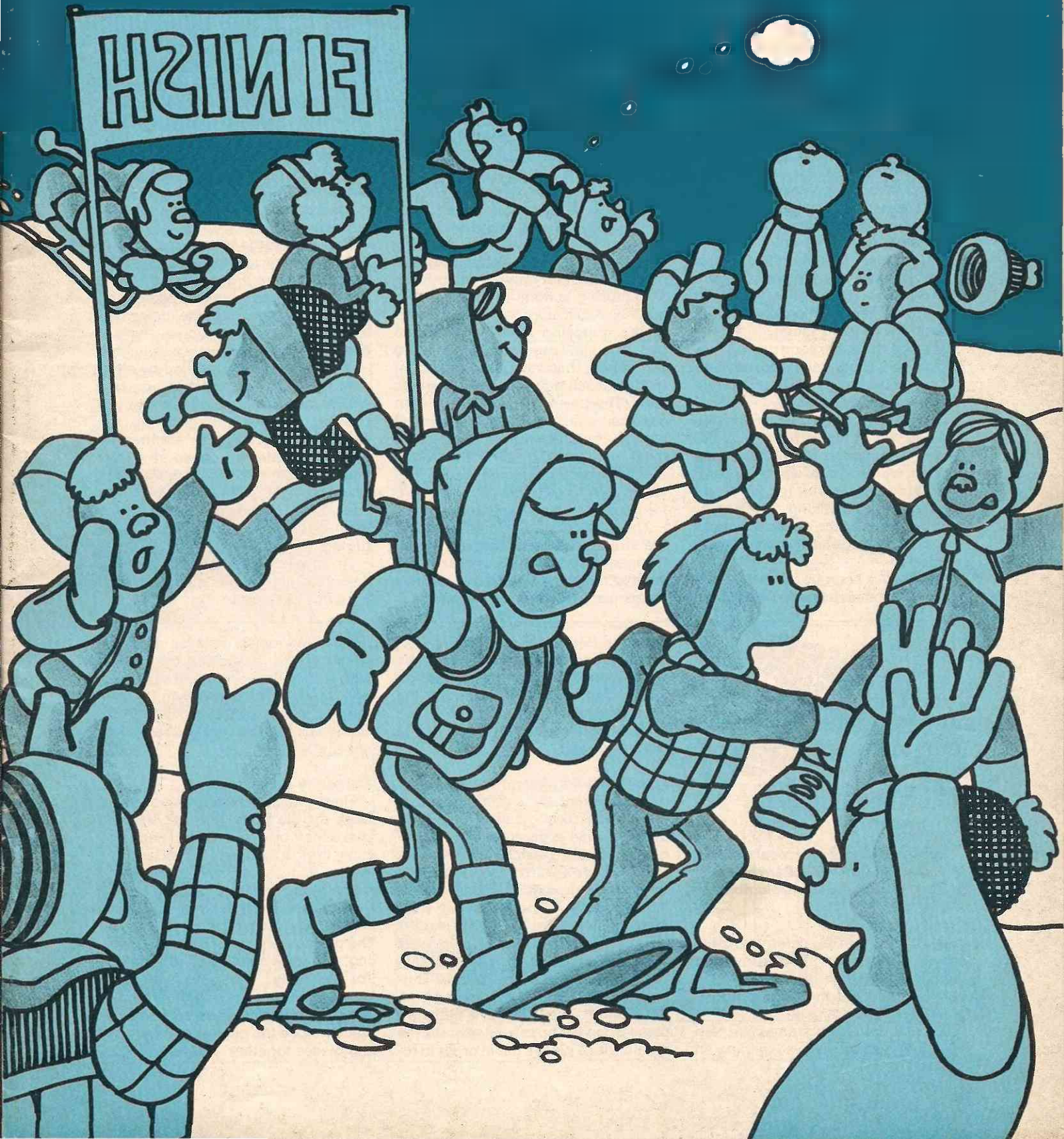


JANUARY 1981 VOLUME 11, NUMBER 5

the leader



pak-sak

by Carl Lemieux

Here's a unique game sent in by Cub leader Bob Lamarche of the 2nd Petawawa Garrison Pack.

The King's Fool

The pack Scouters of the 2nd Petawawa Garrison were looking for a special game to play as a spare-time activity at the Petawawa District Summer Cub Camp. We wanted a game that, after the rules were explained on the first day of camp, would run on its own with little guidance from the leaders. Various games were suggested, examined and discarded because of problems of control, scoring, attention span and so on.

We decided that modification of one of the many versions of *Capture the Flag* might do the trick. The result was a new game which has little in common with the original.

At camp the game soon proved fairly popular. High daily scores were taken by both teams, even on the last day of the six day camp.

The game goes as follows. Instead of a flag, which would have to be defended and hidden during restricted periods, we substitute a playing card. One team receives the red king, and the other the black king. The two remaining kings of the deck are kept as spares. The value of the king is 100 points.

This card is secretly carried by one of the boys of each team to avoid cap-

ture. It can be passed around to other members of the team in order to prevent detection.

All other team members carry lesser cards of the same colour as the team's king. Their point value is the face value of the card, with Queen worth 12, Jack 11, then down the scale to the one-point ace.

The rank of each card decides who captures whom. King is the highest rank, ace the second lowest and joker the lowest.

In most cases the highest rank captures all those of lower rank, except in the following instances. The king cannot capture the joker (or lowest card) because the joker is the only card that can capture the king. The king is also the only card that can be captured by the joker. This is to ensure that all cards have some value and at the same time, carry a risk of being captured. To prevent each team from using too many jokers, thus being unfair to the other team, the joker has a value of fifty points if captured.

Capturing is done in the following manner. A Cub approaches a member of the opposing team to challenge him. The challenge may be accepted or refused. If accepted, on the count of three, each boy shows the other his card. The boy with the highest card can then chase and tag the other. If tagged, the one with the lowest card must relinquish it, but can obtain another from a delegated leader. The victor then turns in his captured card for points to be awarded to his team.

The method of challenging shows the strategic value of keeping secret the location of the king, or of any card for that matter. This added suspense keeps the game interesting and pro-

tests the king and the valuable joker. After all, if they capture your joker, you can't capture their king. Therefore, frequent trading of cards, especially when the king's location has been compromised, is encouraged.

A uniform of types is required for quick identification of opposing teams. At our camp everyone wore name tags; red team red, black team black, and leaders and camp staff a neutral colour.

Two leaders were delegated, on a rotation basis, to hand out replacement cards to those who had theirs captured. Such leaders can be identified with special coloured neckers, arm bands or just pieces of cloth attached to their name tags.

Only if a player has lost a king or a joker does he receive a card of the same rank. This is to ensure that there is always one king and one joker in circulation.

Captured cards should be placed in a box at a central location such as the kitchen. These are retrieved by the camp chief, who tallies the scores and returns the cards to the delegated leader. At our camp, each evening at campfire, the scores were announced — an event eagerly awaited by all.

At this point I must add one rule which we found valuable. If a boy is chasing another and gives up the chase for one reason or another, he cannot resume the chase at a later time without re-challenging the other boy. By this time, the other boy probably has exchanged cards with a team-mate and the tide will have turned.

I'm sure you'll agree that this can be a very exciting game and a lot of fun for Cubs or Scouts. A



Here are some ideas I received from Mrs. Gerry Johnston, a Beaver leader in Port Alberni, British Columbia.

The planning in our colony revolves around the seasons, special days and themes. The whole month of May is our special event month and no regular meetings are held.

Our planning is long range. We plan for three years, always keeping in

mind the Beaver who will be a member of our colony for three years. We feel this is an important consideration for motivation, and maintaining the interest levels of our boys.

Here are some ideas I would like to share with you.

Parent and Son banquets

Some parent and son banquets are hum-drum. To add a little life we decided to plan a parent and son banquet around a Mexican theme. Each Beaver made a craft or God's Eye, and other decorations at the Beaver meeting before the banquet. These were hung around the hall. The leaders also met prior to the banquet to make a Beaver piñata which we filled with 1st Arrowsmith Colony Beaver Buttons and candy, and suspended from the ceiling. The evening's highlight came when the boys tried to break the piñata with a plastic bat in order to re-

lease the goodies. With all the work which went into making the pinata, who wore a Beaver hat and scarf, and one of the 1st Arrowsmith Colony buttons, it was a shame to break him. But it was the Beavers who stole the show at the banquet.

Carpentry night

Have available scraps of wood and bags for the boys, and ask them to make their own inventions. Each boy must bring a hammer labelled with his name, and should ask his father to come along to give a helping hand.

With some direction, our boys made their own treasure boxes. All the pieces were cut prior to the meeting, and were distributed to each boy for assembly. The boys were very proud of the results of their efforts. A senior citizen who was a carpenter by trade helped the boys and fathers put the pieces together. A

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THE CANADIAN LEADER magazine is published 10 times per year by Canyouth Publications Ltd., P.O. Box 5112, Stn 'F', Ottawa K2C 3H4. Subscription, advertising or editorial enquiries should be directed to the Editor. Second class mail registration 2405. Yearly subscription price to registered members, Boy Scouts of Canada, \$3.00. Others, \$5.00. Outside Canada, \$7.00. **ADVERTISING POLICY.** Advertisement of a product or service does not indicate approval by publishers. Publishers do not assume any responsibility by warranty or otherwise with respect to products advertised.

ISSN 0036-9462



COVER: The wind is blowing, the snow is snowing, and winter opens up a whole new landscape for you and your boys to explore. In this issue we offer 'Winter Activities for Cubs' to help leaders pull together ideas for a safe, challenging and fun-filled Pack winter. And for Beaver leaders 'The Iceworm Twist' suggests a bit of whimsy to warm a winter meeting.

JANUARY 1981

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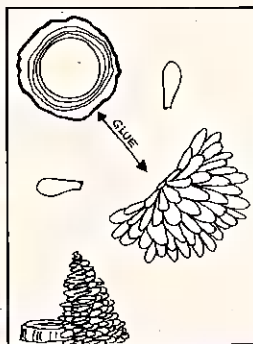
the leader

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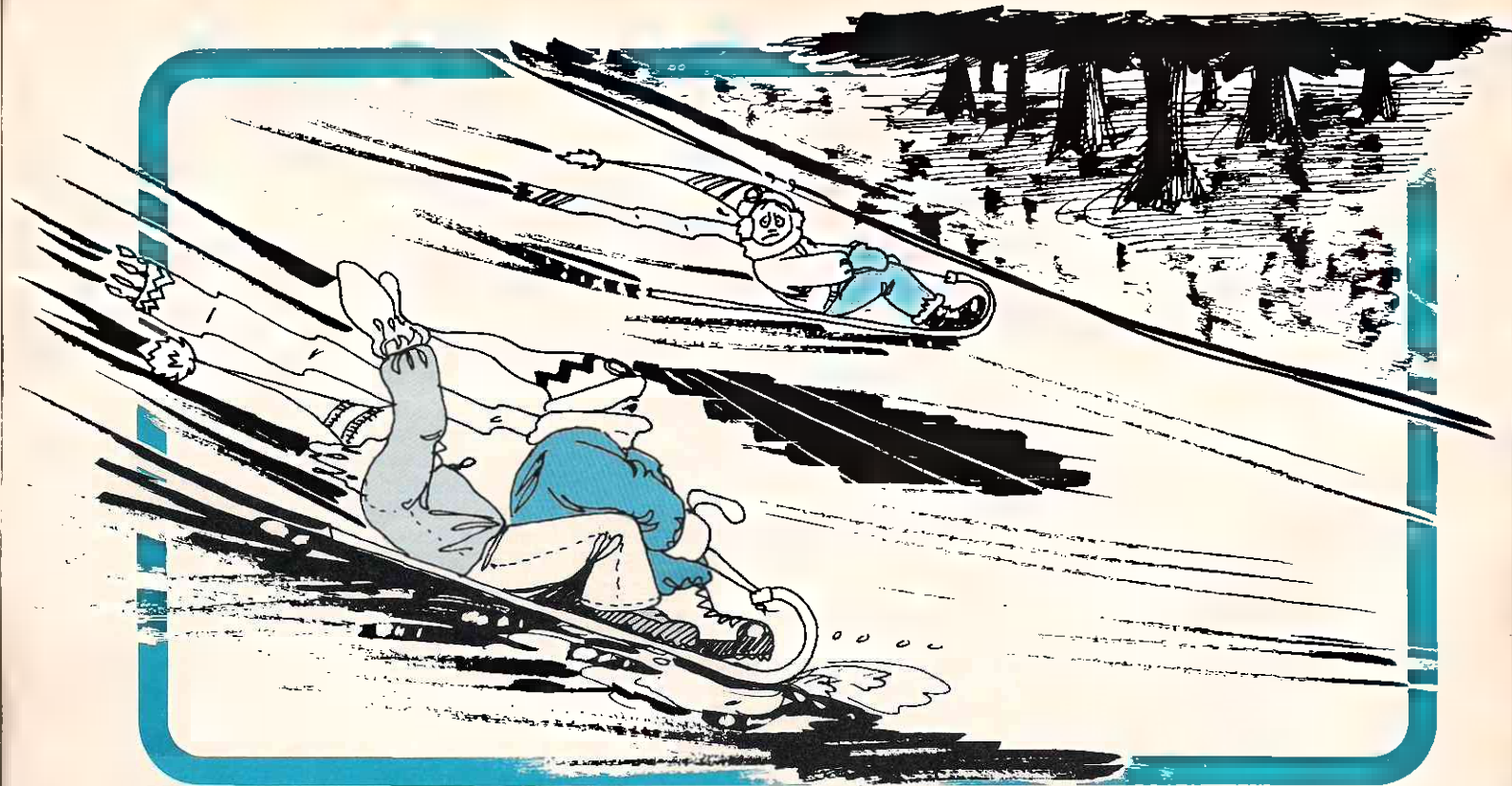
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WINTER ACTIVITIES FOR CUBS

by Justin White

Before we even set boot outside, let's look at the three key principles of winter activities with the Pack. In fact, they're the same year-round: **SAFETY, FUN, and CUBBING.**

