The Cub Leader's Handbook*, in particular, contain much useful information and many ideas worthy of consideration. Ask other leaders or your service team member for further ideas on how to put the 'out' in 'Scouting' for Cubs. A

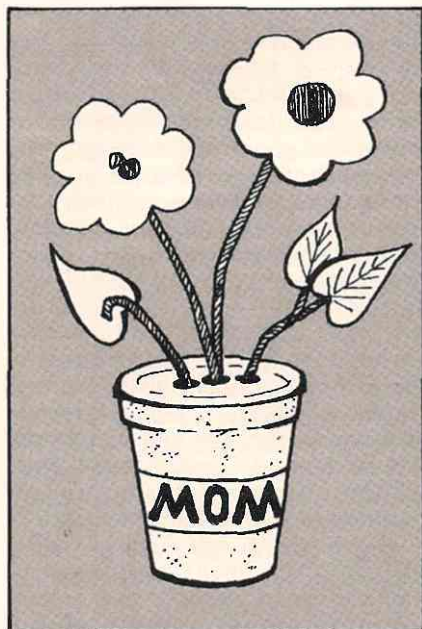
Scouter's alphabet

by David Goss



Happy Mother's Day Flowers —

Here is a special species of flower, known in the scientific world as 'Lastfo Ever', that your Beavers and Cubs can make for Mother's Day gifts. You'll need: pipe cleaners, construction paper, foam cups with lids, sand, ribbon and marking pencils. Fill a cup with sand. Punch three holes in the lid and push the pipe cleaners through them into



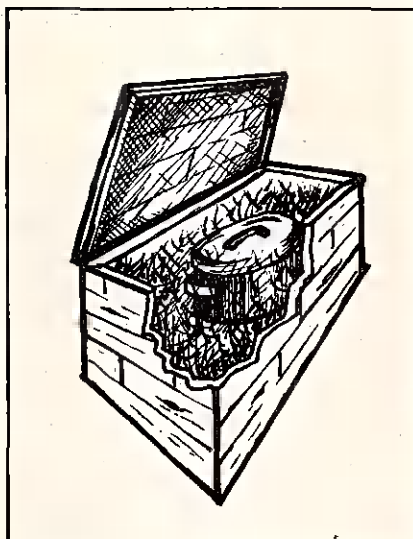
the sand. To attach construction paper flowers and leaves to the pipe cleaner stems, fold the end of the pipe cleaners over and glue, as shown on the leaf, or punch a hole, as shown, through the center of the flower. Glue on the flower centers last to cover the ends of the pipe cleaners. Tie around the cup a wide ribbon on which you've written 'Mom' with laundry marker. Or glue colourful letters cut from a magazine directly onto the cup. Use gay spring colours. You don't have to limit yourself to two flowers or two sets of leaves.

Hay Box — Although I've never seen Scouts try this method of cooking, Girl Guides do use it. I went to the centenary edition of the *Girl Guide Handbook* written by Baden-Powell, to find a description of the hay box cooking technique.

Baden-Powell said of it, "The Hay Box is a very valuable help to you in your enjoyment of camp, because once you have started the food cooking, you shove it in the Hay Box, you press the lid, and the Hay Box does the rest!"

Too good to believe? Try it and see. You need a large wooden box with a tight-fitting top. Line it with a double layer of newspaper and fill it to within two or three inches of the top with well-packed hay. Scoop out a cavity in the hay just big enough to hold a pot with a tight-fitting lid.

A stew is a good thing to try. Begin to cook it in the pot on your normal stove. Cook it for about half the usual time. Then remove it from the stove, quickly wrap it in newspaper and sit it in the cavity in the hay box. Cover the pot with straw,



leaving no space between the pot lid and the straw. Close the hay box top firmly.

If you do this at lunch, you can leave the hay box in camp until supper time. While you're away the stew will continue to cook, and it will be nice and hot when you arrive back at camp for your evening meal.

You might also like to try other dishes. I suspect most casseroles will cook very well in a hay box.

Hints for Happy Meetings — This is idea #44 from the booklet *It's Troop Night Again*, issued by the Boy Scouts Association in England. All 75 of the ideas in the booklet were presented by two fellows who called themselves Delta and Theta. Although first published in 1954, the ideas remain valid for all sections of the movement.

1) Action, variety, purpose; the Three Musketeers of all Troop activities.

2) Action, not talk, is what keeps the boys interested.

3) Recipe for a good meeting:

- something old (a couple of the old favourite games);

- something new (a brand new game; a new song; a new Scout craft trick);

- something surprising (a special stunt; a treat);

- something true (a story based on the Scout Law; a story of a hero).

4) Boys have a thousand muscles to wiggle with and only one dozen to sit still with. That dozen gets mighty tired mighty quickly.

5) Keep every moment busy. Crowd things along, and you will have no discipline problems or uncontrolled rough-housing.

6) As a general rule, allow no more than 20 minutes to any one activity.

7) Plan for more than can be accomplished rather than too little. Better leave some good things undone than to have the meeting 'peter out' a half hour early.

8) Shift to something else before the boys tire of what they are doing.

9) If the planned program doesn't work, be resourceful. Throw some out, if necessary, to suit conditions.

How do your meetings stock up against these ideals?

Hobby Shows — A few years ago, city or town-wide hobby shows were one of the public relations tools used by many districts to promote Scouting. Some may still do this. Because of the continuing growth of leisure time and hobby skills, your area might look into the possibility of

staging such a show. You can limit it to members of the movement for the first year or two, and later expand it to include entries from the general public. Many good books available from public libraries will tell you about the joys and pitfalls of staging such events. Be sure to consult these books before you strike out to plan your extravaganza.

Home, visiting of — In a previous series of articles I wrote for the **Leader** (*Working with...*), I mentioned the importance of knowing a boy's parents and his home surroundings. It's worth repeating because it is so necessary to an understanding of the boy and his reaction to your program. It is also sometimes the only way you will meet parents. When you need help, it's easier to involve parents you've met than to interest those you've only talked to on the phone.

Horses — When Scouting began, society was just entering the motorizing age, and every Scout was required to be familiar with the four-legged type of transportation — horses.

Here's a fun challenge. Could you arrange for your boys to ride a horse? While at the riding stable, could you invite them to demonstrate, as early Boy Scouts were required to do:

- How to stop a runaway horse?
- How to lead a horse from a barn full of smoke?



Hot Coal Cooking — Now that it's spring, you're bound to be looking for an excuse to hold at least part of a meeting outdoors. A good excuse is offered by a session to practise hot coal cooking. Have the boys bring to the meeting their supper or a snack wrapped in foil. An hour before they arrive, someone will have to light about 20 lbs. of charcoal. Let them cook their supper prior to the second half of your meeting, which can be indoors or out, as you wish.

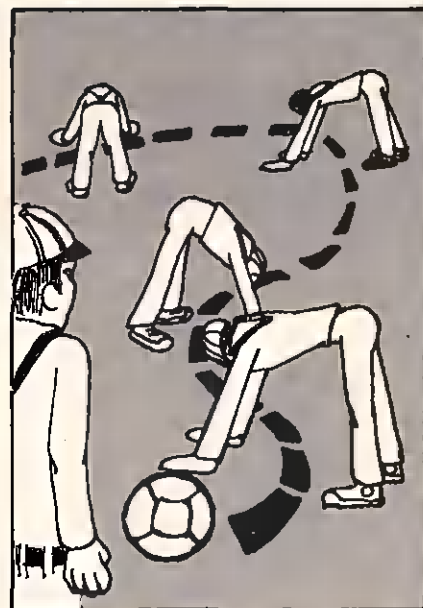
When supper is done, try this diversion for a few minutes of excitement.

From the troop cooking gear, borrow one fry-pan for each patrol. Fill each pan with hot coals and give each patrol a pot holder, a wire coat hanger and a wiener. The boys must carry the pan of coals and cook the wiener during a non-stop march to a given point and back. The winner will be the patrol first back with a properly cooked wiener.



How to Join Scouts, Cubs, Beavers, Venturers — Just a few days ago I met a young boy who said he would like to join Scouts but didn't know how to go about it. Shyly he asked if it "would be okay to just show up at the next meeting of the troop?"

Since I was connected with the troop in question, I was able to assure him he would be most welcome. But it set me to thinking. How many boys do we have out there who have thought about joining the movement, but haven't done so because they don't know how? Do we advertise enough locally? Are the residents of all towns and cities aware of your program and how they can become involved, or do you just assume, as I did, that they are?



Human Croquet — This game is always good for a few laughs. It is not, as the title suggests, croquet in the sense of that very dignified lawn game. It is only vaguely related in that you push an object through 'human hoops'. Perhaps I can better explain it. Divide the boys into two groups. One group forms a series of 'hoops' by planting feet firmly on the ground and bending over to form a 'U' shape. Divide the second group into two teams, give each a ball and arrange in relay formation. On a signal, the first two boys try to push the ball through all of the hoops. When they complete the task they return to their lines and hand over the ball to the next boy. First team to finish all boys is the winner, and groups change places — the runners becoming the 'hoops'. Make sure the 'hoops' are spread about the meeting room in a random pattern, not in a neat row.

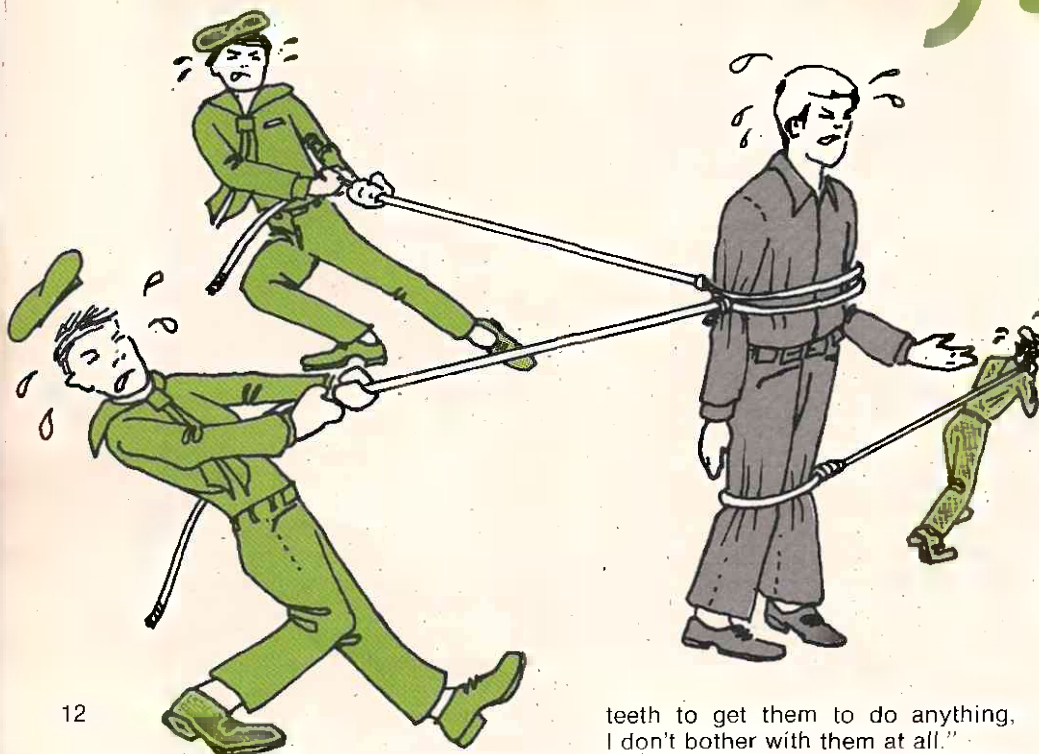
Hunter's Stew — This is lifted directly from page 135 of *Scouting for Boys*, but I offer no apology because it is my belief that no boy should pass through his first year of Scouts without trying Hunter's Stew.

"Cut lean meat or game into small chunks about an inch or one and a half inch square. Mix some flour, salt and pepper together, and rub your meat well in it. Brown it in a little fat in the pot, shuffling the pot so as to sear but not burn the surfaces of the meat. Add clean water and hang pot over the fire. It is important that the water should not boil hard, but merely simmer. Later add cut-up vegetables such as potatoes, carrots and onions. The water should just cover the food, no more. Cook until tender." A

Come on

by Judy Evans

Dad, it's your turn!...



12

So you have 20 boys in your section, do you? That must mean you have somewhere between 30 and 40 parents hovering in the background, eager to assist whenever you ask...right?

Wrong! What you really have is 30 or 40 parents in a potential resource pool. Of those, maybe 10 per cent will be genuinely interested.

It has nothing to do with you as a leader, so don't become paranoid about it. It is simply a fact of life. But lack of parental support remains a constant source of frustration, and dealing with it involves hours of time that could be far better spent with the boys in your section.

How you personally feel about parental obligations to Scouting is an individual matter, and there are leaders at both ends of the spectrum. First there are those who feel parents are obligated to help when asked and, in fact, should be required to produce on regular occasions. At the other end is the 'lone Joe' who ignores their existence altogether, and justifies it by saying, "Since it's like pulling

teeth to get them to do anything, I don't bother with them at all."

Let's look at the basic demands we make on parents. We expect them to clothe their sons in the appropriate uniform, hand over dues when required and sign the forms that are plunked before them. If a boy has the measles, we expect parents to keep him home, and we would prefer that they empty his pockets of stink bombs and frogs before sending him to a meeting. What else do we want?