Safety discussion in the winter often revolves around clothing, and there is ample material and experience around on this topic. Suffice it to say that children are not always adequately dressed for an outing. On the other hand, a boy who is adequately dressed in the morning may not be warm that afternoon. He may have snow inside his clothing. He may have changed, or the weather may have changed. We've been out in all kinds of temperatures with the Pack, and would cheerfully exchange a bitterly cold day for one in which warm weather has made the snow wet and the boys soaking!

How to decide who's dressed properly? Sure, you can check each boy as he leaves the lodge (there's always someone who thinks he doesn't need mitts or a toque, and sometimes it's a leader!). But, are the pants too tight,

the socks damp, or the boots leaky? We've found that it is wise to start with a short outing near by. A familiarization trip around the site is good for a start, and this can be followed by a toboggan run or some skiing, again close to a warm-up spot. As the day progresses, experience and confidence build up and, often, the weather warms up.

We take the Cubs away for a weekend for our winter outside activities and find it a lot easier than a one-day outing. We have a building as a base of operations, the boys have changes of clothing available, we can control clothing and length of time outdoors, and finally, we can gain in experience and activities as the weekend progresses.

We've found it necessary to ensure that all boys and adults tour the site beforehand. (This requires that leaders know the site in advance!) And we do mean *all* adults. We never quite recovered from the time the cook, who skipped the site tour, decided to take a group of boys out skiing across the lake . . . towards the mouth of a swift-flowing river!

If you are planning day outings, you will have the same kinds of safety concerns. Can you protect against everything? No, of course not. I went out to play squash, and wore the best safety glasses money could buy. They didn't stop me from tearing my achilles tendon! I could, however, rest (on the company medical plan) assured that I had taken every reasonable precaution, and that the game was worthwhile.

Is it **FUN**, and **CUBBING**?

Of course, these words tend to go together. Let's start by assuming that the activities are basically safe. By what else do we judge them?

First, they must be within the boy's physical and mental abilities. Well, of course, skiing, skating, tobogganing and other winter frolics are taking place at the Cub age range outside Scouting all the time, frequently as family activities. The challenge for us is to make them happen in a group setting.

The second check is does the activity involve **ADVENTURE**? Does it take the boy from the known to the



unknown? Obviously adventure will make the activity fun, but it still must be within the abilities of the age range.

This brings us to the old problem. Where do Cub activities end and Scout activities start? It seems to me that the difference marking each section of Scouting boils down to increasing levels of independence built upon the increasing physical and mental strengths of the growing boy.

For example, Beavers may go on short skating outings (and skate better than I ever will), and go tobogganing, as well as start skiing (normally, with their parents!). Cub winter activities tend to have a strong indoor base, be of short duration and involve a high ratio of adults and junior leaders to each boy. Taking the principle of going from the known to the unknown, boys of Scout age are then ready for weekend outings in tents, or for extended ski trips.

I'm quite happy to be with the Cub age range in a cabin, and even then I don't think I'll ever quite get used to winter outdoor plumbing facilities!

The winter offers a great opportu-

nity for a boy to experience Cubbing through reliance upon himself and the other Cubs, and a spirit of working together. However, we must also remember that the boy's real reliance is upon us, the leaders, and that the word FUN must never be far away.

Snolympics

To my embarrassment I can't remember whose idea it was, nor where the idea came up. It was either at a conference of Quinte Region (in Port Hope), or of Niagara Region (in Welland). Whichever, it was a good idea. Someone had run a Snolympics, or was planning to. The idea was to take the Olympic Games, summer type, and adapt them to winter in a mildly crazy sort of way. This resulted in such masterpieces as a *Shot Put* which involved heaving a snowball, a *Relay* which involved dragging a sled (including passenger) around a course, and *Straight Races* on foot, snowshoe, skate or ski.

It really does help to take a simple idea and jazz it up, and in a fun context the competitiveness doesn't get out of hand.

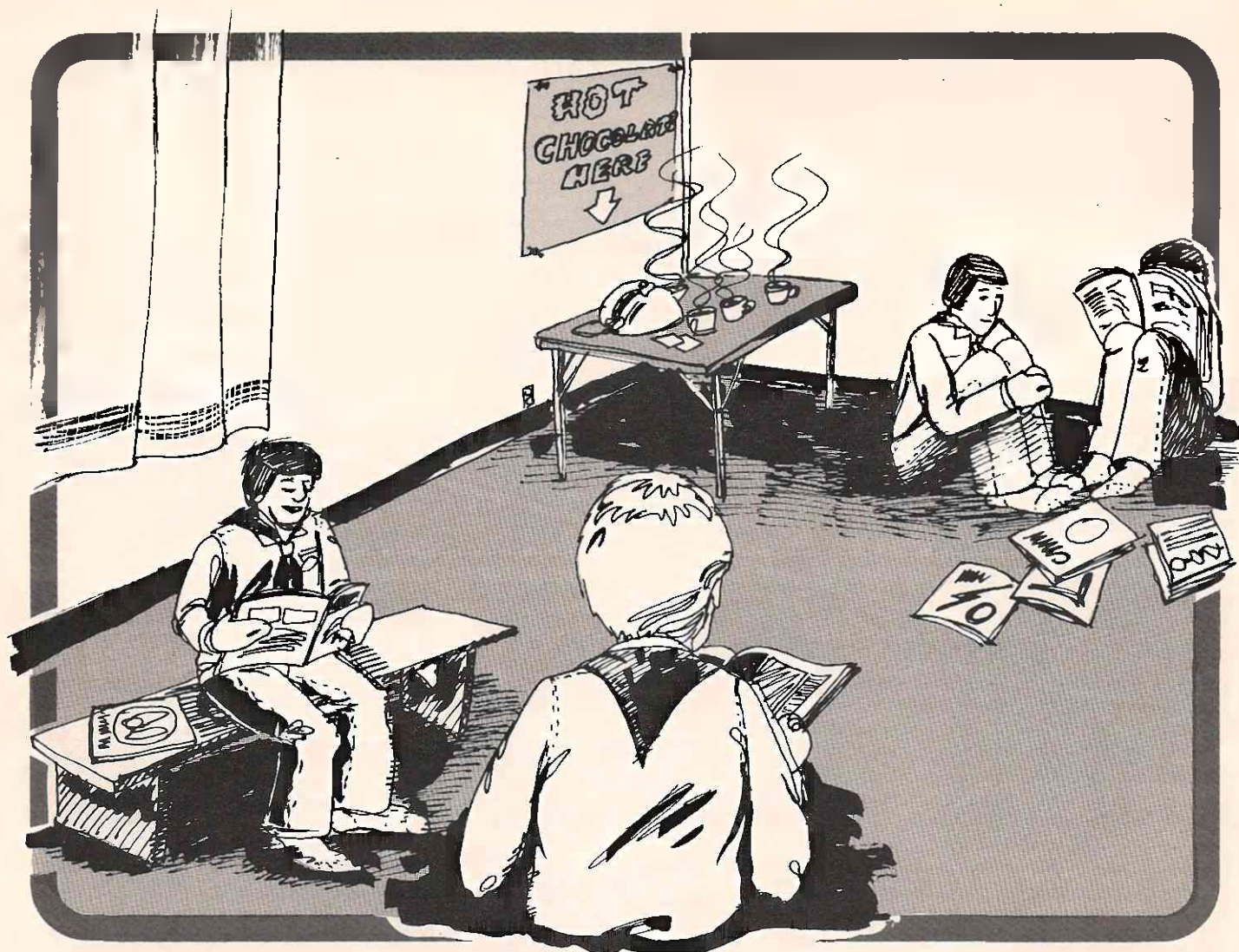
The Great Canadian Indoors

We've tried to have the boys build snow forts, but for some reason it didn't catch on. We've also not had much luck with ice sculptures. In each case I think the lure of action (often simply tobogganing) was just too great. More sedentary activities caught on better inside the lodge when the boys had had enough of the great outdoors.

As a basic approach we try to keep the activities both fun and at the boys' level of readiness, so we have indoor board games and crafts available for the boys who prefer their winters inside! We find that the Cub who is unsure of himself on brief excursions the first year, stays outdoors longer the next and (in several instances) becomes a regular snowman the following winter.

It all ties in to a progression from the known to the unknown. The first year at Winter Camp a boy is sometimes quite proud of himself for having "survived" a whole weekend away from his parents up north amidst the freezing cold.

We should add the comment that



the weather can force one inside. We've done well, we think, surviving (and thriving) in the extreme cold, with gradually increasing exposure outside. The problems have arisen when wet snow soaked clothing, or when the day provided freezing rain. We've built up a selection of board games, and we've found the Cubs really enjoy relaxing in pairs, or simply reading comic books. We've never objected to the Cubs bringing comics to camp. Excessive reading of comics is a *symptom*, not a cause, of problems with the individual boy, or with the program.

Of course, we have to have a lot of group activities planned for the indoors, just in case: an obstacle course, charades, a sing song. This is where leader participation is most important.

Outside once more

I make no apology for dwelling so much on the indoors. Whether you're talking about an evening at a skating rink, an outing for a day or for a week, the basis of success outside is built inside.

Activities outside? You may be the

Snolympics-inventive type, according to the situation. We'll conclude with a look at the basics.

Skating is a lot of fun, especially if hockey sticks are not mixed with pleasure skating. We've preferred to leave hockey to the leagues, despite the temptation to teach them how to run it properly!

Whatever else you do, if you're on a river or lake, be sure of the ice strength. The only possible safety motto in Cubbing is: IF IN DOUBT — DON'T.

Snow-shoeing is a problem because it requires snow-shoes. And after you've begged, borrowed or otherwise obtained enough of them, the Cubs seem to find it hard work. They think it's more fun to go . . .

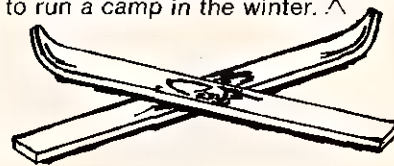
Tobogganing. Of course, you can always snow-shoe to the hill! Beware of feet sticking out of toboggans, rocks hidden below the surface and other obstacles, such as trees. You are the one who has to explain to the parent that you regarded the tree halfway down the slope as a natural obstacle.

I recall the time that Tim was allowed down a hill sufficiently slicked

by his predecessors that he slid further than the rest — all the way into some bushes and finally, into a tree. We all were concerned for him, especially when he couldn't describe what happened just before he hit the tree. It was a great relief when Akela thought to ask him why, and he replied, "I had my eyes closed!"

Skiing, of course, is very popular and worth a few books by itself. Let me just say that boys are very adventuresome, and you should beware steep slopes and nearby trees!

To conclude? Our winter, especially away from the coasts, is a powerful one. It is good for a boy to learn to handle and enjoy it while he is young. The *Winter Cubbing*, *Skiing*, and *Skating* proficiency badges give some indication of what to aim for. But first the leaders must be prepared. It took me a long time and a lot of help from others before I felt ready to run a camp in the winter. X

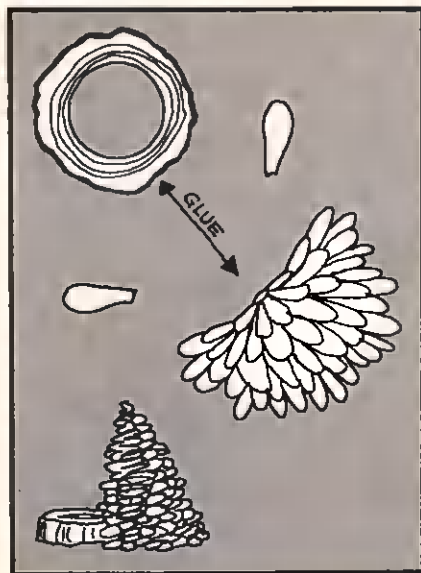


The LOST ART of WOGGLE MAKING

by Rick Tracy
1st Lennoxville Cub Pack

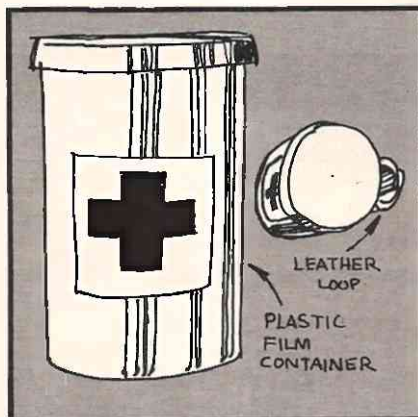
When my father was 16, he became a Cub leader in Valois, Quebec. He always enjoyed intriguing people with his unusual woggles—the big-eared monkey, the timid knight, ol' Chief Hangs-on, the train engine with a remote controlled headlight and more. That's probably why I became interested in woggles and, with a lot of his help, started making them.

Because you need only a pocket knife and a few simple materials, this hobby easily can become a one- or two-evening activity that is practical and fun. Except for special and dress occasions, Cubs and Scouts can make and wear these unusual woggles quite easily, and without the artistic ability that most people think is a prerequisite.

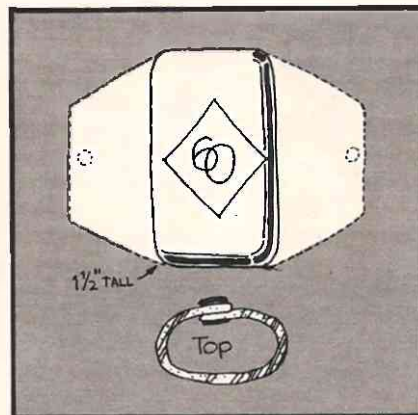


The Okwikandak woggle is a great summer camp handicraft for Cubs because it can be made in a couple of hours and provides a practical souvenir of the camp. The name means "Land of many Red Pine" in Algonquin, and the woggle had its origins on the Okwikandak site of Camp Jackson Dodds, Quebec. Beforehand, or at camp, a leader can cut and drill the pine branch into loops which the boys then sand and glue to a cone they have collected on a nature hike. The whole thing is then spray-lacquered and, when dry, is ready to wear.

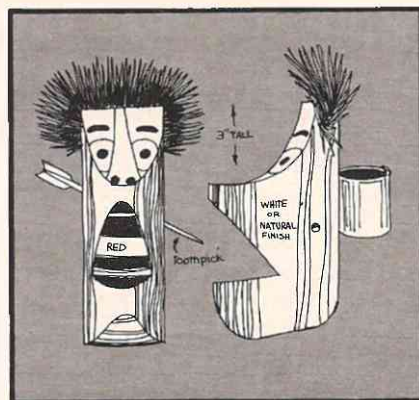
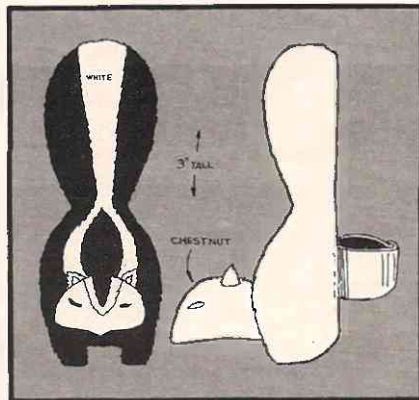
The First Aid Kit is both easy to make and practical. A strip of leather or vinyl is pop-riveted to a second-hand film canister of plastic or metal, then painted and filled appropriately. You should be able to borrow a pop-rivet gun from a local handyman or garage, and many photo supply stores have empty canisters available for a small fee. This project can be completed during a troop or pack meeting and filled by the boys at home.



The Anniversary Woggle was one made by our pack in an evening during our own Diamond Jubilee Year. It can easily be adapted to your local happenings or celebration. After cutting the shape from a sheet of vinyl (available from most art stores), the boys painted the design on the front using acrylic paints, which dry in five to ten minutes. The ends were then pop-riveted together. Two years later they are still being worn by some of our older boys.



The final two woggles are a bit more challenging, but the only skill needed is persistence. *Stanley* is made with a piece of pine (one of the best woods for woodworking). A chestnut is glued on for his head, after which he's coated with glue, covered with coffee grounds and painted black and white.



Arrowhead (or "Akela", as some Cubs seem to insist) is also made of pine. The arrow hole is drilled completely through the wood and a round toothpick is inserted. The hair can be almost any available substance, in this case, a piece of rabbit fur.

To hold these woggles on the neckerchief, glue on a leather loop with epoxy, or cut a slot in the woggle's back. When making the loop, take care that it will be tight enough.

Many other designs and ideas are available in various publications, but these five are both simple and intriguing to make. It might be a good idea to try them yourself before using them as a craft or at camp. Be ingenious and have fun! X

SURVEY OF SUPPORT TO SECTION LEADERS

by Charles Stafford

Report on survey of March, 1980

This survey was conducted by sending a questionnaire to 3,500 Scouters selected at random from the mailing list of the Canadian Leader.

We received a 25% response and gained a great deal of information, some confirming strengths and some indicating weaknesses.

A 25% return is way above the normal expected return. Most of those who responded did so very frankly and in greater detail than basically requested. As well, several respondents gave names and addresses and offered further help if required.

A really big thank you Scouters, for your concern, commitment and a job well done!

The questionnaire was divided into six parts, each dealing with a different area of support. Here are the highlights of each area.

Personal Information — Respondents were proportionally representative of the five sections and of the provinces. 61% of respondents had been youth members in Scouting or Guiding.

Average ages — The average age of leaders is 36 years, with Beaver leaders tending to be younger, and Rover leaders slightly older.

Years of service — 14% of leaders have served one year or less, 38% have served two years, and 48% have served three years or more. The latter tend to work with the older boys.

Groups — It was discovered that a great many Beaver Colonies are well over the recommended size of 18.

The average size of packs and troops has decreased a little. Most packs have 21-30 members; most troops 11-20 members. Most companies and crews have fewer than 10 members.

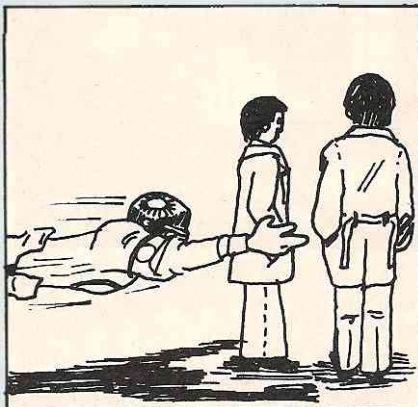
84% of leaders said there were enough adult leaders in their section. Troops were in the highest category of sections with insufficient numbers of leaders.

Of groups reporting, 5.5% were active in all five programs.

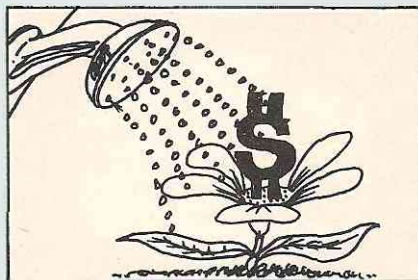
Nearly all leaders reported they had a group or section committee, and of these, 96.8% had leaders attend committee meetings.

77% of leaders said they were satisfied with the support received from their group/section committee.

There was a high degree of congruency between what group committees did and what leaders expected of them. The greatest mismatch was in 'acquiring resource information'; 51% of leaders felt they should get this help but only 36% of committees provided it.



The most common weakness in group/section committees appears to be an inability to recruit parent help, support and interest. This weakness was closely followed by poor communication between group committee and both leaders and parents.

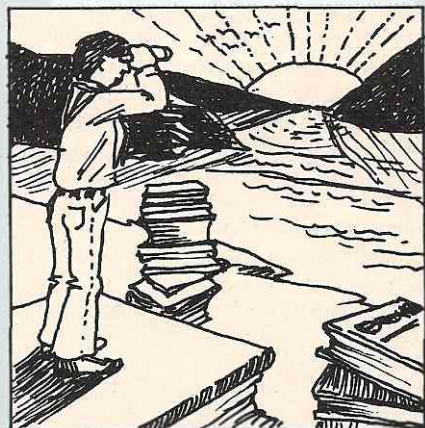


Fund-raising is a fairly common area of concern and conflict. Some felt the committee did not do enough. Others thought it imposed too heavily on the sections.

Although Scouters were satisfied with their committee support, many also said there is room for improvement. They feel that committees need better guidance on their role and responsibility and that this should be available in booklets and through training opportunities.

One area that particularly requires clarification is the group committees' role in recruiting leaders.

Handbooks — Members were asked to evaluate the helpfulness of specific items of content in the basic leaders' and boys' handbooks. They were asked also to rate the helpfulness of another group of books and to indicate which they used during the first six months of work in their current section. On a rating from 1 (no help)



to 4 (very helpful) the basic handbooks were generally found very helpful. Some areas of weakness were indicated and these areas will be improved at the next printing.

Ratings on other books ranged from 2.9 (*Let's Celebrate*) to 3.5 (*The Wolf Cub Handbook*).

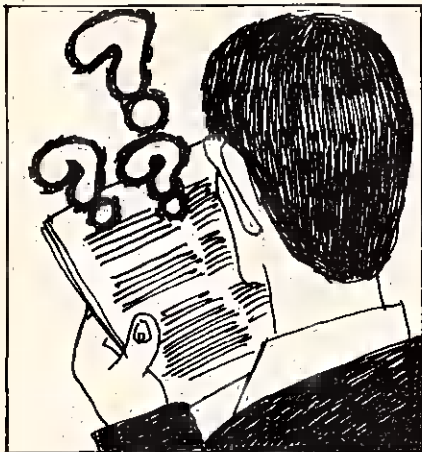
The most disquieting discoveries were:

- the large proportion of leaders who haven't read or don't use the basic books. For example, only 48.8% of leaders have read *Beaver Leader's Handbook*, and only 25.5% have read *The Cub Book*. *Venturer Advisor's Handbook* is used by only 38.2% of leaders, *Venturer Handbook* by 23.5%, and *Rover Leader's Handbook* by 27.2%.

The question is, how can leaders who don't use these basic books run an appropriate program?

- the small number of new leaders who had the use of their starting handbook. Only 24.8% had *Beaver Kit #1*; 17% had *Having Fun with Cubs*; and 16.1% had *Having Fun with Scouts*.

Many leaders pointed out the difficulties met when starting to work in a section, and suggested ways to reduce these difficulties:



- simpler explanation of the program and activities than that given in the Leader's Handbook.

- opportunities to attend meetings of another group to observe and help
- simple practical training before starting.

We obviously have a big job to do in orienting and helping new leaders to get a fair and effective start in their leadership roles.

Beaver and Cub leaders were very voluble in asking for more books and help with crafts, games and songs. Yet only 26% use *Games Galore* (rated 3.2); 14.2% use *Camp Fire Song Book* (rated 3.7); and 25.2% use *B.P. & P.* (rated 3.0).

Many leaders asked for more guidance in the spiritual aspects of Scouting. One book aimed directly at this is *Let's Celebrate*, read by 4.2% of leaders and rated 2.9.



Leader magazine — The magazine was rated high — 62% found it helpful or very helpful. The consistent request was for MORE! The most common requests were for more craft articles and games and songs for Beaver and Cub leaders.

Other topics in frequent demand included: how to interest boys in stars and badges; the outdoors and camping; proven programs; Scouts and Patrol corners; how to understand; work with, discipline, motivate, and meet needs and interests of boys.

The editor has reviewed your input and is making some changes. Watch **the Leader** and let him know what you think.

Other printed resources — There seems to be general satisfaction with the available record books and charts. Many leaders suggested a special book or kit for new leaders, underlining the need for new leaders to receive direct help quickly.

Council support — 90% said there was a service team person they could call. 55% had used this opportunity and 60% had been called by their service team representative.