One thing is sure. If you do expect regular participation of parents, you must make it clear when they register their son. It's most unfair to remain mute while they sign up little Johnny, and then to complain for the rest of the year because they won't participate in the driving pool. Now, if they said they would do something and later refuse to do it, you have a valid complaint.

How to involve parents is a problem that taxes us all. As a start, it is worthwhile to look at any information they offered at registration time. If a parent indicated a hobby or interest, you can be sure it is one he is willing to share. Follow it up for an interesting evening.

For example, we had a bee-keeping parent. When he arrived one

evening to talk about his job, he brought along some sections of a hive, a few bees (well bottled) and the gear he wears. The boys sat enthralled for a full hour, and each received a babyfood jar of fresh honey to take home at the end of the meeting. The bee keeper enjoyed the obvious interest of the boys and answered numerous questions, some of which were a little 'far out' because most of the pack had seen *The Swarm* on television a couple of weeks earlier.

Then we had a father who had been to the North Pole with a geological expedition. He arrived with all the paraphernalia he'd worn and a host of information, including juicy details about what happens if your glove falls off, and how many people have frozen to death on northern expeditions.

These two fathers were prepared to spend an evening with the boys, and were well rewarded for their efforts. However, many parents are simply not willing to share their interests, and their right to refuse should be accepted. They do have reasons — legitimate reasons.

When still a new leader I became quite annoyed with one set of parents who, in spite of having two boys in the pack and two cars, consistently refused to drive for trips. I always received a blunt "No!" when I asked. This not only was rather deflating, but also made the next call particularly difficult. I muttered unkind things under my breath each time it happened. It wasn't until the family broke up under particularly bad circumstances that I understood the curt refusals.

Transportation seems to be the bugbear of many leaders, and it is here that we tend to abuse the good nature of our more willing parents. I must admit that, if I didn't have to worry about fairness, I would contact them in this order:

1. My own friends with sons in the pack.
2. The parent who always drives willingly.
3. The parent who, although busy, manages to fit it in.
4. The parent who will drive,

but arrives with stony face and doesn't say a word the whole trip.

5. The parent who manages to let you know that he is doing you a personal favour and hopes you appreciate it as you should.

6. The fellow whose muffler fell off last time.

We now have a type of rotation system. I jot down the names of parents who drove last trip and don't call them again until I've contacted others. That way nobody feels asked to do more than his fair share.

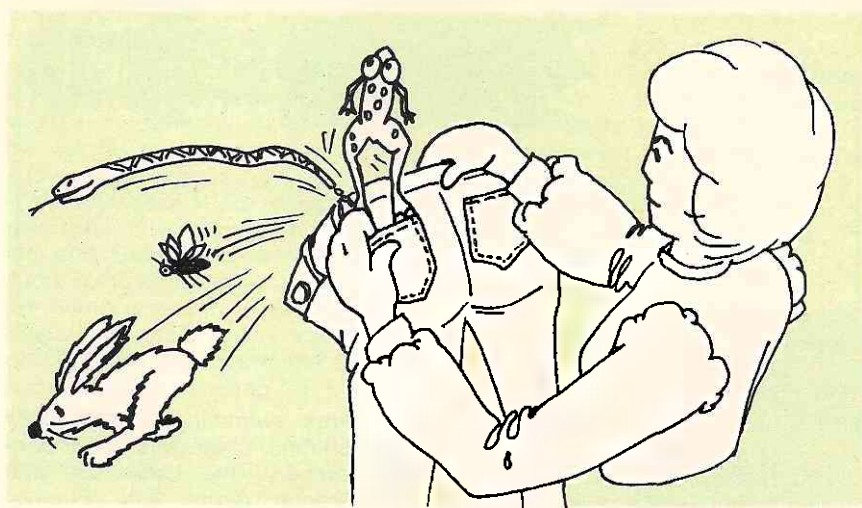
Occasionally parents indicate an interest in helping, without being specific. It may be they don't feel they have a particular talent to share. More often it means they are unfamiliar with Scouting, and therefore are unsure of how they might help.

We all tend to neglect the education of parents. As leaders we assume that because we know the inner workings of the organization, everyone does. But a parent who has had no previous contact with Scouting will have only a vague idea of our objectives. Under these circumstances, we are lucky he has volunteered at all!

Group Committee is often a good educational starting point. Here a volunteer receives an overall view of the local group, and from that base can decide how he wants to help.

The importance of putting a volunteer where his talents can best be used can't be stressed enough. A well-meaning misfit will soon tire of not being able to do what he does best. In the meantime he might well do more harm than good!

Not all parents are new to Scouting. What about the dad who breezes in to tell you he was a Scout for 16 years and district commissioner for the next 10? Don't shrivel up. What he really is saying is that he would like to help and that he has the background to offer relevant help. Use him for your particularly 'Scouting' activities where his expertise can be invaluable.



Then there is the mother who was a Brownie leader for years before she married. If she gives that information, you know she is interested. Help her with the transition from Brownies to Cubs or Beavers and, if she survives the shock, you have another trained volunteer.

It is most important to make sure we never turn down a parent who offers assistance. It is an incredible fact that most of us are guilty of wringing our hands over a lack of volunteers at the same time as we ignore volunteered help because it doesn't quite fit the program we had in mind. Why not adapt a little?

For example, however tempted you are to take your most troublesome Six on a hang-gliding expedition you've been offered, you know you can't get away with it. But don't turn down your volunteer. Arrange for some films on the subject and use him as the expert to answer questions. Maybe his next hobby will bring an offer of help you can accept.

What do you do about the parent who flatly refuses your requests for help? Well, to start, stop thinking uncharitable thoughts. Be careful not to judge. You don't know why he is refusing and you can't dispute his right to do so. And, since there is no point in banging your head

against a brick wall, stop asking and move on to greener pastures.

It's important to remember that not all parents are able to participate. Try to avoid asking the impossible. A single parent with three children can't help you and shouldn't be expected to do so.

If you are unable to drum up parental assistance, or if you can achieve results only by threatening to cancel outings, it's time you asked for help. Whatever the reason for the situation, you can't run an adequate program without help from outside. Attempts to do so will mean either a trip to the doctor to find out just how big your ulcer is, or a hastily scribbled resignation thrust into someone's startled face.

Remember you have a group committee behind you. Why not hand over your problem? Make all transportation arrangements for your section their responsibility.

If the committee is large and well-organized, suggest that one person be responsible for co-ordinating the necessary volunteer help. It will take a load off your shoulders and leave you free to spend more time with your boys.

However frustrating the situation, never lose sight of your reasons for becoming a Scout leader. Above all, keep in mind that the boy whose parents are completely uninterested in his Scouting involvement is often the boy who most needs what Scouting has to offer.

Parents who volunteer bring an added dimension to the Scouting program. Leaders tend to become pre-occupied with registrations, badge requirements, and the like. A fresh train of thought from outside, a new idea or perhaps a different perspective on an old one, can revitalize a program to the benefit of both boys and leaders. Who better than a parent to ask? $\wedge$





Gruntmoot
c/o Brian Yule
554 Dulwich Avenue
St. Lambert, Quebec J4P 2Z6

If you're wondering where the crew got its name, why not plan to attend the moot and find the answer.

While on the topic of moots, just a reminder that the **9th Canadian (World Invitational) Rover Moot** Committee would like to know how many Canadian Rovers are planning to attend the '82 moot:

The November issue of the **Leader** (page 11) contains a *We Are Planning To Go* form to feed back attendance information to the committee.

At this early stage it would appear that there will be good representation from outside the country. But it's Canadian Rover participation that will make this Rover event a success. **A**

GRUNTMOOT '81

The Granny Grunt Rover Crew of St. Lambert, Quebec, will host its first and best-ever Rover-Ranger Moot at the Tamaracouta Scout Reserve June 5 to 7, 1981.

All Rovers and Rangers anywhere are invited to attend for plenty of fun, laughs and activities to suit everyone. There will be: dances,

campfires, swimming, eating, Crew competitions, a Mr./Mrs. Silly contest, archery, the Lakeshow, and the Granny Grunt Silly Survival Test.

All attending crews are asked to provide their own food, equipment and some form of entertainment for the Lakeshow. Registration fee is \$6.00, and more information may be obtained by writing to:



June 3 is Census Day Count yourself in

by Bob Butcher

The first census of Canada, taken 315 years ago, was the world's first modern census. While the practice of counting persons in a country dates from ancient times, it was not until 1666 that a census included a broad range of questions on age, sex, marital status and occupation.

In that year, Jean Talon, the Great Intendant, conducted such a survey to obtain the information he needed in the management of New France. While his survey gathered information on only 3,215 persons then living in New France, its significance carried world-wide impact. Talon's survey demonstrated census principles similar to those used in most enlightened countries today.

The 1981 census will gather information on approximately 24 million Canadians, and the data collected

will provide immeasurable assistance to governments, business and community associations.

For example, census figures help determine the number of seats in parliament. It is expected that 30 new seats will be added before the next federal election.

Municipalities use census data in planning for fire and police protection, public transit, utilities and educational facilities.

Business and industry use census figures when selecting new sites and determining markets for goods and services. Agricultural statistics are used to monitor food production.

Boy Scouts of Canada uses census data to project trends in boy membership and adult manpower.

As leaders we can help by increasing awareness of the census message among our membership, and by counting ourselves in on June 3. **A**

Venturer Log

by Phil Newsome

Has your company tried a pot luck dinner as a joint activity (JA)?

Why a JA pot luck dinner? It provides an excellent activity to bring together the company and members of the Girl Guides, either Pathfinders or Rangers, and an opportunity for them to become acquainted and exchange program ideas.

Joint activities are local, national or international activities and projects which, from the beginning, have been jointly planned by members of Boy Scouts of Canada and Girl Guides of Canada. Where appropriate, the planning for these activities should be done by a youth committee with support from adult leaders of both Boy Scouts and Girl Guides. A helpful pamphlet on *How to Organize a Joint Activity* has been produced and is available from Scout offices (catalogue number 94-407).

A pot luck is one of the easiest and cheapest ways to feed a group of young people. Each person attending brings sufficient food to feed himself and four or five others. The decision, "Who brings what?" is made by a pot luck committee of youth members from both organizations guided by their respective leaders.

As a theme for the dinner, the committee may want to consider *Foods from Scouting Countries*. Below are some suggestions for easy-to-prepare dinners of food from foreign countries. If the number of participants is small, they may want to hold a pot luck dinner on a regular basis and over a period of time in order to sample foods from a greater number of countries.

Good menu items are:

French onion soup
Irish stew
Scotch broth
English roast beef
American hamburgers
Spaghetti
Lasagna
Spanish Olives
Italian bread

I am sure a youth committee will produce an even longer list when it comes together to discuss food.

The committee will also have to give some thought to the evening's

program, because we can not meet for food alone.

- **Singing** — Choose songs from various countries and have someone who is musical teach the group a few new songs.

- **Panel quiz** — Draw up mixed teams and have a play-off on Scouting and Guiding knowledge or on geographic knowledge.

- **Guest speaker** — Have a local Scouting official talk about the Brotherhood Fund and the role of Scouting and Guiding in international activities.

- **Movies** — Show travel films or films from other countries.

The main feature of the evening could be the sharing of past program events through the use of slides and a short talk by one each of the Pathfinders, Rangers and Venturers.

The evening, above all, should be fun. It should allow for the maximum exchange of ideas and build toward further co-operative efforts in the future.

At the last meeting of the National Council of Boy Scouts of Canada, the following motion was passed to be included in Bylaws, Policies and Procedures:

"Boy Scouts of Canada and Girl Guides of Canada believe it is important to provide opportunities for activities in which young people of both sexes may participate, in an environment consistent with the ideals and objectives of both organizations. It is felt that the most beneficial relationship will be on a unit to section basis." A



Photo: Colin M. Clarke

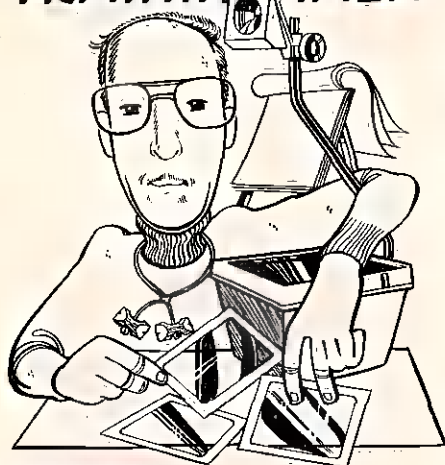
When you want to get away to it all.



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TRAINING TALK



by Reg Roberts

NATIONAL VOLUNTEER WEEK '81

This month our neighbours south of the border have set aside the week April 26 — May 2 to celebrate *National Volunteer Week*. I haven't heard such a proclamation in Canada but, on the off chance that I missed the announcement, or in case one hasn't been made, I'm taking the liberty to declare the same period of time *National Volunteer Week* in Canada.

It is a worthy celebration. Without the hundreds of thousands who volunteer in this country and the millions of hours they contribute, Canadian society would be far less than it is today.

Every day millions of Canadians like yourselves take time from their work, their leisure and their home life to volunteer their talents and energies toward improving communities and helping the people who live in them. Like you, they are young and old and every age in between. They come from every economic group, race, religion and ethnic background. Like you, they are men and women who share in common their citizenship and their commitment to improving the quality of life for all.