60% of leaders had been visited by their service team representative at a meeting since September 1979. 39% said the visit was helpful or very helpful. 43% said it was of no help.

Venturers received the most visits (57%), and also most often reported the visit as being of no help (63%). Beavers received the fewest visits.

In most sections, with the exception of Venturers, respondents reported that the service team person seems more often interested in receiving section support than in supporting the section.

The major nature of calls or visits involved giving information about events (72.7%). Only 52.8% involved idea sharing and only 24.8% had as their purpose the evaluation of programs and leadership.

It is clear that many leaders don't feel they are receiving the help they require from service team members.

Training — 75% of leaders said they received information about training opportunities offered by their council.

Ratings of training experiences from 1 (no help) to 4 (very helpful) indicate that overall, training is very helpful to these leaders. It is interesting to note that the more course content is directed to the needs/involvement of the trainee, the higher its value is perceived. For example, orientation, which is largely a telling situation, has the lowest score. Sharing sessions, which deal almost exclusively with needs and interests of the trainees, have the highest (3.9).



An analysis of these returns shows there sometimes is a connection between a leader's interest in a topic and the rating he gives it. This is not surprising. Leaders might reflect on this when they find boys not learning.

The helpfulness of course content also was rated. Items rated low (below 2.5) were camping, rambles, games, crafts, stories, play acting, discipline, badge work, creative activities, spiritual, communications, decision making, and evaluating programs and leadership.

Again we express concern about the high proportion of leaders who take little or no training. We recognize that very often the most valuable training can be on-the-job, and we did not ask how many received this kind of training. However, the number of leaders who ask for more help when they start, suggests that not many receive on-the-job assistance.


The final question was, "Are there any other ways that Scouts Canada can help you in your leadership role?"



Wow! We received 31 pages of single-spaced typed responses to this question! There are many good ideas to be sorted out and followed up. The most frequent comments were:

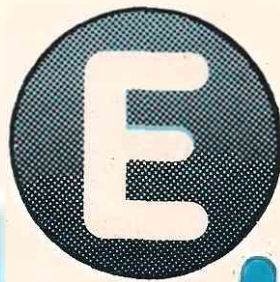
- more local training
- better promotion of Scouting at national level.
- better support to sections by district staff/service teams.
- more guidance to new leaders
- more parent involvement
- greater honesty with new leaders when telling them what is expected of them.
- better communications
- more training for S.I.T. and activity leaders.

The findings of this survey provide information and guidance for all levels of Scouting.

Thank you for your participation. Keep your concerns and ideas coming. Don't sit on them — communicate them to someone. We must all contribute to keep Scouting alive and vital to today's and tomorrow's boys. 

Scouter's alphabet

by David Goss



bering like an elephant. This is repeated until all have run, as in a relay.

Emblems — Every group should have a symbol or emblem which identifies it. The design we use at St. George's is St. George and the dragon. If you make a stencil you can print such a design on all your camping boxes and other troop property. The design must be chosen and cut carefully so that there is good contrast between background and foreground. But once you've chosen, it is easy to make any number of copies which can be transferred to wood and material at will. Illustrated here are the steps in making pennants or emblems.

Echo, the — A skit that goes back many years in Scouting, but there's always someone who hasn't heard it. It is a joke best played on some visiting dignitary. This is how it goes.

The leader explains that this hall (or campfire area) is well known for its echo. He already has hidden a confederate who will be the echo, and he proceeds to demonstrate. The leader calls out something and the echo repeats it. It might go like this.

Leader: Halloo!

Echo: Halloo!

L: Nice day, isn't it?

E: Nice day, isn't it?

L: We have some great Scouts here.

E: We have some great Scouts here.

L: We have some great leaders too!

E: We have some great leaders too!

L: That Dave Goss is a fine fellow!

E: (No answer at all)

L: (A little louder) I said, that Dave Goss is a fine fellow!

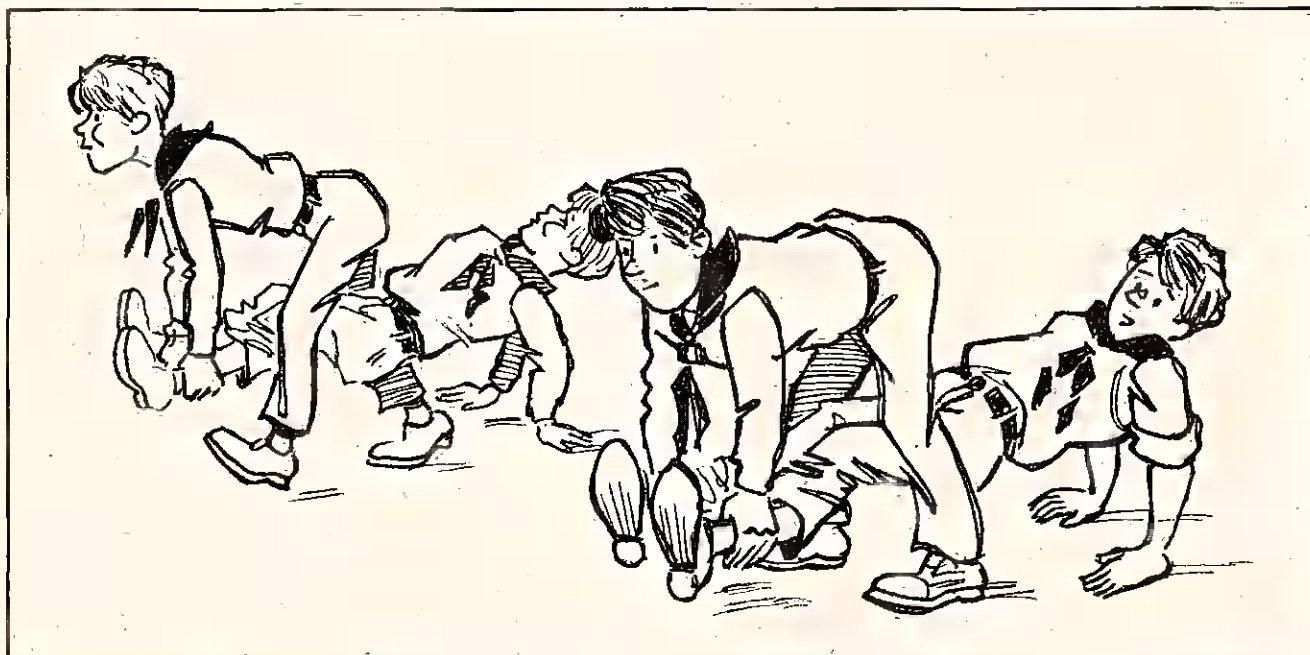
E: (No answer at all)

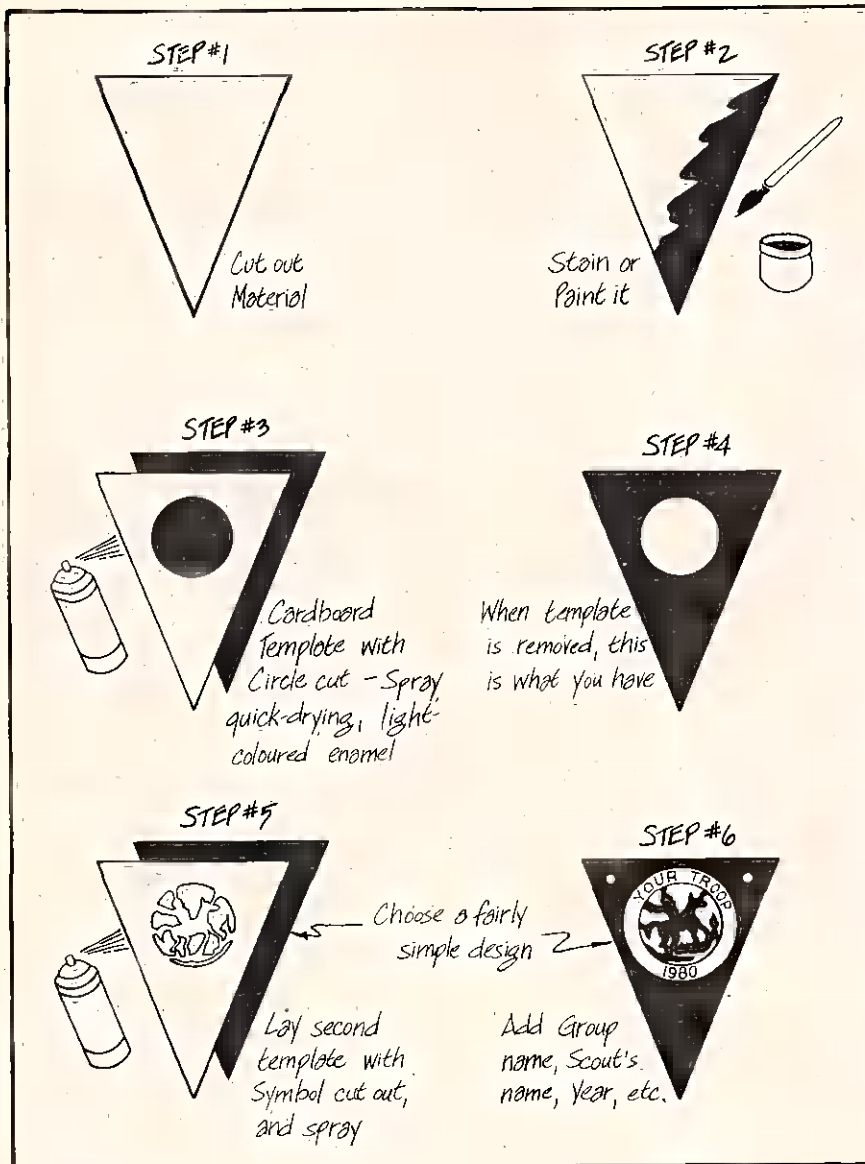
L: (still louder) I said, that Dave Goss is a fine fellow!

E: (very loudly) Baloney!

Elephant Walk — A good game requiring co-ordination. Player number one bends over with his arms dangling and legs wide open. Player number two lies on his back with his legs between number one's legs. On signal, player one grabs the ankles of player two, and player two lifts himself up on his arms. They proceed in this arrangement to a goal line, lum-

Endurance race — A good game except that it calls for the elimination of the slowest runner after each run. Occasionally play the game without eliminating anyone. Here is the normal manner of play. All the boys line up at one end of a field or hall. The leader gives a command to "run" to the other side of the field or hall. The last boy to arrive is eliminated from the game. The leader gives a second command, perhaps "walk sideways", and the boys proceed to do so. Again the last man to arrive at the original starting position is eliminated. The game continues until only one boy remains. Keep the game lively with plenty of variety in movement methods. For example crawling, bar-





row pushing, crab-walk, handstands, cartwheels, slow motion, babysteps, etc.; can be used for commands. As its name implies, this game is a real endurance test, especially if no boy is eliminated until he's tired enough to want no more.

Exhibitions of memorabilia — There is still time to arrange displays for Scout Week, and a display that is relatively easy to set up is one of Scouting memorabilia. Many people have tucked away Scouting mementos they would lend for such a display. Others have kept things they've wondered what to do with, and if they hear of a display, might be enticed to dig out old books, badges or photographs and donate them to the Scouting organization.

The National Scout Office in Ottawa has an extensive collection of

memorabilia that has been donated by interested persons over the years. Sometimes there are several copies or examples of the same item. Possibly those of you who live close enough to Ottawa to make it worthwhile could drive up to see the collection. For those of us further away, perhaps Ottawa might set up a mobile display in conjunction with those regularly circulated by the National Museum to regional museums. How about it, guys?