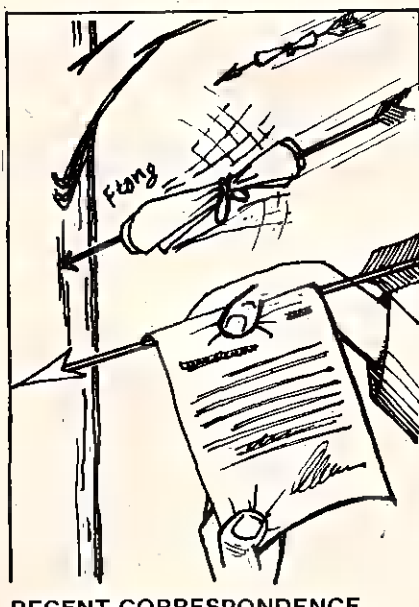
Canada's volunteers deliver directly a multitude of human and social services, speak out for many different causes and guide the destinies of any number of organizations. They work in community and public interest groups, in schools, hospitals, museums and libraries, and they influence the lives of people across this vast land more profoundly than most may realize. Their expressions of concerned interest in so many aspects of Cana-

dian life have a tremendous influence on every level of government. Without them, much of what is good in the country either would not happen or would be prohibitively expensive.

Volunteering is such a part of our society that virtually every Canadian, at some time in life, is a volunteer, whether in formalized ongoing situations or simply occasionally when a need arises. All share a willingness to work positively with each other and have a desire to expand in personal growth through service for the common good.

As Canada enters a new decade, it faces exceedingly complex problems that will strain its capacities and test our character as a nation. Many of them, inflation, the energy crisis, the constitutional dilemma, will challenge our tradition of volunteer involvement. Yet these problems, in the long run, can only be addressed and resolved through that involvement.

So many of our institutions ultimately rest on the committed work of individuals like yourselves. *National Volunteer Week 1981* provides a time to recognize the commitment of you who serve in Scouting, and of the many other volunteers in this country.



RECENT CORRESPONDENCE

The other day I received a letter from a trainer who has been involved for some years in training at the Wood Badge II level. He raised a couple of interesting questions.

The first question concerns the wisdom and value of using certain types of 'learning instruments' on Wood Badge courses. The second

asked about the appropriateness of introducing 'psychological ideas' to leadership skills development on such training courses.

Let me begin by saying that over the last several years, a number of new methods of helping people to learn have been introduced into Scouting's training programs. For the most part these new methods have proved successful.

A learning instrument usually is some kind of reaction form, survey or rating sheet asking participants to respond to a series of questions.

The response is analysed and interpreted in order to provide the participant feedback about an aspect of his or her behaviour, or to give a basis for understanding the underlying causes of certain things a person does.

A number of instruments are used on the annual national training courses. Some are used on provincial level training events designed to train trainers. Some instruments are suitable for use at the Wood Badge level, but many are not. I will explain why.

A part II Wood Badge is designed to train leaders in program skills required to effectively operate a Scouting section. Because a limited time is available to deal with a wide variety of subjects, the use of instruments, which require time to administer, should be kept to a minimum.

An instrument should only be administered by people who understand what it is intended to achieve, how to put it across, how to interpret the results and, most importantly, how to use the results for the benefit of others.

Instruments should never be used at random. They must be carefully selected to fit into the course design and help the achievement of course objectives.

For instance, in Wood Badge II training, an understanding of appropriate leadership style is essential. Whether a leader works with Beavers or Rovers, the use of the Hersey Blanchard Leadership Effectiveness instrument is quite appropriate.

This instrument helps a person understand his usual leadership style. The subsequent discussion identifies different styles of leadership which are worth consideration in a variety of different situations. It is easy to administer and to explain, and will improve understanding of situational leadership. It also will make leaders much more aware of how to help young

people (particularly Venturers and Rovers) develop for themselves leadership styles effective in their daily lives.

Some instruments should only be used at provincial and national training levels where there is time to explore the implications of results and to develop understandings with the trainers of how they can use the information they obtained from the experience.

There is nothing mysterious or secretive about the use of instruments. But there is need for appropriate use related to course objectives, a need to use them as an integral part of the course and not as an isolated gimmick, and a need for skilled and understanding trainers to administer them.

Now to the second question. Should we or should we not use 'psychological ideas' in our training programs. Of course we should and we do it all the time but, I hope, we don't refer to them by that name.

If the shoe fits.....



A dictionary defines psychology as, "the science of dealing with the mind and with mental and emotional processes; the science of human behaviour; the actions, attitudes, thoughts of a person or groups of people".

At the moment I'm looking at three books B.-P.'s *Outlook*, *Aids to Scoutmastership*, and *Scouting for Boys*. All still are available and each one is filled with psychology, B.-P. style.

For instance: "An organization of this kind would fail in its object if it did not bring its members to a knowledge of religion." Or, "I like to think of a man trying to come under good influence as a

fisherman wishful to catch fish... He therefore uses as bait the food that the fishes like." Or again, "The whole object of Scouting is to seize the boy's character in its red-hot stage and weld it into the right shape and to encourage and develop its individuality."

Baden-Powell wrote much about young minds and much about those people, the leaders of the sections, who could be a positive influence on them. There probably aren't many of his writings that don't have significance some 73 years later. It is up to today's leaders to translate the words and thoughts for today's young people so that they may understand and grow.

Another letter this week asked why only Wood Badge holders are permitted to become accredited trainers.

Well, the answer is that non-Wood Badge holders are also entitled to be accredited trainers, provided they have appropriate qualifications.

The national accreditation scheme is available to any province wishing to give formal recognition to adults who train other adults. There are three levels of accreditation, each with its own specific requirements.

- **Trainer Level I** — Hold Part I Wood Badge and have knowledge and skill appropriate to train others. Have demonstrated the ability to communicate that knowledge and skill.

- **Trainer Level II** — Hold Part II Wood Badge and have completed a training team course of 30 hours or more. Understand the national training policy and have skills in instructional techniques.

- **Trainer Level III** — Have completed the requirements for level II and have given a year's service at that level. Have participated in a residential course of at least five days on team development, identifying training needs, designing and evaluating training.

We recognize that resource people and non-uniformed volunteers in Scouting who haven't participated in a Wood Badge course may have qualifications from other training experiences. Therefore, at the discretion of the provincial council, a person who has training skills from another agency may be accepted and granted accreditation.

For full details on the accreditation scheme, ask your local council for a copy of *Administration Procedure 100*. X

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17

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by Bob Milks

HINTS FOR SWAPPING

The Scout practice of swapping badges, crests and pins is almost as old as Scouting itself. Swapping may have existed since the beginning of man, but few have refined it to the art developed by some Scouts.

Since swapping will occur at the jamboree, the best idea is to prepare your Scouts and Venturers for it. Here's an article by **Reni Barlow** of the Badgers Club to help pave the way.

I'll Trade Ya. . . .

One of the many enjoyable activities at a jamboree is the exchange of a badge or pin with a new friend from across the province, across the country or around the world. Many boys and leaders will take the opportunity provided by **CJ '81** to trade district badges for additions to their campfire blankets, as remembrances of someone with whom they shared a great experience, or just for the fun of collecting. Swapping will be fun for everyone if we all keep a few simple guidelines in mind.

It's important to plan ahead. Although swapping is part of every jamboree, some boys are disappointed each time because they have nothing to trade. Now, is the time to lay in a supply of district badges. Perhaps your district could order more this spring, rather than waiting for fall as they usually do.

Don't neglect other tradeable items either. Many provinces, regions, towns and cities have pins, flags, pennants, stickers, etc., available through your tourist office, chamber of commerce or city hall. Although these are usually traded for similar items, rather than for district badges, they are always in demand. Camp and event crests are often traded as well, but are sometimes rather expensive, unless you're the guy who was stuck with 87 extra camporee crests this year!

Jamboree swapping should take place when it won't interfere with planned program activities. As a general rule, badges are swapped on a 1:1 basis, without regard for size, number of colours or place of origin.

There are, of course, exceptions to this rule when one of the badges is particularly expensive or difficult to obtain. A satisfactory agreement is then reached, usu-

ally 2:1, 3:1 or 3:2. Contrary to some people's beliefs, badges from other countries are not really more valuable than your own district badge. Some are hard to find and some are expensive (especially U.S. *Council shoulder patches*), but many are of the cheaper silk embroidered variety. Usually foreign badges trade 1:1, with a maximum of 3:1.

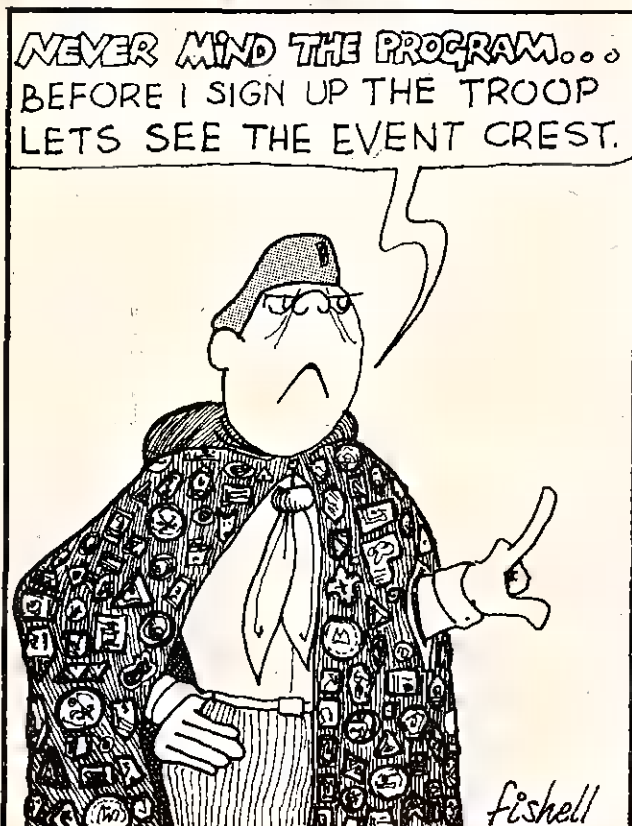
Unfortunately, there are a few leaders and boys who will try to take advantage of the trust and good will which are a part of jamboree spirit. Beware of phrases like: "really rare", "only a few made", "I don't like to part with it", and "means an awful lot to me". Beware of the high pressure types. Remember, you don't have to say yes! Don't agree to trade or shake hands unless you are satisfied and happy. There are over 15,000 other guys to swap with. There's no need to hurry.

Parts of the Scout uniform should not be regarded as trading items, nor should any badge be removed from the uniform for swapping. Our uniforms must remain complete for the jamboree and the trip home. We are proud to represent our province and our community at **CJ '81**, and we show this by keeping our uniforms looking sharp and complete.

Apart from the official business carried out at the Trading Post, badges, crests and similar items shouldn't be sold on the site. Swapping is far more rewarding anyway.

Carry out jamboree swapping in the spirit, brotherhood and fellowship of Scouting. Unfair tactics, high-pressure salesmanship and the spectacle of adults taking advantage of the boys' trust, have no place at the jamboree or in Scouting. Those who aren't interested in trading have every right to their preference, and those who can only afford a few items to trade shouldn't be discouraged. Swapping is only one of many great **CJ '81** activities. Let's keep it fun for everyone. $\wedge$

If the shoe fits.....



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Coming to Alberta this summer to visit CJ '81, the Calgary Stampede or the Rocky Mountains?

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Include your name, mailing address, the number of campers (give ages of children), name and phone number of your Scout affiliation, the type of camping unit and whether you require an electrical hook-up, and the expected date of arrival and departure. A non-refundable deposit of **\$3.00 per day** must accompany your booking request.

Upon receipt of your booking, Camping Services will send you confirmation and a welcoming package containing information about Camp Gardner, a location map, and literature about the Calgary Stampede, Banff and other points of interest. $\wedge$

FUN AT THE POND

by Kay Hotham

Spring is a fascinating time of year for everyone and a good excuse to move the colony outdoors where it can shake off the winter cobwebs. With this in mind, Fun at the Pond examines birds — always a good introduction to nature.

The study of birds, or ornithology, is a tradition that began with pre-historic man's cave paintings, and no Beaver is too young to discover the delights of this pastime. You might want to spread the bird theme over several meetings. Begin with some instruction on common birds, a craft and a 'bird' game or two, and end with a bird watching expedition later in the spring.

You might even be lucky enough to have a pet canary or budgie within the colony's domestic collection. If so, ask if the bird can visit the colony for an introductory session. This would be a good time to make a few points about the proper care of household pets, and to point out and explain some of the characteristics that make birds unique members of the natural world.

Try to contact bird enthusiasts through local bird-watching societies. If your city has a zoo or a museum of natural science, you may find somebody there who is willing to spend an hour with the colony.

Even if you can't persuade an expert to visit, you can do a fair imitation yourself after some research at the local public library. Plan to familiarize the Beavers with a few birds common to your area, and bone up on your bird lore.

Beaks

Apart from the obvious fact that birds are unique because they are the only animals which have feathers, bird beaks are among the more distinctive bird characteristics.

Explain to the colony that a bird's beak is designed specifically to help the bird capture and eat its food.

Come to the meeting equipped with the appropriate household utensils to illustrate this point, and let the Beavers try to use each one as a bird would use its beak.

- **Parrots** — The curved shape of the parrot's beak is ideally designed as a *nutcracker* for breaking open the seeds and nuts which make up the main part of its diet. The short, stubby beak of a *sparrow* also is a kind of nutcracker for opening seeds.

- **Robins** — Because these birds eat mainly insects which they find on the ground, their beaks, like *tweezers*, help them to pick up things easily.

- **Woodpeckers** — These birds also dine mainly upon insects, but usually favour those found under the bark of trees. For this reason the woodpecker's beak resembles a *drill*, and is used for making holes.