Epilogue — An epilogue is a concluding section added to a novel or poem, or a speech or poem added to the end of a play and spoken to the audience. A few years ago I recall that John Sweet suggested a Scout meeting occasionally should end with an epilogue wherein the leader and patrol

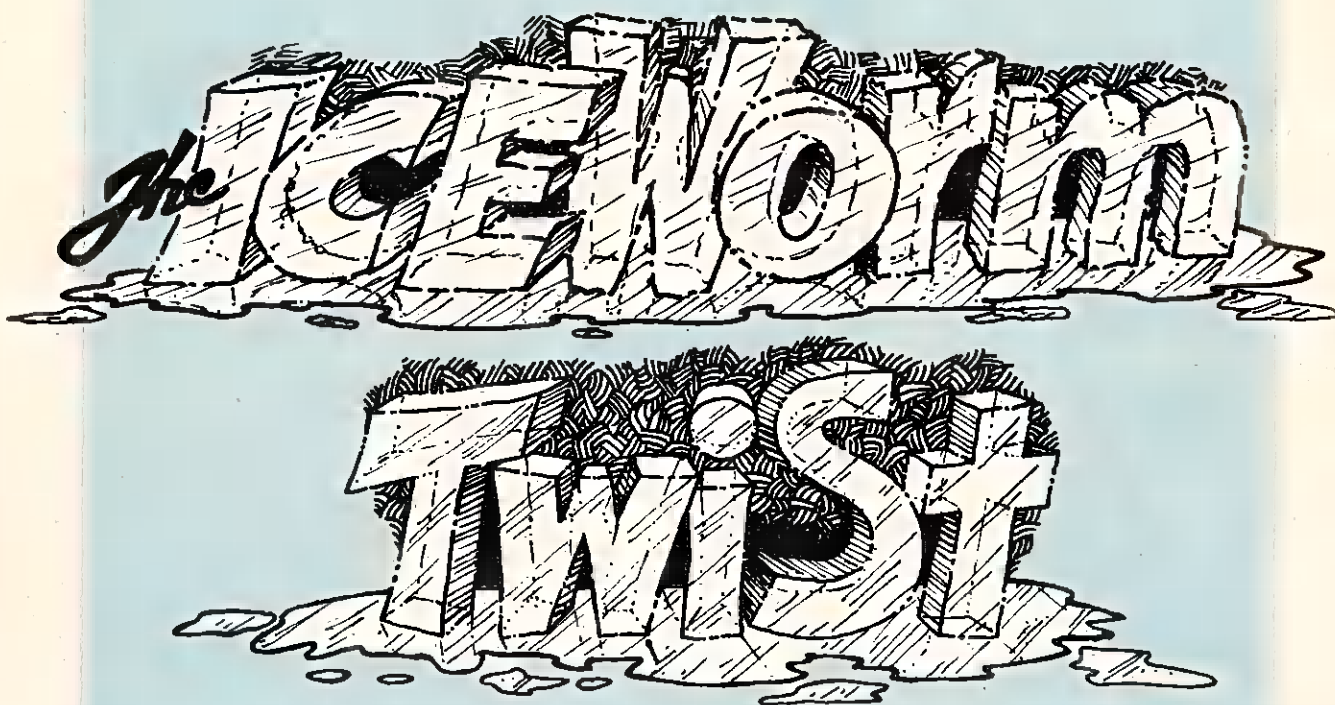
leaders close the meeting in some dramatic fashion. It might go like this.

Just before flagdown and taps, the troop is drawn into a horseshoe formation, and the P.L.'s step outside where each has previously stored a staff with a candle fastened to the top. In the troop room someone turns out the lights. On signal, the patrol leaders enter in formation, come to the front of the horseshoe and surround the Scouter. One of them presents, with due ceremony, a poem, story, or announcement for the Scouter to read. This should be appropriate to the meeting, or to some coming or recently concluded activity. Perhaps the patrol leaders have written the poem themselves.

After the Scouter concludes, the candle-bearers go to the flagpole area where the duty patrol gathers to down the flag, or taps are sung. The candle-bearers return to the Scouter, he offers a prayer to close the meeting, and then ceremonially extinguishes the candles, leaving the room in darkness and silence.

This sounds like a fitting way to conclude a meeting, and thanks are due to John Sweet for his illustration, which shows how this might look carried out in your Troop. As John has drawn this from his home in East Anglia, Great Britain, some 5000 miles away, he might be entirely incorrect in drawing your boys the way he has. But you won't know unless you try this idea, will you? X





by Linda Florence

Children's games, songs and craft activities are endlessly adaptable, and sometimes even the simplest ones take on an extra sparkle when given a slight new twist.

Now Beaver leaders, like other folk, are busy people who can't spend all of their time wracking the brain for bright ideas. Happily, often the kernel of a bright idea is lurking in some unexpected place, waiting to pop out and hit you in the imagination bone. Suddenly you can think of several games, a couple of songs, or a craft idea that might be twisted to fit and voila! — you have another package for a fun evening at the pond.

Let me give you an example. While skimming through some material for indoor winter-theme ideas, I checked a book on festivals to bone up on the background of Valentine's Day. There it was, right after Feb. 14, an obscure winter-celebration held in the town of Cordova, Alaska. The name of the celebration almost screamed for attention: the annual Iceworm Festival.

What could be more fun than ice-worms? As I read the few lines describing this festival I learned that a search for the iceworm's tail was a regular part of the proceedings.

"Ah ha!" thought I. "Beavers might like a treasure hunt that was changed into an iceworm-tail hunt." It also occurred to me that a snake game could become an iceworm game, that I'd heard an iceworm song, and that it probably would be pretty easy for Beavers to construct iceworms.

Unfortunately iceworm information isn't too plentiful in these environs, but I expect that some northern Beaver colonies shelter experts on the mythical creatures. I hope the experts will forgive the gaps and errors in my knowledge.

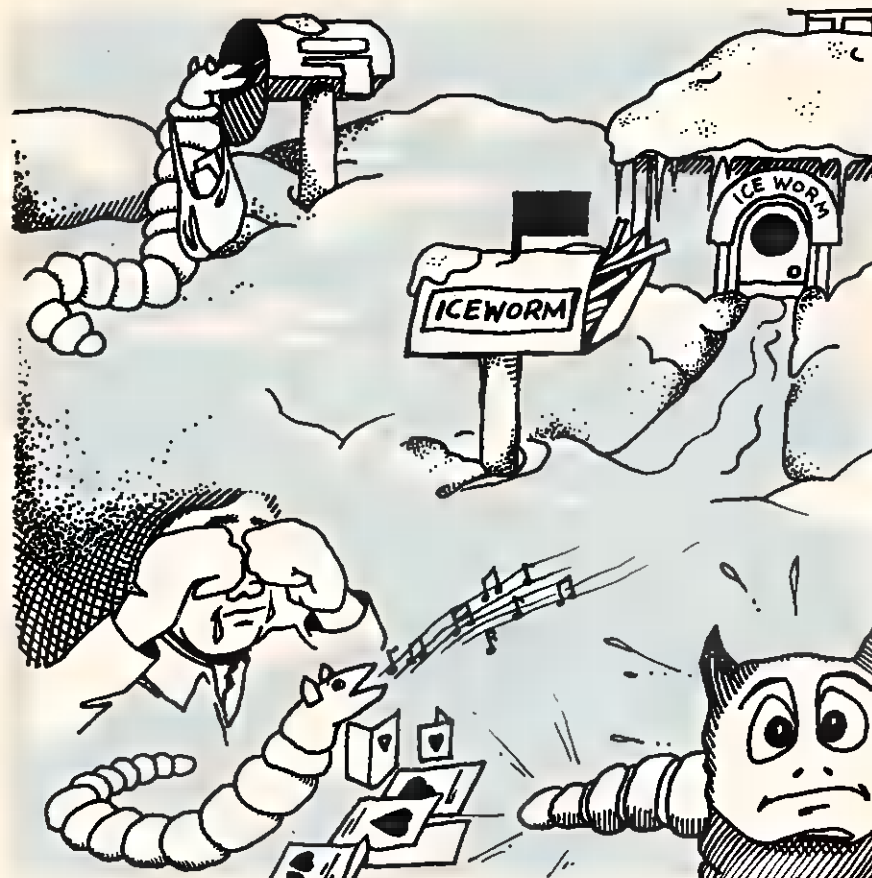
Iceworms are shy, nocturnal creatures who live "in the land of the pale blue snow where it's 99 below". It's believed they originated either in northern British Columbia, or in the Yukon during Klondike gold rush days. For certain they are featured in a song which was very popular with prospectors and trappers at the turn of the century.

You'll find words and music for "When the Iceworms Nest Again" in *Young Canada Sings*, published by the Department of the Secretary of State, 1970. Some may feel the lyrics are too sophisticated for Beavers, but the tune is foot-stomping catchy. I know that Burl Ives has included the song on one of his albums, but as I

don't have it in my collection, I'm afraid that's all the direction I can give. Those who have his rendition might want to play it during an iceworm activity.

My only other information about iceworms is the fact that their night-time chirping is a source of annoyance to tired prospectors and trappers. And from the account of the Iceworm Festival, I have to conclude that their tails are detachable. It seems that the Cordova iceworm loses his tail every year, just before the festival parade. Since he (or she) refuses to parade tail-less, and is heartbroken at the idea of missing the fun, each year the iceworm offers a reward to anyone who finds the tail and turns it over to the mayor of the town before the parade's start. I assume he doesn't ask the finder to return it directly to him because of his shyness.

How about starting the evening with a short iceworm 'tale' based upon some of this information, and letting that lead into an iceworm tail-hunt, complete with iceworm tracks (use your imagination) as clues. The tail can be simply a scarf, but you should be able to make something more exciting with a bit of coloured yarn.



A 'half-potted' iceworm tale

A friendly little iceworm lost his tail one night while playing in the snow. He desperately wanted to find it, but had no luck. He was too shy to leave his nest during the day, and because it was close to Feb. 14, he needed all his time at night to deliver Valentine cards to his many friends.

Now the iceworm was a happy fellow whose cheery chirping made winter's chill seem less bitter for both townspeople and his forest friends. And it pleased him so much to be able to tell his friends he loved them, that he chirped even more merrily as he did his deliveries. He forgot about his missing tail.

Until the morning of Valentine's Day! Without his tail the shy creature was too embarrassed to leave his nest, even to visit his mailbox. As a result, he didn't receive his Valentine Cards and thought, of course, that nobody loved him.

The poor iceworm was so miserable he couldn't sing. And it didn't take his friends long to notice something wrong.

"It's so quiet," said Mrs. Jones, who lived in town. The wind howled around the windows, and rattled the front door. "Well, not exactly 'quiet' quiet, but different," she added with a shiver.

"It's the iceworm," said little Johnny Jones. "He's not chirping. Something has happened to him!" And he began to cry. He was very fond of the iceworm, to whom he owed his life. (Describe how once, when Johnny was lost in a blizzard, the iceworm used his chirping as a direction-finder for the searchers.)

There was little the humans could do because the iceworm, being shy, didn't like to show himself to people. Johnny knew where the nest was, went to it and tried to find out if the iceworm was in, but to no avail. Iceworm didn't answer his call.

The animals also noticed the iceworm's silence, which made them much more aware of how miserably the wind howled, and how cold it was. Concerned, they gathered and decided someone should go to check. An Arctic hare eventually learned why the iceworm wouldn't sing. The animals worked together to gather up his mail and deliver it to the door of the nest. There were so many Valentine cards the iceworm was overjoyed. He chirped so happily that even the wind held its breath to listen. Then the iceworm and his friends went out to look for the missing tail.

If you have a tail-search with your Beavers, they will be able to give the story their own happy ending. Otherwise, it's over to you!

Iceworm game suggestions

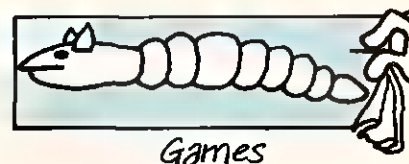
Catch the iceworm's tail — Have the boys line up one behind the other, each with his hands on the shoulders of the boy in front. Depending upon the size of the group, you may want to have two 'iceworms'. The front boy is the head and the last boy in line is the tail. On a signal the head tries to catch the tail. If he succeeds and the iceworm remains intact, the tail becomes the head. If the line breaks during the proceedings, the boy whose slipped grip caused the break becomes the head. It's a good game for running off energy.

Iceworm in the middle — Another excess energy release-valve. One boy is the iceworm; the rest are trappers. The trappers form a circle around the worm and join hands. The shy iceworm must escape. He can't bear the thought of being a captive and having everyone in town come to gawk at him. He can crawl under, hop over, or break through the joined hands. If he does escape the circle, all the trappers must chase him. The trapper who tags him becomes the next iceworm.

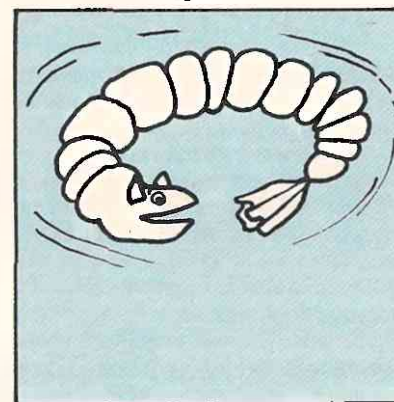
Pin the tail on the iceworm — A revised version of pin-the-tail-on-the-donkey, this should be easy to design.