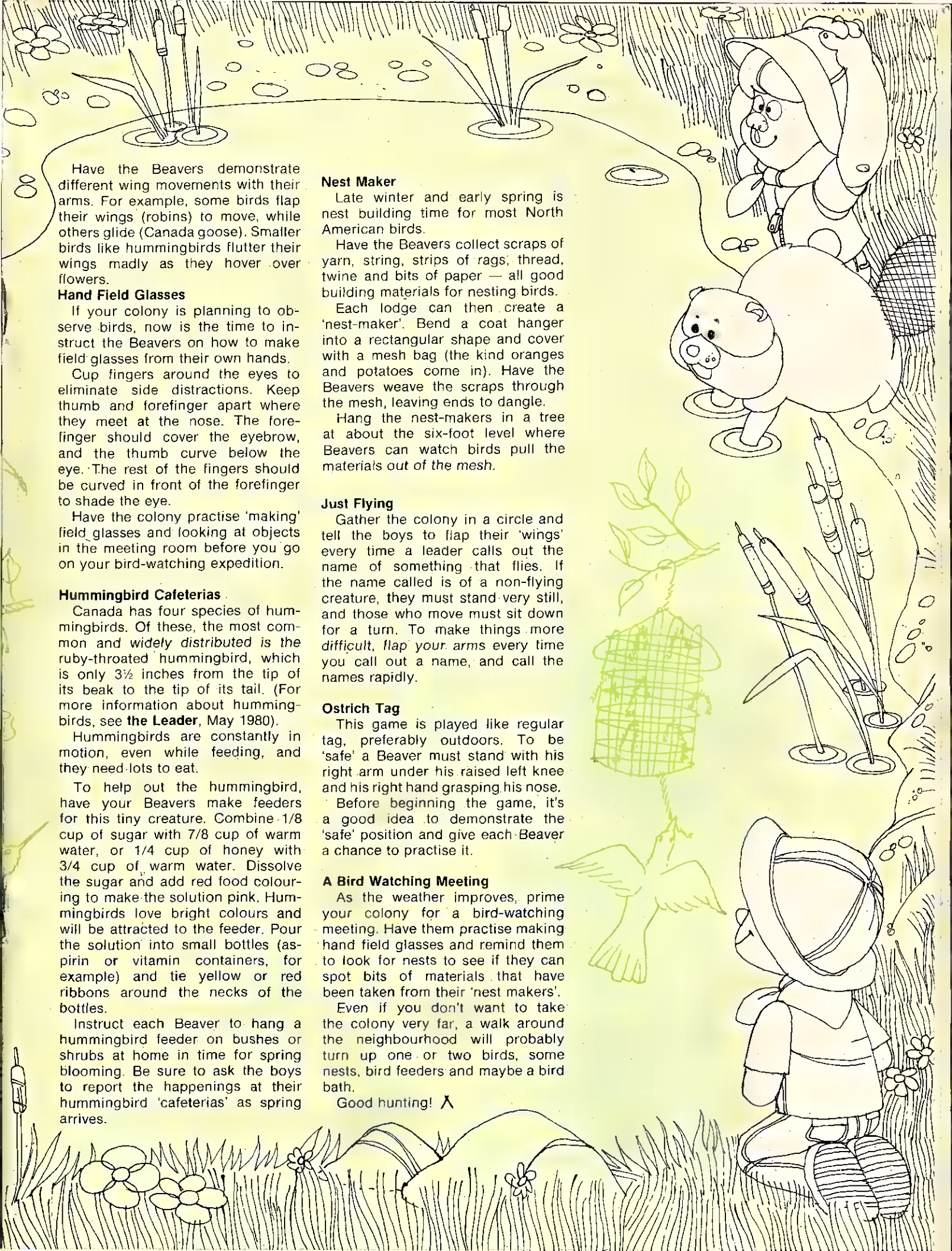
- **Hummingbirds** — The hummingbird's beak is a long hollow tube which the bird inserts like a *drinking straw* to sip up nectar from flowers.

Flying

Gather a few samples of feathers and bring them in to show the colony. Compare gull feathers with budgie and chicken feathers. Explain to the Beavers that all birds usually are covered with two kinds of feathers — stiff outer feathers to help them fly and, underneath, soft down feathers to help keep them warm.

If you are asked how birds fly (not an unreasonable question), forget the aerodynamics except to say simply that their shape is specially designed for moving through the air. Explain that bird feathers overlap to catch and hold air, and that the bird itself is very light (in fact most bird bones are hollow) and has lots of air sacs inside its body.





Have the Beavers demonstrate different wing movements with their arms. For example, some birds flap their wings (robins) to move, while others glide (Canada goose). Smaller birds like hummingbirds flutter their wings madly as they hover over flowers.

Hand Field Glasses

If your colony is planning to observe birds, now is the time to instruct the Beavers on how to make field glasses from their own hands.

Cup fingers around the eyes to eliminate side distractions. Keep thumb and forefinger apart where they meet at the nose. The forefinger should cover the eyebrow, and the thumb curve below the eye. The rest of the fingers should be curved in front of the forefinger to shade the eye.

Have the colony practise 'making' field glasses and looking at objects in the meeting room before you go on your bird-watching expedition.

Hummingbird Cafeterias

Canada has four species of hummingbirds. Of these, the most common and widely distributed is the ruby-throated hummingbird, which is only $3\frac{1}{2}$ inches from the tip of its beak to the tip of its tail. (For more information about hummingbirds, see **the Leader**, May 1980).

Hummingbirds are constantly in motion, even while feeding, and they need lots to eat.

To help out the hummingbird, have your Beavers make feeders for this tiny creature. Combine $\frac{1}{8}$ cup of sugar with $\frac{7}{8}$ cup of warm water, or $\frac{1}{4}$ cup of honey with $\frac{3}{4}$ cup of warm water. Dissolve the sugar and add red food colouring to make the solution pink. Hummingbirds love bright colours and will be attracted to the feeder. Pour the solution into small bottles (aspirin or vitamin containers, for example) and tie yellow or red ribbons around the necks of the bottles.

Instruct each Beaver to hang a hummingbird feeder on bushes or shrubs at home in time for spring blooming. Be sure to ask the boys to report the happenings at their hummingbird 'cafeterias' as spring arrives.

Nest Maker

Late winter and early spring is nest building time for most North American birds.

Have the Beavers collect scraps of yarn, string, strips of rags, thread, twine and bits of paper — all good building materials for nesting birds.

Each lodge can then create a 'nest-maker'. Bend a coat hanger into a rectangular shape and cover with a mesh bag (the kind oranges and potatoes come in). Have the Beavers weave the scraps through the mesh, leaving ends to dangle.

Hang the nest-makers in a tree at about the six-foot level where Beavers can watch birds pull the materials out of the mesh.

Just Flying

Gather the colony in a circle and tell the boys to flap their 'wings' every time a leader calls out the name of something that flies. If the name called is of a non-flying creature, they must stand very still, and those who move must sit down for a turn. To make things more difficult, flap your arms every time you call out a name, and call the names rapidly.

Ostrich Tag

This game is played like regular tag, preferably outdoors. To be 'safe' a Beaver must stand with his right arm under his raised left knee and his right hand grasping his nose.

Before beginning the game, it's a good idea to demonstrate the 'safe' position and give each Beaver a chance to practise it.

A Bird Watching Meeting

As the weather improves, prime your colony for a bird-watching meeting. Have them practise making hand field glasses and remind them to look for nests to see if they can spot bits of materials that have been taken from their 'nest makers'.

Even if you don't want to take the colony very far, a walk around the neighbourhood will probably turn up one or two birds, some nests, bird feeders and maybe a bird bath.

Good hunting! 



One Off

A week in advance, warn your Patrol Leaders that at the next meeting they will be required to supervise the erection of an archway spanning the width of the troop room without touching the deck at any point except at its extremities. They should be given a generous handout from group funds to enable them to lay in a stock of such things as garden canes, bamboo rods, elastic bands, sisal twine and anything else they think might be use-

ful, and may supplement their stock of materials with whatever they can scrounge in the way of light spars, provided no one item exceeds (say) 1.5 m in length. They must come to the meeting with their operational plan complete in every detail, so that they (the Patrol Leaders) can direct the work of the troop from opposite ends of the room (two at one end, two at the other) without doing a hand's turn themselves.

SCOUTCRAFT TEN

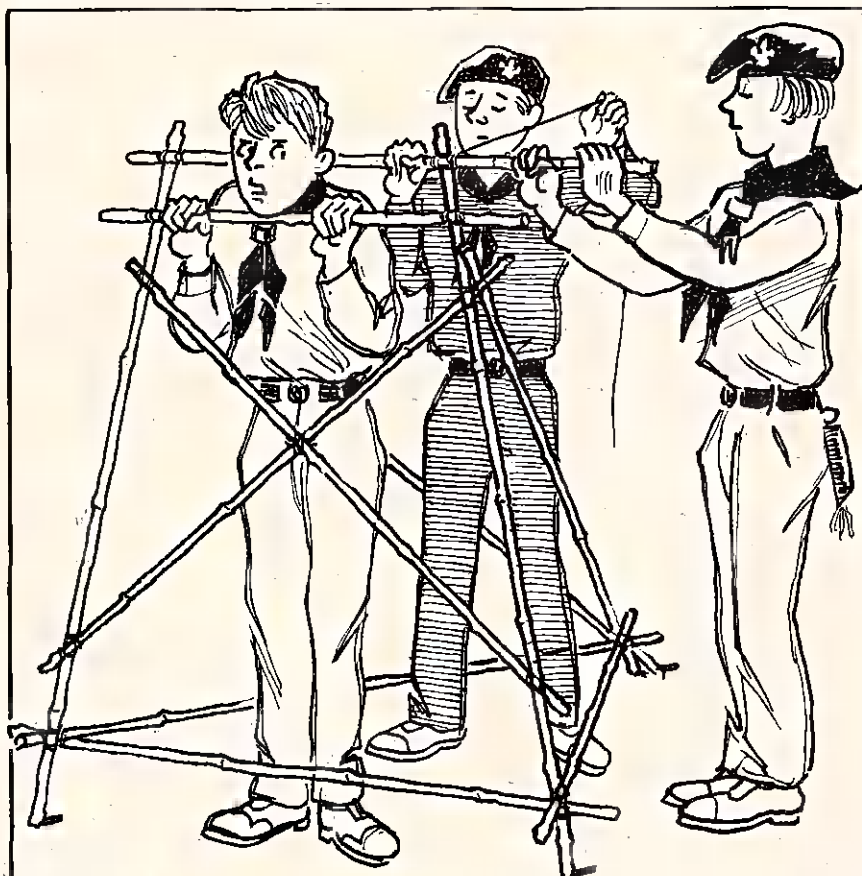
- In Scout camps of the better sort, the rule should be 'No hand axes outside the chopping block area'. Dead wood from the tree should be sawn off cleanly, as close to the trunk or branch as possible — never broken off by brute force. Wood of any kind, green or old, should never be taken from a hedge.
- A good way to de-grease a camp stew when it is ready for the table is to skim the froth off the surface, then immerse the stewpot just short of the rim in the sort of clear, cold

water the poet Tennyson wrote of so vividly in that thing of his called *The Brook*. The grease will rise to the surface of the pot and solidify into a sort of paper-thin skating-rink, which can then be removed in one piece with a spatula or some such tool. The stew can then be brought back to the boil and set on the side of the fire to simmer before being served. And do please remember that camp stews, like fresh-caught mackerel, should be eaten at once. Warmed-up stews are gastronomic time-bombs, fertile breeding grounds for the dreaded streptococcus, and the best way I know to cause agonizing pains in the tum during the long night watches. Don't say you haven't been warned.

- In overland expeditions, especially in wild country, every member of the party should know the way of the wind, the bearing on which the party are marching, and should be constantly aware of the changing pattern of the sky.

- Inexperienced boy campers usually give a low priority to hot drinks, especially around breakfast time, when all their loving care and attention is devoted to the frying pan. Watch it, Skip. Make sure your Patrol Leaders realize the importance of a hot cuppa at the beginning and ending of the day — and at other times when the temperature is falling.

- Advise your Patrol Leaders to forget about the reef when they are introducing a new boy to ropework. Tell them to concentrate on teaching him at least one knot that he will be eager to show his parents when he gets home: preferably an active knot like the highwayman's hitch or the harvester's hitch, or the handsomest knot of all, the Carrick Bend.



Deliberate rule breaking, even in the most trivial of troop room games, should never be tolerated. Two minutes in the cooler, imposed by the Patrol Leaders Council, should be the agreed penalty.

An old friend of ours, Gregory Hargrove, like us a survivor from Scout Wood Badge Course No. 255 (Gilwell, England, July 1957) and now Assistant County Commissioner (International), Buckinghamshire, has sent us a brand new knot on which he would value your opinion. It appears that while taking his Girl Guide daughter through her knots the other day, he found that Jennie was having some difficulty in preventing her sheet bend from spilling before she could work it up right. "What often happens," says Greg, "is that the heavier rope has a tendency to straighten out before the two



ropes lock together and this is a bit much for delicate Girl Guide fingers." So he set out to devise a bend in which misbehaviour of this kind could be controlled right from the start. Here it is. Jennie's Bend. Do pass it to your Patrol Leaders for further research and comment.

Take a candle and a tin of baking powder to the next meeting of the Patrol Leaders' Council and offer them to anyone who would like to make beautiful portraits of his own feet to take home to show his Mum.

All they have to do is to paint their soles with a solution of baking powder in the ratio of one teaspoonful to half a cup of water, and then, having planted the said feet firmly on sheets of good quality paper, bake them (the paper, not the feet) over the candle-flame until the prints emerge. Some of the 'portraits' may turn out to be far from beautiful. We ourselves once found — or failed to find — two missing toes on the same foot in the 17th Whitley Bay. We had already noticed that 'Freddie walked funny' — and here was the explanation. It turned out that his rather elderly parents were quite unaware of this incipient malformation, and being alerted were able to take the necessary action in time. It does us good to reflect that at least one solid citizen in the north-country is planting his feet firmly today, all because of something we read in a feature called "Things all Scouts Should Know" in a paper called *The Scout* (tuppence weekly) in the year 1937.

Idea for Patrol Competition:

Let each Patrol construct a chain-reactor system which from the initial impulse will trigger-off a series of movements of the greatest possible variety: e.g. a string is burnt through by a candle-flame and releases a weight which raises a miniature portcullis which allows a stream of pebbles to cataract down a channel and into a cocoa tin which upsets the delicate balance of a lever which sets a pendulum swinging which...and so on. The reactor which has the greatest variety of movement and lasts longest is the winner.

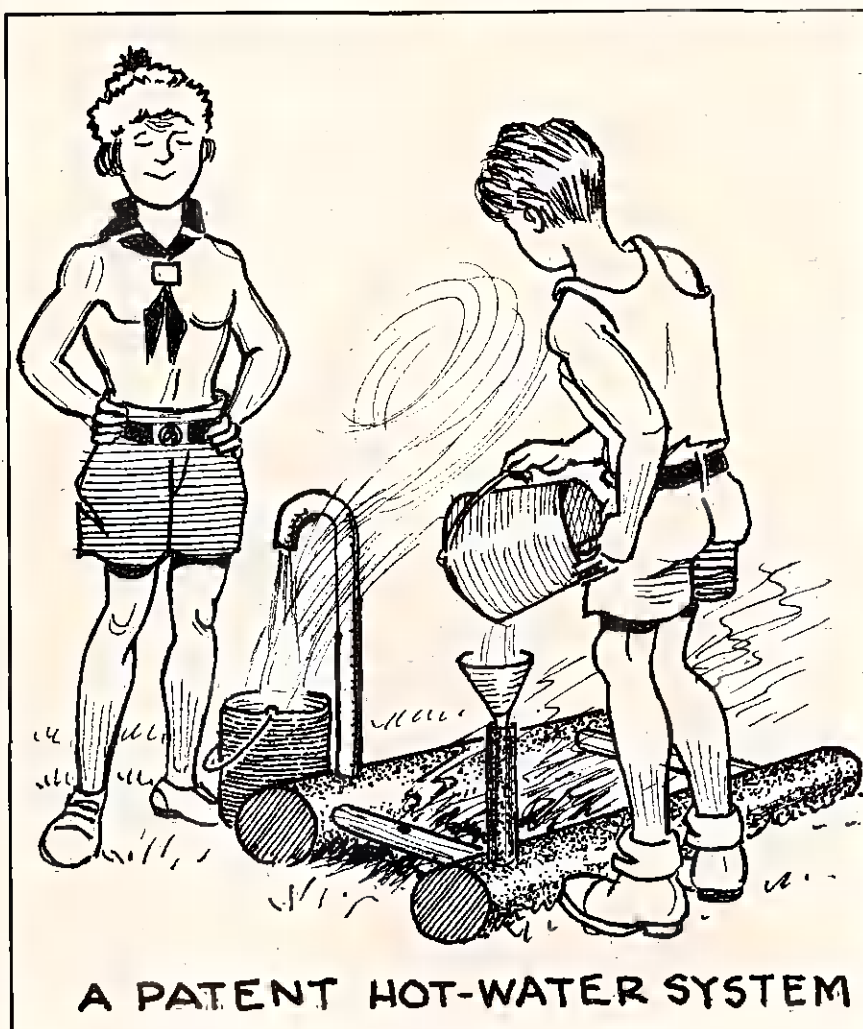
(Editor's Note: Do send blueprints of your better contraptions to the Leader. Perhaps we could use a few.)

We saw this excellent hot-water system at the Essex International Jamboree last summer and, having made a careful note of the name of the troop who had invented the

thing, have now lost it. Many sincere apologies to those concerned. Due acknowledgment will be made when we hear from you, and the sooner the better.

As you see, the device is hardly something that could be knocked up from material found on the spot, like an ordinary camp gadget. It consists of two steel tubes, blanked off at each end. They are connected at one end (as per diagram) with another steel tube with a small blow-hole in the middle. At the other end a second, open-ended tube is welded into the main tubes, so that the water can find an even level throughout the system. A short length of tubing is let into one of the tubes, with a funnel to minimize spillage, and a swan-neck tube is inserted at the other end. As in other systems based on this principle, hot water is delivered from the swan-neck in direct relation to the amount of cold water fed in through the funnel.

Works like a dream, but only possible, of course, if you have access to all that steelwork and drilling and welding gear, plus the expert technical assistance to go with it. X





by Jacquie Whitford

Fort Smith Beavers started in September 1977 with 17 registered members and one leader. By December another leader had appeared and we really started to roll. In February, a Keeko, a young person to help communicate with the Beavers, joined us. We now had a full colony of Beavers and enough help to make things run smoothly.

Our first adventure outdoors was a trip to Grandin Cabin where, for a night and two days, four adults, 17 Beavers and one dog had a ball. During the two days, these five-to-seven year old children walked on a nature hike, played soccer, and ate four dozen hot dogs, three dozen corn on the cob, innumerable hamburgers, five boxes of cereal, six quarts of milk, five cases of juice, and sundry items more. And we, as leaders, learned some little things about each and every one of our Beavers; particularly that they were not as little and helpless as most people might think.

After this adventure, because things had gone so very well, we decided to try for the Edmonton Beaverree. At this point a few outsiders told us we were foolish even to consider such an extensive trip. So we planned picnics and other events in order to learn what more we could of these kids, and to assess their reaction to the idea of travelling away from home for a period of time. Not to my surprise, they were very excited at the thought, and parents told us they were willing to pay for the trip out of their own pockets if we were unable to raise the necessary money. This information clinched our determination to go.

On May 2 we held our first money-making event, a dance sponsored

by the local Metis Association. We cleared \$1200., and we were away. After a bingo and bake sale, and donations from various clubs, we had well over \$2000. — an incredible sum raised by Beaver parents in less than one month. To top it off, the airline company donated nine free return tickets!

We spent our first two hours in Edmonton at Storyland Valley Zoo. By the time we arrived at our campground a group of Scouts had supper cooking and much appreciated drinks ready for our kids. They stayed and played games with us, including the game we had brought with us for the Beaverree, the Eskimo high kick. Later, when we took the colony to see Walt Disney's *In Search of the Castaways*, the manager of the Londonderry Cinema admitted all 17 kids and seven leaders for only \$20.

The Beavers slept until nine the next morning. We rushed to MacDonalds for breakfast, visited the Museum of Archives and later bought Beaver T-shirts at the Scout Shop. Then we left for the park where we invaded a wading pool, ate watermelon and soaked up sun before returning to the campsite to prepare for the Saturday Beaverree.

The kids all had baths and we washed the Beaver T-shirts so that we would look our best. Again we wakened late, and after another rush to MacDonalds, arrived ten minutes behind schedule. When we paraded onto the field carrying flags of our town and territory, the polar bear and, of course, the Beaver flag, all the other leaders and Beavers stood and clapped. Our children walked in two-by-two, and looked beautiful. The kids loved showing off the actions to our own Beaver songs, and we all had a great time.

On our last day in the city we let the kids unwind in Mayfair Park. It was Sunday, and while the ladies took the Beavers to the Shrine Circus, the men packed our gear. We moved to the International Airport where the management kindly let us sleep because of our early check-in time the next day. We were put on the observation deck where it was toasty warm; and everyone slept well.

We'd planned these few days so completely that our Beavers never had time to be bored or to become homesick, even though five of them were only five years old. The excursion to the Edmonton Beaverree was so successful that leaders and parents who helped us to go are offering their services again this year.

Local organizations and parents are planning fund-raising dances and already a \$500. donation from the Metis Association and proceeds from a bingo held for us by the Legion have given us \$1242. We have a larger group of Beavers this year, and most of them are five-year-olds. It means that when we plan our first campout it will require more help, but we already have eager volunteers and have arranged for the use of the cabin again.

The Shriners have offered free circus tickets this year, if we write ahead. Storyland Valley Zoo has promised a tour of the zoo and free rides on the train. MacDonalds offered one meal free, and a tour of the place.

Wherever we went, and whenever we asked for help for the Beavers, we were never refused. When people ask us, "Don't you think that you should reserve these events for an older group?" this is my reply. In this part of the country, and even in other provinces, there are thousands of kids who never have a chance to do things with a group. At any age, children benefit from such an experience. I don't think they should be left out of these exciting events just because they're small.

My child was a Beaver last year and still refers to the Beaverree as a 'holiday'. Five of the leaders who accompanied us the first time will repeat the trip, along with four or five new 'helpers', including a social worker, a first aid instructor, our town health nurse, a child care worker, and a R.C.M.P. constable.

We have planned our campout in Edmonton down to the last detail already, and we are going to have a great time! X

Supply NEWS

by Jim Mackie

Happy Birthday to Us!

It was 60 years ago this month when Canadian Scouting decided that, instead of purchasing all of its uniform and equipment requirements from England, it should have its own 'Stores Department'. To help organize the new service, Scouting borrowed the assistant manager of the boys' clothing department from the Robert Simpson Company Limited in Toronto, for a six month period. As it turned out, George Ferguson, whose first official title was *Dominion Quartermaster*, stayed for 35 years. He saw annual sales grow from \$25,000 in 1921 to one million dollars in 1956, the year he retired. And after 60 years, Supply Services is still trying to follow Mr. Ferguson's original motto: "Prompt and Efficient Service".

Another Anniversary

Speaking of anniversaries, the World Scout Movement is on the verge of celebrating its 75th. The celebrations will, in fact, culminate in Alberta in 1983 when Canada hosts the 15th World Jamboree on the **CJ '81** site. Always prepared, Supply already has been busy. Two attractive crests, one featuring the world birthday design and the other the Canadian anniversary design, will be available from Scout Shops and dealers in early spring. An anniversary badge will also be available from Council offices and, depending upon local regulations, may be worn by all registered members.

1981/82 Catalogues

This year we will produce a 16-page Youth catalogue and a 12-page Leader catalogue. Books, which are in a separate eight-page publication at present, will be divided between the two new catalogues.

New Books

We have received a large quantity of craft, game and skill books for review and our final selection will be featured in this year's catalogues as well as in ads in the **Leader**. Those who have bought books lately will know that prices are very high. We will attempt to stock reasonably priced publications.

CJ '81 Souvenirs

While not all readers will be fortunate enough to attend **CJ '81**, the wide line of souvenir items developed for the jamboree will be available to all. Watch for the big souvenir ad scheduled to appear in the June/July issue of the **Leader**. A



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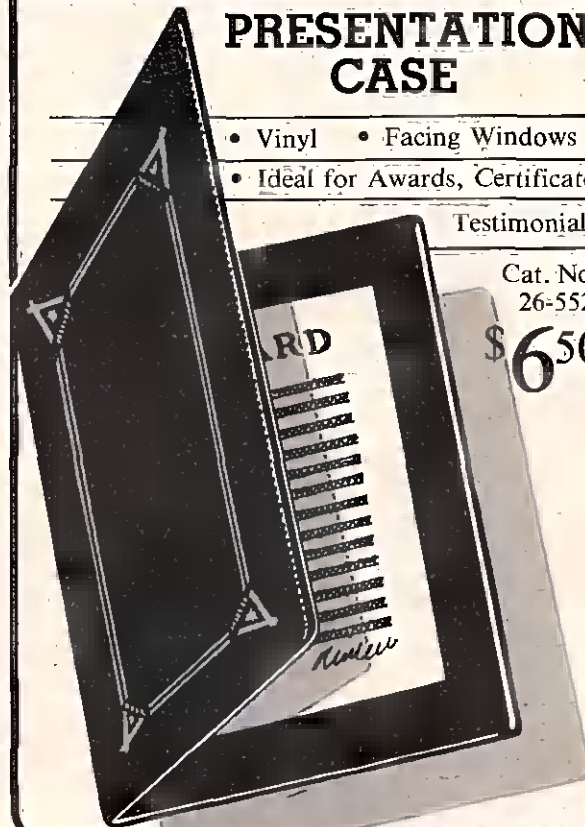
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\$6⁵⁰



PATROL CORNER

by Phil Newsome

SCOUTING'S KNOTTY PROBLEM

For many years, Scouters have been struggling with the difficult task of imparting knotting knowledge to their young recruits in the Cub and Scout programs. To add to this already difficult undertaking is the widespread use of synthetic rope. Some ropes of man-made materials have properties that make safe knot tying almost impossible.

Before I go deeper into the subject of knots, I want to stress right now that **the reef knot should never be used to tie two ends of synthetic rope.**

"There have probably been more lives lost as a result of using a square knot (reef knot) as a bend (to tie two ropes together) than from the failure of any other half dozen knots combined." So says Clifford Ashley in *The Ashley Book of Knots*.

Terminology is important at this point. What follows is a glossary of knotting terms that you will encounter as we proceed to unravel a problem that could have Scouting tied up for a few years.

- **To bend** — you bend a line onto an anchor or spar, you bend a sail onto a spar. With the preceeding exceptions noted, knots called bends are for lengthening rope by tying two ends together.