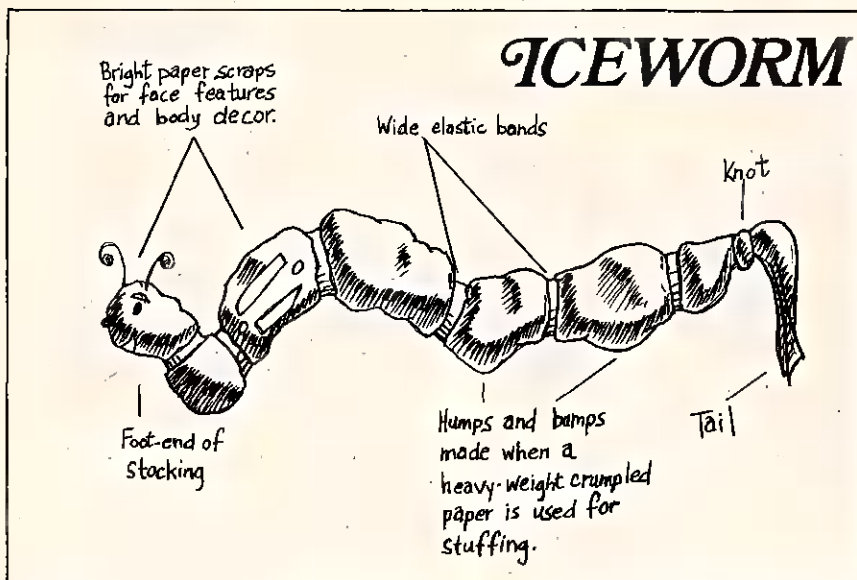
An iceworm craft

An iceworm is simple and fun to make. You can have each boy build his own, or a small group of boys work on one. Only easy-to-acquire materials are needed, and because there is no standard description of an iceworm, the imagination can run rampant.



Games





boys may want to tie coloured yarn around the body to achieve the same effect! Cut features for the face out of coloured paper and glue to the foot-end of the stocking. Glue on colourful scraps to decorate the rest of the body and the tail.

No Beaver meeting is complete without a song. How about the action song "Here We Go Looby-loo"? Turn ordinary Jack into Johnny the prospector's son who lives in iceworm country "where it's 99 below". One Saturday the winter wind howled so hard it blew down the chimney and put out the fire that was warming Johnny's bath-water. So, on Saturday night, when Johnny's mother insisted he take his bath anyway, Johnny put his right hand in, pulled his right hand out, and gave the hand a shake, shake, shake (etc., etc.) with a fair amount of vigour!


I could go on, but there's more than enough here for one meeting, and I don't doubt that there are hundreds of other better ideas already simmering in Beaver leaders' heads. Even if iceworms don't catch your fancy, I had great fun with them. And if you have been alerted to the many possibilities for adapting familiar material to a new theme, then that's another bonus! X

Materials:

- discarded nylon stockings or pantihose.
- stuffing: — whatever is plentiful. We recommend crumpled paper bags (most moms have closets-full after a few trips to the supermarket). Although we found crumpled newspaper ideal for the interesting humps and bumps it gave our iceworms, the print showed through the stocking, and our hands became very grimy.

- six wide elastic bands per worm
- scissors, paper glue, and lots of brightly coloured construction paper, bits of yarn, etc.

Procedure: Stuff a stocking (or leg cut from pantihose) almost full with crumpled paper. Knot the end and leave a piece dangling for the tail. Slip wide elastic bands around the resulting bumpy tube at intervals to give the idea of the worm's sections. Some



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Venturer Log

by Phil Newsome

A while ago I saw an item by Tim Ray in The Courier, the National Capital Region's Scouting newspaper. I thought it very appropriate to share with you now because many companies will be busy planning their spring outings. While Tim Ray's article deals specifically with a canoe trip, the lesson learned is equally applicable to hiking trips.

If I were asked to put a captioned heading on this piece, I probably would have called it *Some New Perspectives on the Outdoors*. However, I would have had to explain that these are really new perspectives for me. Otherwise, a reader might have believed this was a radical new approach to enjoying the outdoors. Quite the contrary. It was new learning for me about the outdoors, and I would like to share it with you.

Several months ago my Venturer company sat down to discuss plans for the annual canoe trip. They were able to find a week in August which suited everyone's schedule and seemed to fit between jobs and the commencement of school. There was some difference of opinion as to

where the canoe trip should take place, but finally they agreed on a stretch of the Mississippi River from Mazinaw Lake through Lanark County to Dalhousie Lake. The topographical maps were acquired and then began the task of setting goals for each day of the canoe trip.

At this point I have to confess a view that, on a driving holiday you have done nothing in a day unless you have driven for eight hours. Similarly, on a canoe trip you have achieved nothing unless you have canoeed for seven or eight hours. This attitude of mine towards canoe tripping became readily apparent to the other members of the Venturer company, and prompted one of them to say, "Now, just wait a minute. This is my only summer holiday because I'm working all summer, and I want to have some time to relax and rest."

"I agree," said one of the other boys. "I'd like to take my sketch pad and do some sketching. When am I going to have a chance to do that?" Suddenly I found myself faced with a dilemma. What they were proposing as a canoe trip was no canoe trip at all.

Because the *Venturer Advisors' Handbook* says so, I gave in. It had

nothing to do with the fact that these boys are all bigger and heavier than I, and outnumber me.

The canoe trip took place. Everyone thoroughly enjoyed himself and called it the best canoe trip ever. Even I will now reluctantly confess that it was a great way to spend a week.

We all had fun. The singing, laughing and story-telling around the camp fire never ended before one every morning. We never started paddling before ten in the morning, sometimes eleven. We had many breaks for swimming and just lying back in the canoes to enjoy the sun and let the wind and the current carry us across the water. Everyone took lots of pictures. For the first time in quite a long time, a real camaraderie developed amongst us. I should add one other thing. We never paddled more than four hours in a day.

When I look back on the planning and the attempts to set objectives for the trip, I realize that values got in the way. Although I had pre-conceived ideas of the value of a canoe trip, based upon my past experience, I found that by listening to these Venturers I gained a much better idea of the value one can obtain from a canoe trip.

It taught me to listen and learn from other people about their values and objectives.

Maybe a simple *New Perspectives on Myself* would have been a better title, because I really learned a little bit more about myself.

Best wishes in this new 'Venturing' year. X

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training talk

by reg roberts

First impressions

Do you believe in love at first sight? Have you ever made the observation, "I had my doubts about him the first time we met"?

How often have you heard it said, "I just knew she would be a good trainer the first time she participated on a course"?

How important are first impressions? In a recent copy of *T.V. Guide* I read that if the introductory music for a new series or special feature doesn't grab your attention in the first few seconds, you will probably switch to another channel.

I think it is unfortunate when a poor first impression so colours one's view of a person that a relationship is restricted or prevented from forming. But a recent study does indicate that we often decide in the first critical few minutes of meeting someone, whether a lasting relationship will develop.

Although that study related to sales people and their customers, it pointed out that the reasons we have for making judgements based upon first impressions are the same whether in the case of salesperson and customer, employer and employee, trainer and participant, or, person-to-person.

In Scouting we are mainly concerned with person-to-person and trainer-participant relationships. And certainly as trainers we have a product to sell which we hope those attending will 'buy'. The product is our training program.

As trainers we need to be aware that our 'customers' will see our program as 'selling' something. For this reason they will try to establish very early in

our relationship, the answers to three specific concerns:

- Are we competent?
- Can we be trusted?
- Are we respectable?

Competence means the trainer is technically able to provide new knowledge and skill so that the participant has the assurance he will know more, be able to do more and be generally more effective in a particular Scouting job at the end of the course.

Trust refers to the participant's hope that the climate of the course will be a positive one, that no put-downs will occur, and that a win-win feeling will exist between everyone involved.

Respectability means the participant sees the trainer as the 'right' kind of person with whom to work — someone who is honest, ethical and open, and who will deal fairly with each person.

Participants tend to feel much more comfortable in situations where they see their trainers as competent, respectable and trustworthy. Trainers should recognize that uppermost in many minds are the questions:

- Is this person enough like me to relate to and understand my concerns?
- Does this person have the skill to help me solve my problems?
- Can I trust this person to be supportive as I learn?

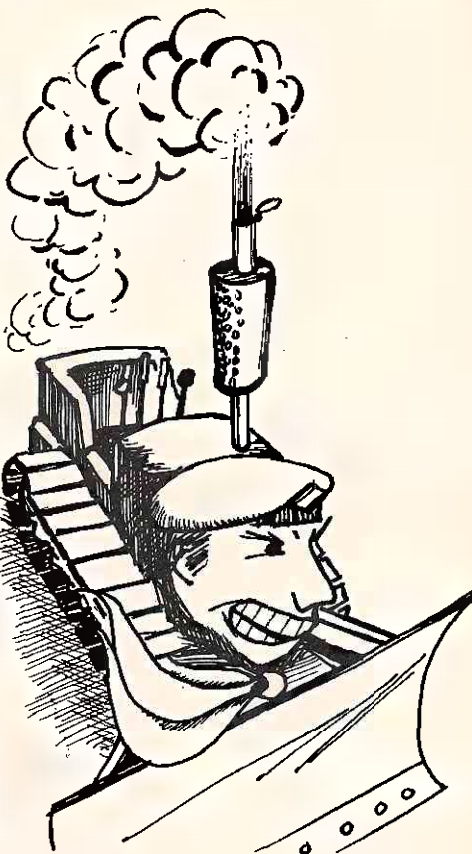
A positive answer to these questions will go a long way toward establishing sound relationships and creating the right sort of first impressions.

It takes all kinds

As a trainer who has worked on quite a number of courses, I must admit that, for the most part, I have found participants very supportive of my efforts. I suspect most trainers would say the same thing.

From time to time, however, in conversations with other trainers I am asked questions like, "How do you deal with a guy who . . . ?" Or I hear statements that begin, "I remember on one course, there was this Scouter who just" Usually what follows describes a participant who was a problem in some way.

Problem-people or trouble-makers, while only a small number of the many who participate, are undoubtedly a cause for concern, especially for new trainers. The following may help you to cope without losing your cool.



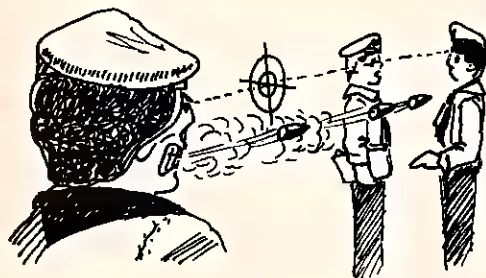
The Bulldozer

Such people usually come straight to the point. They are brash, pushy, opinionated, loud and 'right' about everything. Their opening line often is, "In my opinion", said in a way that indicates no other opinion makes any sense. The trainer should not be unnerved by the on-slaught. Stand up to the barrage, but don't fight back. If they are right, thank them. If they are wrong, restate your position and your source, and move on. Don't respond to further attacks on the same issue.



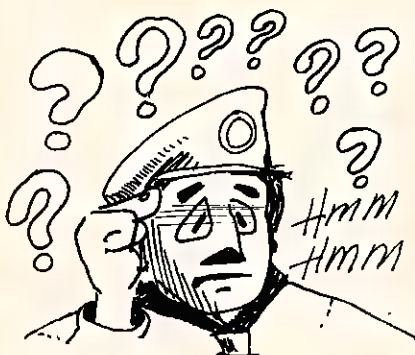
The Blast-off

This is an angry outburst, sometimes with tears. It is wise to do nothing. After the outburst, an apology or explanation usually follows. Try to deal with the cause of the blow-up, but only if it relates directly to the course content.



The Sniper

This is the hit-and-run artist who likes to take potshots. Always call his bluff. Don't antagonize, but do call for an explanation of a cutting remark. An observation on its lack of appropriateness usually will prevent further shots, or at least reduce their incidence.



The Indecisives

These people never want to make decisions. They need to go over the situation again and again, or to gather more data. Have them talk about what specifically they need to know. Be gentle and low-key. Don't push, but set firm deadlines for the task to be done.



The Rocks

These people either sit and glower or just sit and stare. Often afraid to become involved, or unsure of their ground, their posture usually is an expression of fear or confusion. Outwait them if you can. Be pleasant but quiet. Try to get them involved in non-verbal ways. Lean toward them, look directly at them, raise an eyebrow. Try to get them to speak first.



The Know-alls

Some of these people are generally right. Others are generally wrong. All can make a trainer a little edgy. Dogmatism and stubbornness seem to be major characteristics. Ask them questions like, "How would that work for Scouting on Baffin Island?" or, "Would that be effective for a leader of a 60-boy pack with no assistants?" If they become too overbearing, make your opinion clear, stick with it and move on.

As trainers our job is to convey our knowledge and skills in an effective manner for the benefit of the majority of the participants. Dealing with 'prima donnas' consumes time which you may not have. Be sure you satisfy the learners and not the trouble-makers. X

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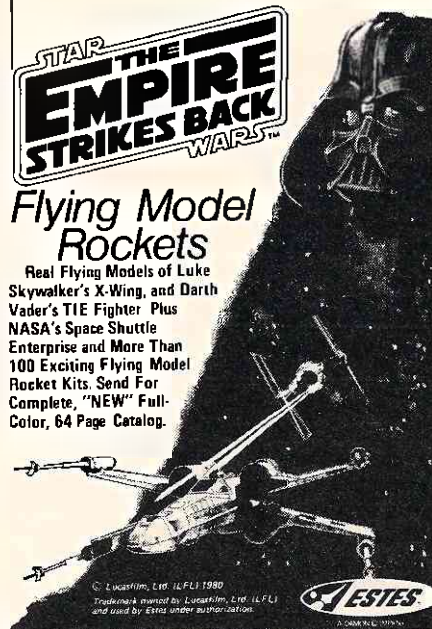
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by Robert Milks

18

Six Months to CJ '81.

CJ '81 — for months, even years, it has been something that would happen in '81. Well now it is 1981 and less than six months to arrival at the jamboree.

So, it is time for 20,000 Scouts, Venturers and Scouters to begin serious planning, to check out personal gear, to become familiar with light-weight camping, to practise cooking for a patrol or company, to check out, and replace where necessary, patrol or company equipment, to look at patrol or company identification, to arrange for local coverage of the jamboree and to plan to tell the jamboree story in the fall of '81.

Light-weight gear — a definition

The jamboree is planned on the basis that each participant will be carrying and using light-weight camping and cooking gear. For the purposes of CJ '81, light-weight camping gear has been defined as "that which can be carried by members of the patrol or company (on their person) to the campsite".

Kananaskis Country

Because of its altitude of nearly a mile above sea level, wind, temperature extremes and the type of ground at the jamboree site, CJ '81 will present a real challenge to each participant. Consider the following and start planning now.

Personal gear

To ensure your comfort and safety at CJ '81, please consider the following as essential!

Full uniform, T-shirts, play trousers, swim trunks, parka-type jacket, rain coat and hat, footwear for wet weather, sun hat (to protect head and face), soft shoes, hiking boots (good for hikes and for use on the site), extra wool socks,

warm sleeping bag (minimum 3 lb. single layer fill good to 0 degrees C), ground sheet (if tent has no floor), air mattresses, pyjamas, extra underwear, tooth brush and paste, soap in plastic or metal container, towels, comb, metal or plastic plate, cup, bowl, knife, fork, spoon, flashlight, water-bottle, net bag for drying and storing dishes, whistle, mending kit (needle, thread, safety pins, spare buttons), roll of adhesive tape, notebook and pencil, plastic bags for packing and storing, personal first aid kit, some form of face sunburn/chapped lips/protection/medication.

NOTE: Do not bring pets, firearms, B.B. or air guns, ammunition, fireworks or walkie-talkies.

Tents

Light-weight tents are a must for CJ '81. These are tents which will accommodate two or three persons. A separate tent is required for the Scouter. Using these figures, a patrol or company of five plus a Scouter would require a minimum of three tents, while a unit of nine would require a minimum of four tents.

Light-weight 'wall' tents with waterproof flys are recommended. The tent roof should be able to breathe to prevent condensation. If your tent does not have a fly, consider making one from 4 mil plastic sheeting.

Tents should have strong poles to withstand what can be strong winds. Tent pegs should be metal. Galvanized nails, such as eavestroughing nails, would be good. Bring a hammer to drive them into the pebbly ground. Plastic, wooden or light-weight aluminum pegs are not suitable for the jamboree site.

Each unit should consider bringing replacement poles or repair materials.

Dining Shelter

Each patrol or company will be provided with a picnic table and two eight-foot poles. These poles can be used to rig a dining shelter using light nylon or 4 mil plastic. 17' x 12' is a good size. A rope to suspend between the poles may be useful.

Cooking Stoves

The type of light-weight stove you choose and the number of people in your unit will determine how many stoves you need. The following is a guide to the number of burners required:

- 6-7 people — 2-3 burners
- 8-10 people — 3-4 burners

Cooking Gear

The following has been recommended by the jamboree planners for a patrol or company.

	6-7	8-10
Fry pan (light aluminum) 12"	1	2
Cooking pot 9"	2	3
Cooking pot 6"	2	3
Tea or coffee pot (metal)	1	1
Mixing bowls (plastic or metal) 7"	1	2
Measuring cup (plastic or metal) 8 oz.	1	1
Vegetable knife	1	2
Serving spoon	1	1
Egg lifter or spatula	1	1
Long handled forks (for toast) or stove-top toaster	1	2
Can opener	1	1
Can punch	1	1
Salt and pepper shakers	1	1
Dishwashing pan — light metal recommended (also for personal ablutions)	4	4

Dish mop	1	1
Water pail — collapsible	1	2
Funnel for refilling stoves	1	1

Other Company Gear

Mallet or hammer for pegs; tent repair kit; sheets of plastic 4' by 12' with light poles to rig as wind breaks around the cooking/dining area and tents; first aid kit; length of rope for clothes line.

Pre-Jamboree Training Camps

Pre-jamboree training camps, besides being a jamboree requirement, help patrols and companies to test their gear under a variety of conditions. They learn how to pack it, unpack it and use it. The camps help to determine who carries what and are especially important to a Venturer company's enjoyment of the 24-hour overnight hike at the jamboree. Venturers need to be able to pack up and take off on the overnight, so keep it light!

The jamboree site is pebbly, rolling ground with a minimum ground cover. Select, if possible, a similar area for your training camps. Learn by practice how to set up camp to be relatively comfortable on such sites. You might want to check relative merits of foam, bubble packing, rubber or plastic air mattresses. Which would be best considering cost, storage and comfort?

Jamboree Cooking

Before the jamboree, your unit will receive a suggested menu for the jamboree. This will list the food required and explain how to prepare it.

There will be grocery stores at the jamboree. They will stock the foods for these and other reasonable menus.

But why not try out the jamboree menus at pre-jamboree camps? Besides learning how to cook them, you will learn who likes what, and how much. This is important in terms of the jamboree. No leftovers are to be kept on the patrol/company site. You should only cook or prepare food that will be eaten at the meal.

Special arrangements are being made for bear-proof garbage cans (the jamboree is in the foothills of the Rockies), and these will be emptied three times a day. Garbage will be taken away from the jamboree site for disposal. So learning what quantities will be required is as important as learning how to prepare the meals.

Who are you?

Because this is a light-weight-camping experience, it is not practical to bring along massive gateways or plywood signs indicating that you are the X patrol or Y company from Z.

False fronts for tents can be made of plastic or light-weight material. Name, city and designs or major features can be stencilled on these. For example, at Nordjamb, in 1975, some B.C. patrols made up Indian designs for the front of their tents. There was no doubt where they came from.

It can be cool in the evenings, and sometimes windy. So jackets will be useful. Consider troop or company crests on windbreakers.

Local Coverage

Now is the time to consider how you will pass news to your community while you are at the jamboree. It may be possible to arrange with a local radio station for a couple of collect calls from the jamboree. They would have to be collect calls because there will be no facility on the site for charging calls.

Local newspapers or weeklies may be interested in running a story or stories during and after the jamboree. X



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FUN AT THE POND

by Kay Hotham

This month's "Fun At The Pond" is a collection of suggestions for both indoor and outdoor activities during the winter months.

Any ideas you might have about Beaver programs would be welcomed for further "Fun At The Pond" articles.

INDOOR WINTER ACTIVITIES

Peanut Butter Beavers

This is a craft guaranteed to be a hit, but also a bit sticky. Be sure to have lots of clean-up materials on hand.

Combine the following ingredients:

1 cup peanut butter

½ cup milk powder

½ cup wheat germ

¼ cup honey

(Quantities given should be enough for two or three Beavers).

This "play dough" can be used to sculpture a miniature Beaver or even an iceworm (see this issue, page 12). Peanut butter Beavers can be decorated with Smarties or chocolate chips for eyes and noses, and loops of licorice for tails. If the mixture gets too sticky, add more milk powder. Beavers can take their sculptures home but most likely will eat them on the spot!

Winter Fair Story and Game

Arrange the Beavers in a lodge relay formation. Give Beavers in each lodge one of the following names, ensuring that all Beavers first in line have the same name and all second Beavers have the same name, etc.:

Snowman

Snowfort

Ice Castle

Snowballs

Skating

Hot Chocolate

Make up a story using all the words and the phrase "Winter Fair". Whenever the Beavers hear their assigned names they run to the end of the room and back to their original places (third Beaver in relay line returns to third place, for example). When the word "Winter Fair" is used they all run to the end of the room and return to their original positions.

This game is easily adapted to other themes; for example, fruitbasket,

vegetable garden, orchestra. Leaders also could be assigned a special word and required to run to the end of the room and back when it is used.

Valentine's Craft

Fold one 9" x 12" piece of pink construction paper in half; print message inside. Cut two hearts 5½" x 5½" out of red construction paper. Make a flower centre by fringing the ends of a 1" x 2" piece of green construction paper. Glue one heart on front of the pink paper. Glue the fringed paper in the centre of the heart. Fold the second heart in half crosswise and glue the lower portion over the fringe to make a Valentine flower. Draw stem and leaves and send home to the Beavers' mothers or grandmothers.

Sticky Popcorn

This game begins with the whole colony 'popping' — jumping or hopping around like individual pieces of sticky popcorn and making popping sounds while searching for other pieces of popcorn. When one piece of popcorn comes into contact with another piece, they stick together. Once stuck, they continue to 'pop' around together, sticking to other pieces until all end up in one giant popcorn ball. A good game for using up excess energy and noise.

OUTDOOR WINTER ACTIVITIES

Besides the usual winter skating and tobogganing, Beavers can have a wonderful time out in the snow. Just make sure everyone is warmly dressed and watch for lost mittens and hats, and for wet feet. Try to plan an outdoor activity so that there is time afterward to bring everyone back inside to warm up with hot chocolate and cookies.

Footstep Race

This game works best in a large backyard or playground covered by new-fallen snow. The Beavers line up on a starting line, leaving a space between them wide enough to raise both arms. At the word go, they place one foot in front of the other (baby steps) and try to reach the finish line with the neatest footprints. Speed is not important. Raising both arms will help them to stay balanced.

Follow The Leader

This version of the popular old game could be led by a leader or by Keeo. Stunts to be done could include stepping exactly in the leader's tracks, walking under trees and shaking branches, passing snowballs down the line, mimicking animals in the snow or making snow angels.

Winter Painting

On a mild winter day fill old detergent bottles (ones that squirt) with food colouring and water. Give one to each Beaver, find a large expanse of clean snow and let them paint snow pictures.

Winter Walk

Winter is just as exciting a time to explore nature as spring. Why not take the colony on a walk through the woods? To make it more interesting walk for a while and:

- Smell winter smells, listen to winter sounds.
- Find five things that you would not be able to find at any other time.
- Use a magnifying glass to look at snowflakes or icicles.
- Look for winter animal tracks.
- If it's dark, look up in the sky and pick out the major constellations.

Giant Snowballs

A little later in the winter there are perfect snowball days. On one of these days gather the colony outside in an open area and have each lodge make a snowball the size of a soccer ball. Line the lodges up for a race and make the finish line a good distance away. The object is to reach the finish line with the biggest snowball.

Snow Shovel Race

Beavers work in pairs as part of a relay team according to lodges. The first boy drags his partner, who is seated on a snow shovel, to the finish line and back. Positions are then reversed and the first lodge to complete the course with each Beaver having taken a turn at pulling and riding, wins.

Toboggans, sleds or brooms can also be used.

Hidden Treasure

This game could be tied in with a winter walk. Send someone ahead to hide in the snow a treasure box for each lodge. Old coloured tennis balls or brightly coloured plastic containers can be used repeatedly.

The lodge treasure box should contain a little something for each Beaver, such as a cookie, marbles, badge or cereal box prize. This activity could be used to finish up an outside winter meeting. X





but in our Troop Room version you have two stout characters sitting on reinforced cardboard tubes, with the wood to be processed controlled laterally between the two rounded, polished butts of two light spars, held by the fellows on the extreme left and right, who can adjust the thing as necessary to allow the wood to turn freely.