- **Ends of a rope** — the extremities.

- **Standing parts** — the inactive part.

- **Bight of a rope** — the central part as opposed to the ends or standing part, or a curve or arc in a rope no narrower than a semi-circle.

- **Hitch** — a knot tied directly to or around an object.

- **Synthetic rope** — all rope not made of naturally grown material.

Two main problems have been encountered using Scouting's basic knots in synthetic material. Either the knots slip and untie themselves, or the rope breaks at the knot.

As a general rule, synthetic rope is slippery to the touch, which makes it difficult to hold a knot. As well, it usually is made from strands of material strong enough to cut the rope when a knot is tied and put under pressure.

It would seem that the synthetic rope is here to stay because it is far cheaper to manufacture than natural fibre rope. That means we'll have to find or design new knots that will hold in rope of the new material.

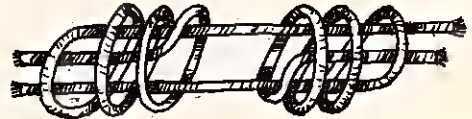
The search already has begun, but the process will be a long one. In Ashley's book alone, there are nearly four thousand knots described

in detail. While many are variations of one another, the problem is large and will have a direct effect on the Cub and Scout programs in the knotting area.

At the present time, Mr. C. Perrin of Toronto and a team of testers are at work reviewing knots that could be substituted for our present basic Scouting knots. Each knot the team reviews must be tested for durability and for ease of tying and untying.

In the following months I hope to be able to share with readers knots that can be used in synthetic rope. Eventually we will have replacements for the present reef knot, sheet bend, bowline and clove hitch.

Triple
English Knot



or "S" Knot

As a start, here is a knot you can use to replace the reef knot and sheet bend. It is derived from the double English knot and is made by using three round turns before passing the end down the center of the knot (see diagram).

This new knot could be called the *triple English knot* or the *"S" knot* (secure and simple). X

A CREST WORTH SWAPPING FOR ...

...is usually made by

GRANT

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Making Canadians bigger. And Canada smaller.

L-1

Springtime is Stingtime



by Dorothea Guthrie

28

Some harbingers of spring aren't nearly as welcome as the first robins or crocus buds. Stinging insects, especially honeybees, wasps, yellow jackets and hornets, are a nuisance to anyone trying to enjoy the out-of-doors.

But for (many), who may or may not know who they are, an insect sting poses a far more serious threat: A strong allergic reaction to bee venom can cause fever, lightheadedness, hives, muscle pains and swelling of the lymph glands. For 50 to 100 people (in America) each year, a sting causes a sudden drop in blood pressure, shock and death.

Help...is available for people vulnerable to violent reactions to insect stings (in the form of) pure insect venom, which has been proven to be a safe and highly effective method of immunization.

Who is susceptible to serious reactions to stings? Allergists don't have a simple answer to that question. The person who reacts badly to his first insect sting is a likely

candidate for the immunization, because he may react far more violently to another one. But having a normal reaction to a sting does not guarantee that you will never react more seriously. For reasons that scientists still don't fully understand, some people become sensitive to the allergens in venom after one or more exposures. The sensitivity might develop after one sting, or only after many.

Again, the new venom extracts are coming to the rescue. The same venom product used for immunization can be used to diagnose an individual's reaction to the venom. A physician can inject a small amount of venom into the skin. If the patient reacts mildly to that small dose, he can be immunized to head off trouble...

Fortunately, most of us have no need to undergo...an anti-sting regimen. We can, however, take a few simple, common-sense precautions to help prevent getting stung.

- If you encounter a stinging insect, move away slowly. It is looking for pollen, not you, and *probably* will not attack unless provoked. Slapping at it or making any quick movements will only signal trouble.
- Keep your shoes on, especially through low-lying flowers such as clover. A bee understandably resents being stepped on.
- Wear close-fitting clothing that won't trap an insect.
- Be especially careful after a rain. Pollen is scarce, and insects are more easily provoked.
- Look and smell as little like a blossom as possible. Light-coloured clothing, floral prints or sweet-smelling cosmetics (including sun-tan lotion) may attract an insect looking for pollen.
- If you (are) stung, don't try to pull out the stinger. Scrape it away with your fingernail to avoid squeezing out more venom. Application of ice helps reduce pain and swelling. If you experience more serious symptoms, (seek) medical help.

Generally less dangerous than stinging insects, biting insects, such as mosquitoes and various species of flies, can quickly take the fun out of a picnic or sunbath. Unlike bees, mosquitoes and flies are out to get you — or more specifically, your blood.

But like bees, mosquitoes and flies seem to be attracted by the scent of perfumes and sweat. Unfortunately, the biters appear to be drawn by the dark colours you're wearing to avoid the bees. Commercial repellents are probably your best bet to ward off the blood-thirsty pests...

Facts about troublesome insects



CHIGGER — Oval with red velvety covering. Sometimes almost colourless. Larva has six legs...adult has eight. Very tiny.

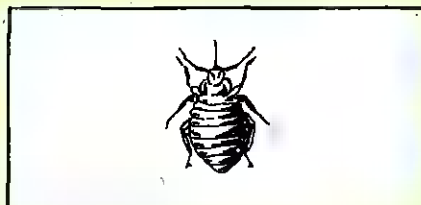
• Found in low damp places covered with vegetation: shaded woods, high grass or weeds, fruit orchards. Also lawns and golf courses.

• Attaches itself to the skin by inserting mouthparts into a hair follicle. Injects a digestive fluid that causes cells to disintegrate. Then feeds on cell parts.

- (Causes) itching from secreted enzymes...several hours after contact. Small red welts appear. Secondary infection often follows.

- Lather with soap and rinse several times to remove chiggers. If welts have formed, dab antiseptic on area. Severe lesions may require antihistamine ointment.

- (To avoid), apply proper repellent to clothing, particularly near uncovered areas such as wrists and ankles. Apply to skin.



BEDBUG — Flat oval body with short broad head and six legs. Adult is reddish brown. Young are yellowish white. Unpleasant pungent odour. From 1/8 to 1/4 inch in length.

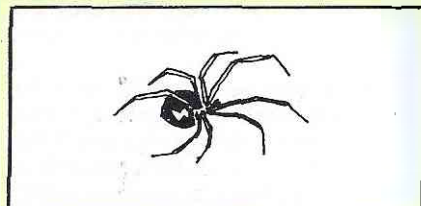
- Hides in crevices, mattresses, under loose wallpaper during day. At night travels considerable distance to find victims.

- Punctures the skin with piercing organs and sucks blood. Local inflammation and welts result...

- Affects people differently. Some have marked swelling and considerable irritation while others aren't bothered. Sometimes transmits serious diseases.

- Apply antiseptic to prevent possible infection. Bug usually bites sleeping victim, gorges itself completely in 3-5 minutes and departs.

- (To avoid) spray beds, mattresses, bed springs and baseboards with insecticide. Bugs live in large groups; ...migrate...on...clothing.



BLACK WIDOW SPIDER — Colour varies from dark brown to glossy black. Densely covered with short microscopic hairs. Red or yellow hourglass marking on the underside of the (biting) female's abdomen. Overall length with legs extended is 1 1/2 inch. Body is 1/4 inch wide.

- Found in Southern Canada...with eggs and web. Outside: in vacant rodent holes, under stones, logs, in long grass, hollow stumps and brush piles. Inside: in dark corners...Most bites occur in outhouses.

- Bites (cause) local redness. Two tiny red spots may appear. Pain follows almost immediately. Larger muscles become rigid. Body temperature rises slightly. Profuse perspiration and tendency toward nausea follow. It's usually difficult to breathe or talk. May cause constipation, urine retention.

- Venom is more dangerous than a rattlesnake's but is given in much smaller amounts. About five per cent of bite cases result in death... from asphyxiation due to respiratory paralysis. More dangerous for children, to adults its worst feature is pain. Convulsions result in some cases.

- Use an antiseptic such as alcohol or hydrogen peroxide on the bitten area to prevent secondary infection. Keep victim quiet and call a doctor. Do not treat as you would a snake-bite since this will only increase the pain and chance of infection...

- (To avoid) wear gloves when working in areas where there might be spiders. Destroy any egg sacs you find. Spray insecticide in any areas where spiders are usually found, especially under privy seats. Check them out regularly...



BEE — Winged body with yellow and black stripes. Covered with branched or feathery hairs...Different species vary from 1/2 to 1-inch in length.

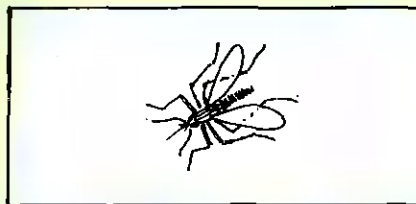
- Lives in aerial or underground nests or hives...wherever there are flowering plants...

- Stings with tail when annoyed. Burning and itching with localized swelling occur. Usually leaves venom sac in victim. It takes between 2 and 3 minutes to inject all the venom.

- If a person is allergic, more serious reactions occur — nausea, shock, unconsciousness. Swelling may occur in another part of the body. Death may result.

- (If stung) gently scrape (don't pluck) the stinger so venom sac won't be squeezed. Wash with soap and antiseptic. If swelling occurs, contact doctor. Keep victim warm while resting.

- (To avoid) have exterminator destroy nests and hives. Avoid wearing sweet fragrances and bright clothing. Keep food covered. Move slowly or stand still in the vicinity of bees.



MOSQUITO — Small dark fragile body with transparent wings and elongated mouthparts. From 1/8 to 1/4-inch long.

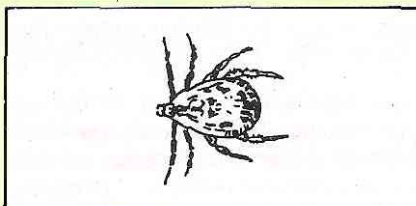
- Found in temperate climates... where the water necessary for breeding is available.

- Bites and sucks blood. Itching and localized swelling result. Bite may turn red.

- Sometimes transmits yellow fever, malaria, encephalitis and other diseases. Scratching can cause secondary infections.

- Don't scratch. Lather with soap and rinse to avoid infection. Apply antiseptic to relieve itching.

- (To avoid) destroy available breeding water...Place nets on windows and beds. Use proper repellent.



TICK — Oval with small head; the body is not divided into definite segments. Grey or brown. Measures from 1/4 to 3/4-inch when mature.

- Found...in parts of southern Canada, on low shrubs, grass and trees. Carried around by both wild and domestic animals.

- Attaches itself to the skin and sucks blood. After removal there is danger of infection, especially if the mouthparts are left in the wound.

- Sometimes carries and spreads Rocky Mountain spotted fever, tularemia, Colorado tick fever. In a few cases, causes paralysis until removed.

- (If bitten) apply heated needle to tick. Gently remove with tweezers so none of the mouthparts are left in skin. Wash with soap and water; apply antiseptic.

- (To avoid) cover exposed parts of body when in tick-infested areas. Use proper repellent. Remove ticks attached to clothes, body. Check neck and hair. Bathe.

Article adapted and reprinted from Family Safety, Spring 1980, with the permission of the National Safety Council of the U.S.A. X



This month we launch **LETTERS** with high hopes that it will become an important feature of **the Leader**.

For a long time we have been concerned about a lack of easy 'give and take' between the magazine and its readers. Sure, we've learned a little about how we can best serve through comments and suggestions you've given in the occasional survey, but we're missing the kind of regular feedback necessary to keep us on our toes.

We think a *letters to the editor* column can close the gap. We need to know whether we're hitting the mark, or whether we're completely off base. We want you to tell us what you like or don't like about the magazine — what you think is valuable and what you feel is a waste of time.

If you try some of our program ideas and find they work wonderfully, we'd like to hear. On the other hand, if you follow our suggestions and find yourself with a

gigantic flop on your hands, we'd like to hear that as well.

Questions, comments, complaints and compliments; that's what we'd like from our readers. **The Leader** is for you, and it invites you to have your say. We look forward to hearing from you.

Because only one of the letters printed this month was specifically addressed for publication, we are omitting the names of the other writers.

Future LETTERS policy will be to print names unless asked not to do so. Letters should be kept as brief as possible. The editor reserves the right to shorten letters when necessary.

Address your offerings to: The Editor — Letters, the Leader, P.O. Box 5112, Postal Station 'F', Ottawa, Ontario, K2C 3H4.

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Dear Sir:

I was surprised and disappointed on reading the current issue of the *Leader* to find such a drastic change in the *Editor's Notebook*. This column, with its multitude of news items, is one of the first that I read in the magazine. The January issue was really another article and could have stood on its own. I hope that the format of the *Editor's Notebook* will return to that of the last few years. It was worth its weight in ink to those involved in Scouting.

—W.C.H., Toronto

Ed's Reply: Thank you for your kind remarks about these pages. They will serve as inspiration and encouragement for me as I prepare future editions.

Dear Sir:

Congratulations on the August/September issue of the *Leader*. It

is an excellent program resource. We have counted over 31 good ideas for Beavers, Cubs and Scouts.

—J.B., Québec

Dear Sir:

I'm very pleased with the *Leader*, especially the Beaver section items.

—I.B.R., Scotland

Dear Sir:

Enclosed is a cheque for another year's worth of the *Canadian Leader*. Although I am no longer active in Scouting, I'd like to stay in touch with the movement. (Also, my Cub leader husband 'borrows' my copy each and every month!). Thanks for supplying Canada's Scouters with such a terrific magazine!

—D.H., Kitimat, B.C.

Dear Sir:

As an American Scouter, I find your magazine an invaluable aid,

when I can find it. Thank you for producing such a fine magazine!

—M.A., Everett, Wa.

Dear Sir:

A while ago, Joe Lake of the First St. John's asked me whether it was possible to check on a record he would like to claim. He claims that the First has been to summer camp longer than any other Troop in the world. They have camped for 54 consecutive years. Is it or isn't it a record? Or can you tell me? Or should I write a letter to the editor of **Scouting**?

We are waiting with bated breath.

—T.E. Furlong

St. John's, Newfoundland

Ed's Reply: I certainly hope that someone out there can answer this question, so that the two gentlemen once again will be able to "breathe easy". A

A WORD TO CHAIRMEN

(of Group Committees)

by Pat Horan

Dear Murray,

At the end of April, representatives of most of our national sponsors will meet with national Scout officials at the 5th National Partners' Conference, to be held in Ottawa.

The conference will be chaired by Roy B. Brookes of Calgary, national vice president — relationships.

The purpose of these national events is to strengthen and extend links between Boy Scouts of Canada and those organizations wishing to use Scouting programs to meet the needs of either their youth, or youth they would like to reach in the community.

At the time of my writing this, details of the two-day program were not yet complete, but it is likely that the following topics will be covered:

- a challenge by National President **Walter Tilden** on 'Working together more effectively in the 80's'.
- a 'salute to the International Year of Disabled Persons' to review the activities that Scouting and its partner groups are doing and plan to do during this special year.
- a review of their respective Religion in Life programs by church delegates.
- a dialogue on the possibility of an award of some sort related to the spiritual growth of Scouters.
- ideas on how to stimulate, plan and promote relationship conferences at local levels.
- progress report on **CJ '81**, and comments on **WJ '83**.
- a discussion on how to secure, support and retain Section Scouters.
- final work on a paper designed to measure effectiveness of sponsorship at local levels.
- sharing sessions featuring specific action strategies of both partner groups and Scouting.
- a session on how to effectively involve more members of partner groups.
- a review of the proposed new *Handbook for Group Committees*.

Because some of these matters may have an impact on your group, please let me know of any concerns you or your Scouters have about them, or about other related matters. Your comments will be welcomed.

Sincerely,

Pat

X

YOUR PROBLEM:

Fund raising

THE SOLUTION:

PEN PAK

YOU ONLY PAY
FOR PAKS YOU SELL

MESSAGE
OF
YOUR
CHOICE



BIC

If you are planning a fund raising campaign, the "Carrier Pen Pak" is your answer.

The pak consists of three BIC medium point pens (2 blue 1 red) inserted in an imprinted vinyl case. You pay only 52 ¢ per pak and this price includes imprinting a message of your choice on the vinyl case, sales taxes and shipping charges.

Your suggested sale price is \$1.00 per pak for almost a 100% profit.

There is no risk involved since you only pay for paks sold, six weeks after date of invoice and you return the left-overs.

This offer applies to a minimum order of 300 paks.

Simply fill-in and mail this coupon.

Please ship usCarrier Pen Paks (300 minimum)

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Six weeks after date of invoice, the buyer agrees to pay for the paks sold and to return the left-overs to: Carrier Pen Co. Ltd. 45 Rideau, Suite 508, Ottawa, Ont. K1N 5W8

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EDITOR'S NOTEBOOK



by Bob Butler

Some of our more perceptive readers may have noticed a change in the appearance of our magazine since the beginning of the year. In December our printer (Dollco Printing) began running **the Leader** on his new "10-colour Royal Zenith Zephyr 300 Perfecting Web press". The editorial staff visited the printing plant in late December to watch the January issue roll off the press.

I can assure you that the impressive name for this machine is, if anything, an understatement, for it seemed to us to be nearly a block long and, at high speed, it sounded

like a DC-9 taxiing for takeoff! Because of the new press, all 45,000 copies of **the Leader** can now be printed, folded and assembled on the same day.

Our photo shows (left to right) Assistant Editor Linda Florence and Editorial Assistant Kay Hotham, after checking out the front end of the rolling press, assuring the editor that it's safe to take a closer look.

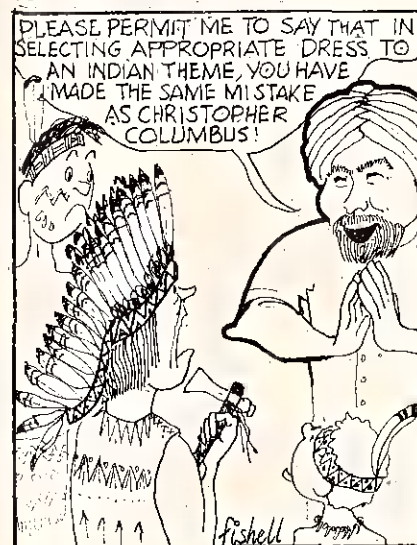
Scouting officials have recently been meeting with people from Agriculture Canada to begin an exploration of ways in which Canadian Scouting can participate in the first annual **World Food Day, October 16, 1981**.

World Food Day has been established by the Food and Agriculture Organization (FAO) of the United Nations. Its purpose is to increase public awareness of long-term world food problems, and to sensitize people to the responsibilities they share in the struggle to eliminate world hunger.

Many Canadians may not appreciate that we are among the few people in the world who never wonder if there will be enough food to eat. Nor may they appreciate the importance of the part that Canadian agriculture plays in feeding the world.

Watch future issues of **the Leader** for program suggestions.

If the shoe fits.....



This being the International Year of Disabled Persons, Boy Scouts of America has introduced a Handicapped Awareness merit badge. While Boy Scouts of Canada will not be following such a course, I feel that the B.S.A. badge requirements might suggest possible program activities for Canadian Scouters.

1. Visit an agency that works with the physically, sensory, or mentally handicapped. Collect their publications about their activities on behalf of their members. Learn what is being done through training, employment, and education of their members.

2. For a one-hour period, under each of the following handicapping conditions, go about your normal routines — studying, listening to TV, doing your chores around your home. Keep a record of your physical and emotional responses to your limitations as well as how you adjusted to the problems that were created. Tell your responses and reactions after doing this:

- hearing impairment — muffle your ears with bandages
- sight impairment — blindfold your eyes
- manual impairment — immobilize your writing arm so it cannot be used.
- mobility impairment — immobilize one leg in a sling so it cannot be used.

3. Spend 15 hours within a three-month period with either (a) a sheltered workshop for adults with a handicapping condition, or (b) a special Cub Scout pack or Boy Scout troop. Learn about their activities, assist the leaders, and work with



"You mean you expect us to process copy fast enough to keep this monster fed!"



the members of the group.

4. Locate and study literature about the accessibility of public and private places to the handicapped. Observe the accessibility or non-accessibility to the handicapped in the following:

- five places with good accessibility
- five places with poor accessibility
- your school or church, and
- your Scout camping site.

5. Display in a public place the material you have collected in Requirement No. 1 so others can be made more aware of handicapped citizens.

6. Make a commitment to your merit badge counselor as to what you will do in the future for people with handicapping conditions.

Throughout the year, a number of Canadian Scout Councils will be holding special activities relating to Scouting for boys with handicaps. In June, Ontario will conduct its 5th Circle Pine Camporee, which will attract some 500 participants from across Canada. Planning for CJ '81 provides for full participation by Scouts and Venturers with disabilities.

Remember to think about the disabled in your own area, and let us know at **the Leader** what is happening.

We thank Miss Frances Wood of Halifax for sending us the accompanying photo of her father, Mr. Walter Wood, celebrating his 104th birthday last Oct. 24 with some Cubs from the Aldershot Cub pack. Mr. Wood, Kentville, Nova Scotia's oldest citizen, is undoubtedly Canada's oldest living Scouter.

Mr. Wood started the 2nd Kentville troop in 1928, conducted the first Kentville Apple Day in 1932, and has held the post of district commissioner as well as a number of other positions.

Mr. Wood is a holder of the Silver

Wolf and has received the Order of Canada.

A 'Walter Wood Chapel' has been erected in his honour at a Nova Scotia Scout camp, the 'Walter Wood Playground' was given to Kentville by the Kinsmen Club, and Mr. Wood has been made an honorary member of the Kentville Rotary Club.

Because he's the shy fellow that he is, I had to twist Scouter Bill Witchel's arm to convince him to send me the following photo. It shows Bill and some of his Venturers with the manager of the Sheraton Centre in Toronto.

Each year during the annual waterfall cleaning, the coins thrown into the 60 ft. waterfall at the Sheraton Centre are collected. The proceeds are shared between the Association for the Mentally Retarded and the Boy Scouts of Canada.

Last fall Bill's 10th and 107th Venturer company were invited to help collect the coins. The group spent the day wallowing in the slimy water, scaling the rock walls, and generally mucking about in the several levels of the waterfall and pool.

The group's efforts produced buckets of change totalling \$766.

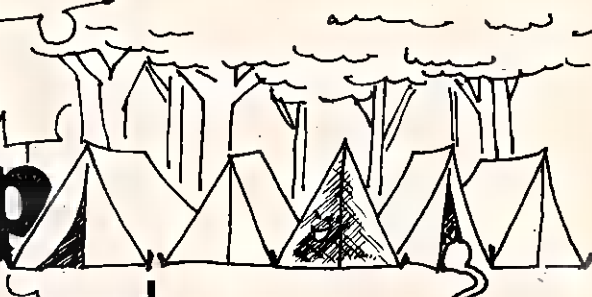
After the coin hunt and a necessary shower, the Venturers indulged in a well-deserved meal at the hotel.

Pictured from left to right with a bucket of algae-covered coins are Venturer Advisor Bill Witchel, Venturer Innes Van Nostrand, Venturer Robert Witchel, Venturer Jeremy Walker, Sheraton Centre Manager David Hamilton, and Venturer Robin Bredin. A



Photo credit: Ron Rochester

A Puzzling Scout Camp



In view of the imminence of CJ '81, this mind-bender seems most appropriate. We won't disclose how much time the editor spent to find the solution, but we wish you all the very best of luck!

Five Scouts from five provinces live in five tents of five different colours. The tents are side by side. Each Scout has a favourite drink and a pet animal, and each knows what he wants to be when he grows up.

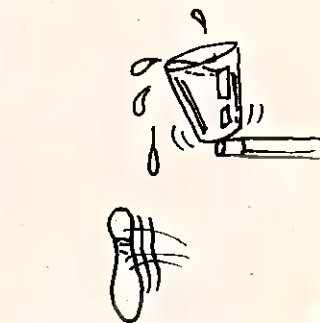
The Problem: Which Scout has a pet skunk and which one drinks water?

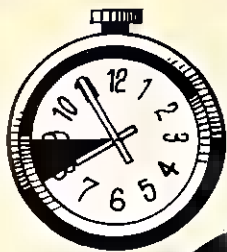
The Data:

1. The Saskatchewan Scout has the red tent.
2. The Manitoba Scout's pet animal is a dog.
3. The Scout in the green tent drinks coffee.
4. The B.C. Scout drinks tea.
5. The green tent is to the right (your right) of the white tent.
6. The Scout who wants to be a diplomat when he grows up has the yellow tent.
7. The Scout who wants to be a sculptor when he grows up brought his pet cat to camp.
8. The Scout in the middle tent drinks milk.
9. The Scout from Ontario has the first tent on the left (your left).
10. One of the Scouts wants to be a doctor. His tent is next to the tent of the Scout with a pet fox.
11. The Scout who wants to be a diplomat has the tent next to the tent belonging to the Scout whose pet is a horse.
12. The Alberta Scout wants to be an acrobat.
13. The Scout who wants to be a violinist drinks orange juice.
14. The Ontario Scout's tent is next to the blue tent.

—With many thanks to Myra Farquhar, Kimberley, B.C. X

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SCOUTER'S 5 MINUTES & RECIPES



THE GIFT

A boy ought to feel at home in a wood
As any of Nature's children should
If their senses are tuned to the scene;
For security grows with the growing trees
And mystery stalks with the sun and the breeze

Through the patterns of shadow and sheen;
There's a hiding place in the branches on high,

His spirit on wings, to lean from the sky
And to marvel at what it may mean;
While the undergrowth stirs with the small, secret things,

The twitter, the glitter, the whisper of wings,
And the key to this kingdom of green.

A boy ought to feel at home on the heath
With the wind in his hair and the turf beneath

To set the young animal free;
With the daisies and dandelions starring the grass

And adding their spring to his feet as they pass

Like a cantering colt on a spree;

To run and to jump and to roll on the ground,

To lie and to listen to Nature's small sound,
Like the drone of the bumble bee,
To search in the grass for ants at their work,
Where dragonfly hovers or spiders may lurk,
Just to watch and to wonder — and see.

A boy ought to feel at home with a stream,
At one with the ripple and gurgle and gleam,
For the water's a wonderful toy,

To paddle and dam in the sparkle and splash,

To start with delight at the kingfisher's flash,

And the fish so elusive and coy.

Scouter's Five Minutes — page 485 April '81

BIBLE CAKE

Here's an unusual approach to baking a cake. The recipe is believed to be for the cakes from which hot-cross buns originated, and therefore is most appropriate for this Easter month. Because the boys will have to look up Bible references (*King James version*) to discover the ingredients, a little organization can make this a challenging study and cooking activity.

Ingredients

1. ½ lb. Judges v. 25, (last clause)
 2. ½ lb. Jeremiah vi. 20
 3. 1 tablespoon 1 Samuel xiv. 25
 4. 3 Jeremiah xvii. 11
 5. ½ lb. 1 Samuel xxx. 12
 6. ½ lb. Nahum iii. 12, chopped
 7. 2 oz. blanched Numbers xvii. 8, chopped
 8. 1 lb. 1 Kings iv. 22
 9. Season with 2 Chronicles ix. 9
 10. A pinch of Leviticus ii. 13.
 11. 1 teaspoon Amos iv. 5
 12. 3 tablespoons Judges iv. 19, (second ingredient mentioned in the verse).
- The ingredients the boys should find are: butter, sugar, honey, eggs, raisins, figs, almonds, flour, spice, salt, yeast and milk.*

Procedure

- Cream together 1, 2 and 3.
Add 4, one at a time, beating well.
Beat in 5, 6 and 7.
Sift together 8, 9, 10 and 11 and stir into first mixture.
Stir in 12. Bake in a slow oven (325 degrees F) for 1½ hours.
Eat while still warm.

Adapted from *The Scouter's Five Minutes*

Recipes — page 533

April '81

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MONSTER (Sour Dough)

Sour dough at camp makes biscuits, pancakes, jackets for 'pigs in a blanket', etc. The possibilities are unlimited, once you have established your Monster.

Sour dough starter

2 cups milk : 2 cups flour

Pour milk into a glass or ceramic bowl and cover with cheese cloth. Let stand, preferably outdoors, for one day. Stir in flour and re-cover bowl. Leave outside for two days. Bring it inside and allow it to sit until it begins to bubble and sour. Refrigerate in a large plastic container with a good fitting lid. Monster has been born.

Never touch Monster with metal! Feed once a week if you are kind. When you begin to use Monster regularly, you must feed twice weekly. Always feed 24 hours before use. Diet is: 1 cup whole milk, 1 cup flour and 1/3 cup white sugar, well stirred in.

To make sure you'll always have starter, put a cup of Monster in a plastic container with a tight lid, label and freeze.

Basic Monster Biscuits

To 1 cup Monster, add 1 cup flour, 1/3 cup vegetable oil, 2 tsp. baking powder, 1/2 tsp. baking soda and 1/8 tsp. salt.

Mix well in plastic or glass bowl. Turn out on floured surface and knead lightly 8 to 10 times, or until stickiness is gone. Flatten with hands to 3 cm (1") thickness, cut into biscuits, cover with cloth and let stand in pan for 10 minutes. Bake 10 to 15 minutes (longer in a reflector oven) at medium-high heat (400 degrees F). Don't forget to feed Monster when you're done!

—Thanks to Gene Refausse, Trenton, Ont.

So to marvel at all the Creator has made
Of which we are part, and to offer our aid
To help Him, to love and enjoy;
For the eyes to see and the senses to feel
Are the greatest delights that God may
reveal.

And the gifts I would give to a boy.

—Hazel Addis

THOUGHTS — from Jack Dalton, Montreal

- It is not the lack of an eye, a leg, an arm, or a college degree that makes careers crippled. It is the lack of a positive attitude. We seldom think of what we have, but what we have not is the greatest tragedy on earth.
- A real friend is one who walks in when the rest of the world walks out.
- What an absurd thing it is to pass over all the valuable parts of a man and fix our attention on his infirmities.
- Few people are wise enough to prefer useful reproof to treacherous praise.
- Man is always trying to make something for himself, rather than something of himself.
- Children go wrong, not on account of poverty, overcrowding or lack of recreation facilities; but because they are living with the wrong type of people.
- The most difficult thing youngsters have to do is learning good example without seeing any.

Or, as B.-P. more succinctly put it;

"... boys are critical beggars, and quickly see through the man who does not believe or has not 'been there'."

—from B.-P.'s Outlook

Outdoors

Carl Lemieux

It's spring, and many people yearn to be out in the fresh air. Some look to backpacking or cycling and others to canoeing. If you are planning a canoe trip, have you considered acquiring a topographical map of the particular area in which you will be making your trip from the Survey and Mapping Branch of the Department of Energy, Mines and Resources? These maps are very useful for developing a trip profile and schedule.

Before making a trip schedule you must acquaint yourself with the many characteristics of the route you plan to navigate. This is called your 'trip profile', and from this profile you can estimate how long it will take you to complete your trip.

Establishing the trip profile is 'getting to know' the river's character; the rapids, the number of portages, the size of the lakes where there's a risk of pin-down, and the number of feet to the mile the river drops or climbs. A profile can tell

you almost everything you need to know, even if your map omits marking a rapid.

The contour lines on a topographical map are the key. These are lines which circle and squirm all over the land but never on a lake. Contour lines link all points of a particular elevation above mean sea level. Altitude is shown by numbers in the contour line (Fig. A).

Having identified a route you want to follow, draw two pencil lines, one on each side of your course. Make them approximately 1/2-inch apart so that you don't blot out important features of the course. Once this is completed, locate every point along the route where a contour line crosses the river and mark it with a small arrow attached to a 'balloon' containing the elevation figure. On the opposite side of the river, mark the cumulative trip distance for every ten miles (a device called a scanner is very useful for this calculation, or you can use a piece of string which can be shaped to follow each river bend and twist).

Figure B shows what a prepared map would look like.

All the data required for a profile is available at a glance. Quick mathematics will tell you how many feet the river drops to the mile. In Figure B you can see that the river drops about 200 feet in 20 miles, or approximately 10 feet each mile. As you gain experience you will be able to 'see' the river and decide whether it is placid, bouncy, white or boiling.

Here's a relatively safe guide. If the drop is approximately three to four feet per mile, your trip should be nice cruising. If it is 20 feet to the mile, you are coming very close to the limit of tolerance for an undecked, loaded canoe.

A trip profile can warn you against the greatest danger; the sudden around-the-bend appearance of a rapid that isn't marked on your map. If the drop in the river is greater than four feet, but rapids are not indicated on the map, stay alert!

Canyons are another danger shown by contour lines. A canyon is indicated where two or more contour lines are very close together along the river bank. Even if your map shows no obstruction, it's far safer to scout ahead to see if the canyon is safe for passage. Remember, once your canoe is committed, there's no stopping or turning back.

Now that you know your route, determine how fast and how far you want to go. This is your schedule. It doesn't have to be exact, but you should know approximately where you want to be in a given time. A detailed study of your map will enable you to judge where you might expect delays and where you can make up time.

As a wilderness canoeist you should become familiar with the map symbols on each particular map. All have a legend which explains the symbols. Some symbols relate to scenery, but three are important for survival; those indicating a rapid, a falls and a portage. Learn to recognize them, because they may save your life. A

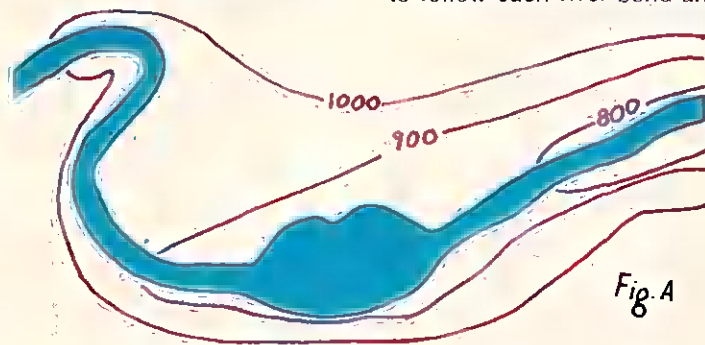


Fig. A

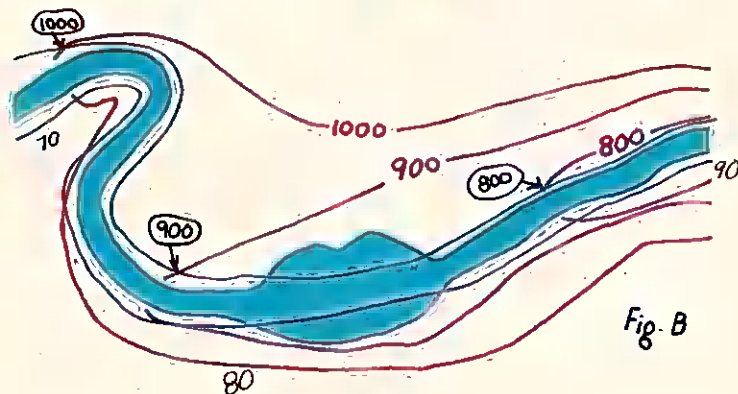


Fig. B

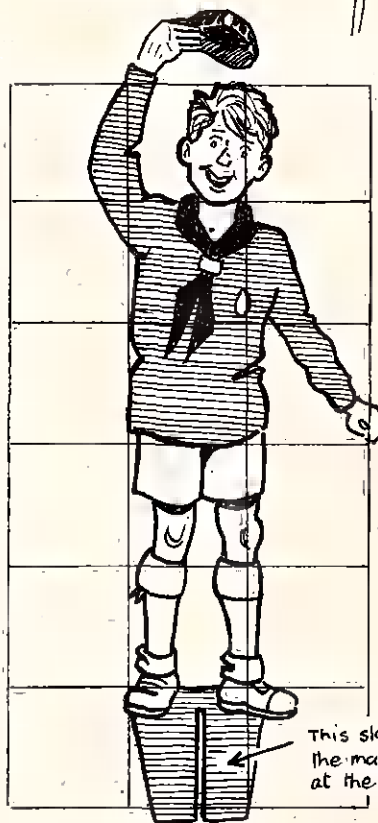
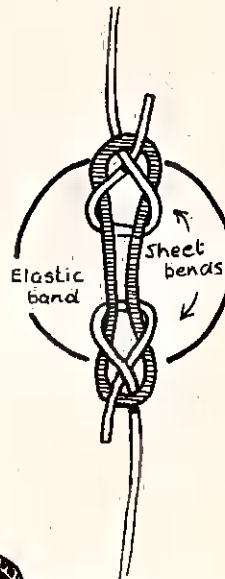
John Sweet's CRAFTS FOR CUBS

MAKE YOUR OWN TRIBAL TOTEM POLE

You will need an assortment of plastic yogurt cartons, string, a fine steel skewer, a candle, matches, and one small elastic band.

Heat the tip of the skewer in the candle flame and pierce a neat hole in the exact centre of the bottom of each carton. Tie one end of the string to a spent match, thread the other end through the hole in the bottom of the largest carton and add the others one by one to build up an attractive design for your totem. In the illustration you will see that two cartons of the same size have been fitted rim to rim. At this point the string has been cut short so that the elastic band can be inserted.

When you reach the top, stand the totem on a flat surface and ask a friend to hold it firmly in position while you pull the string hard to stretch the elastic band. Keeping it at full stretch, tie another spent match to the end with a clove hitch, so that when the strain is released the match will clamp down hard on the carton and hold the others firmly together. Finally, make a cutout of your Sixer, colour it with felt pens and mount the figure on the top of your Tribal Totem Pole. X



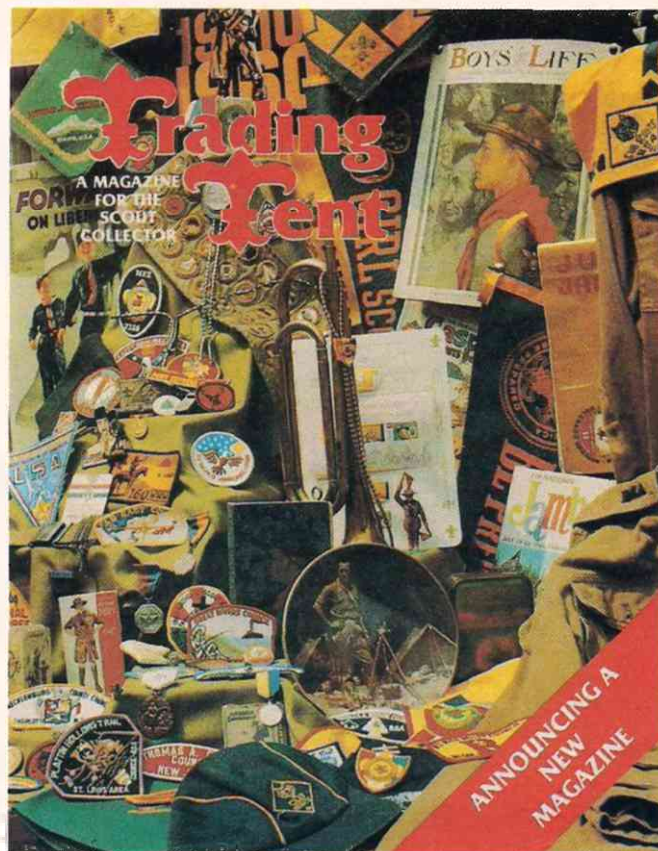
This slots over the matchstick at the top



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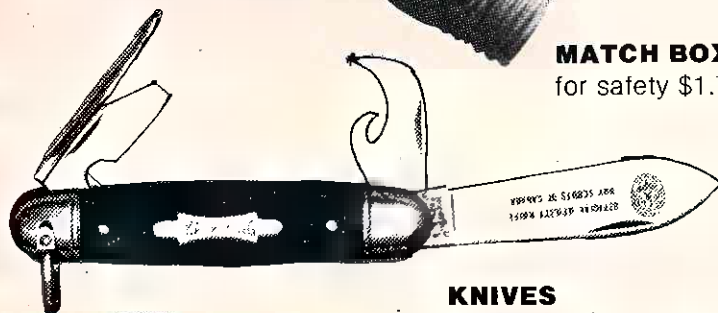
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