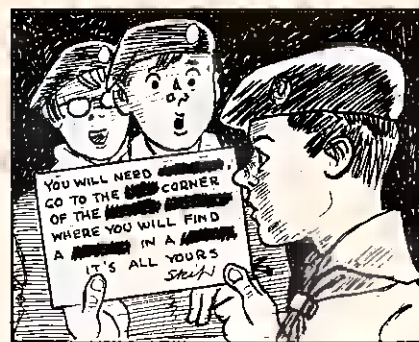
It is, as you see, a labour intensive operation, which is all to the good in a Movement like ours where there is never any shortage of willing boy-power. The fact that it has not yet been tested will not, we feel sure, deter you from putting your own craftsmen to work. We shall hope to hear from you.

I tremble to think what you will make of our patent Troop Room lathe but I must hasten to tell you that it is merely a manually operated version of a system which is still being used by the chairleg bodgers of the furniture trade in the beech woods of Buckinghamshire, England — or, at any rate, was still being used when I last inquired 20 or 30 (or 40) years ago.

In the woods, the craftsmen of Bucks derived their motive power from the natural spring in an overhead branch. I have been unable to discover the nature of their lathe head

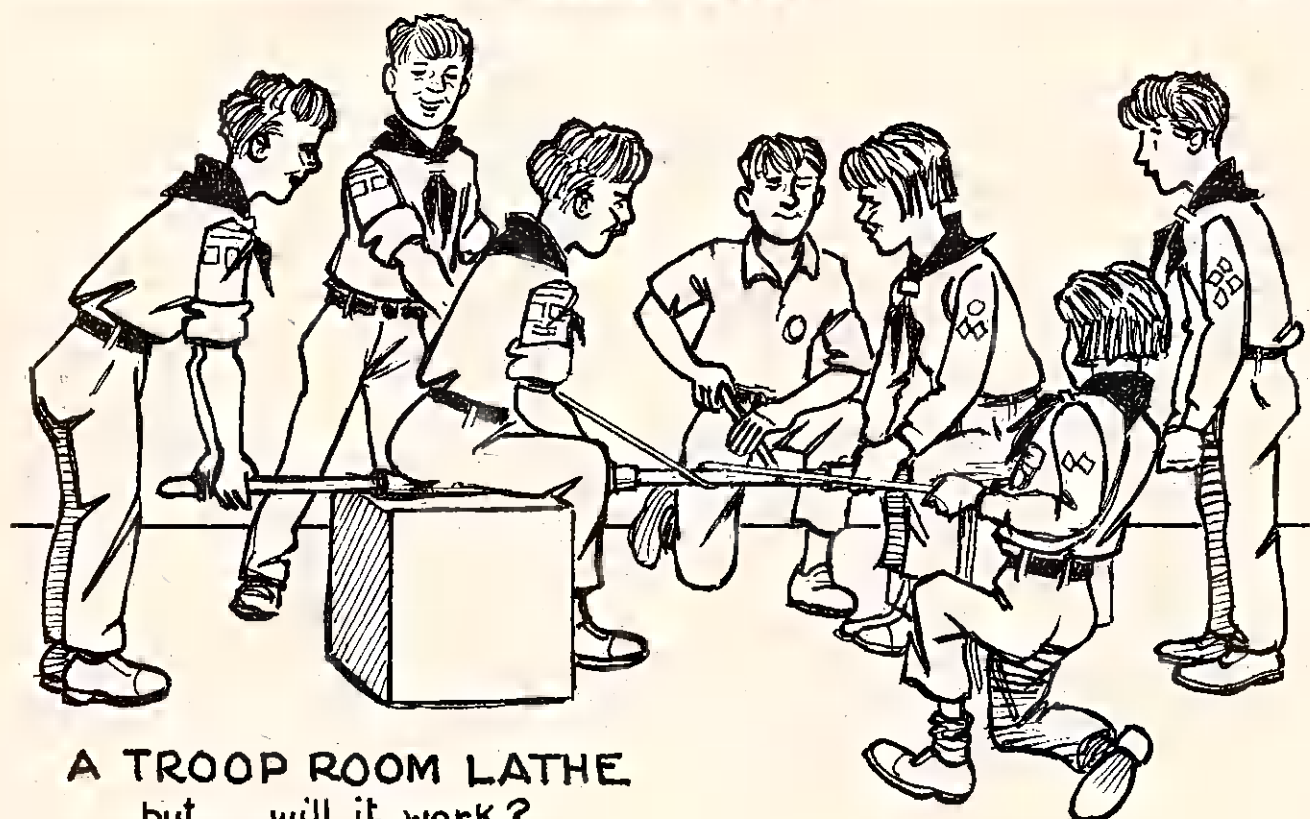
Strong views are held in this studio on the subject of wide games. We think there aren't enough of them.

Here's one you might like to try out at your next Troop Night meeting. If it happens to be a cold, wet night so much the better but do make sure that your boys wear suitable rain gear. The game should be organised throughout by the Patrol Leaders Council, leaving the assistant P.L.s to lead the boys into action while the P.L.s patrol the battlefield in the role of observers,



without, of course, being observed themselves.

The Patrol Leaders hand to their assistants a printed message in which all the keywords have been blanked out. The missing keywords have been printed on slips of cardboard by the Patrol Leader in the colour appropriate to his own mob and have then been artfully concealed (by the Scout Leader and his assistants) in and around the Troop Room. The idea, of course, is that Patrols should collect the cards of their own colour so that they can complete the message and hurtle into action. No Patrol may interfere with the cards of any other Patrol, but if the P.L.s want to add a bit of incidental rough-housing (and they will), let each man wear a newspaper tail which will exact a penalty of some sort (e.g. 12 Mark II press-ups,



A TROOP ROOM LATHE
but... will it work?

clapping hands on the rise) if he is found tailless when the Troop reconvenes at the end of the game.

When we first played this game ourselves, some 40-odd years ago, the missing words were MATCHES, N.W., VICARAGE PADDOCK, ROCK-ET and BOTTLE. I recall that one Patrol Leader, obviously with sadistic tendencies, had gone to great lengths to sink his bottle up to the neck in the shallows of the Vicar's duckpond, thereby causing havoc on the polished floor of St. Andrew's church hall when the Woodpigs returned to roost. Our personal relationship with our friend the caretaker was never the same again.

Do let us know if you have any success with your own Troop Night Wide Games, especially if your boys come up with any bright ideas of their own.

We picked this one up at Gilwell in the year 1964 — actually from an American Scouter from Dallas, Texas — long before the unspeakable J.R. was to make that great city notorious throughout the T.V.-watching world.

As you see, the idea is to have a sheet of thin white material suspended on a cord as per diagram, with a man behind it holding a powerful electric torch. The actors at either side go through the motions of playing some ball game, while the man behind the screen provides the 'ball' by holding his torch with the lens touching the sheet.

I don't have to tell you that this has infinite possibilities. Say the chosen game is cricket, tennis, or baseball. One man plays the ball to the edge of the sheet, the man with the torch

lights up at that point and follows it through all manner of convolutions until it reaches the other side of the sheet and is played back. Or you might have two men fighting a duel with pistols, or even do a re-run of the shooting of J.R. That would surely be quite a hit.

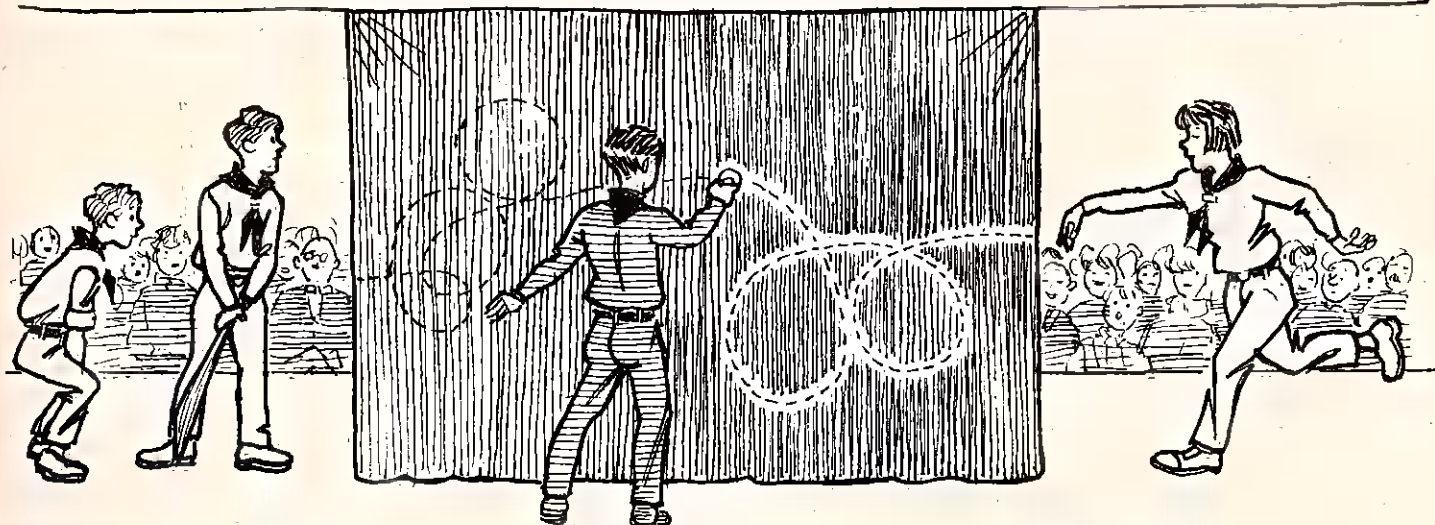
All I need tell you about the Alan Milton Figure-of-Eight Grommet is that it is made from a single strand of rope on the same principle as an ordinary grommet, with one slight complication, and leaves you with two made-to-measure non-adjustable eye-splices. Mr. Milton, assistant Scout leader and Venture Scout leader of the 17th Dover (River) Scout Group, tells us that he has fitted grommets of this kind to the handles of all his ropeworking tools, splicing fid, marlinespike and pricker, as well as to his sheath knife. He has kindly supplied full working instructions, but I suggest that you hand the thing over to your Patrol Leaders and leave them to work it out for themselves. It won't strain them unduly; and perhaps they might like to suggest other uses for this brand new splice.

SCOUTCRAFT SEVEN

- Next time you find yourself in a situation where you have to count off seconds accurately without the aid of a timepiece, try the 'one-and-two-and-three-and-four' method or better still, work out your own system with a stop watch in advance. Your boys will be ever so impressed.



- Mist occurs when visibility is less than 2,012 metres but more than 1,006 metres. Fog is caused by a further fall in temperature and occurs when visibility is less than 1,006 metres.
- The final clovehitch of any lashing should be pulled back as far as it will go so that it is locked in the angle between two spars and cannot turn on the spar it embraces.
- Impress upon your Patrol Leaders that there is no such thing as a 'pure' accident. All accidents are due to human error. (Don't argue. I had this from an American insurance assessor at the Essex International Jamboree last August. He was very cross with me when I tried to put the case for the defence.)
- 'Be Prepared' is still, so far as I know, the official Scout motto. Make sure that every boy in the Troop carries whatever you think is necessary to equip him for minor emergencies: a clasp knife, writing materials, a length of cord, medicated sticking plaster, a personal identity card, small change for a pay phone, etc.
- Do whatever you can, in whatever way you consider acceptable, to revive in your Scouts the tradition of the daily good turn. A



A novel item from Dallas, Texas, for your New Year Show

INTERNATIONAL EVENTS 1981

by J.L. MacGregor

Canadian Scouting has been invited to take part in the following events scheduled for 1981.

Canadian contingents as such will not be formed. Individuals or groups will be responsible for looking after their own travel arrangements and camping equipment.

Those interested must complete an "Application to Attend An International Event" (available from Scout offices); possess a valid passport; carry a completed medical form (available from Scout offices); be responsible for baggage and out-of-Canada medical insurance; and meet deadlines for applications and deposits.

Relationships Service of your National Office will act as a link between Canadian participants and the host organizers, and will pass along new information as it becomes available.

ENGLAND — International Camp, Tawd Vale, Merseyside County Council, Cheshire, England. The camp will be held from July 25 to August 1, 1981. No other details are available at this time.

SOUTH AFRICA — 5th National Senior Scout Adventure.

This event will be held in the mountains of the western Cape, 150 km from Cape Town, between December 29, 1981 and January 8, 1982. Participants will assemble in Cape Town. Transportation to the Adventure Camp is included in the cost of 75 Rand (approximately \$120 Cdn.)

The Camp is open to male Venturers of at least 14½ years on December 28, 1981, and not more than 18 years on January 8, 1982. They must be physically fit and proficient in hiking, camping and cooking. Canadians will be assigned to a South African patrol.

Lightweight rations are supplied as part of the fee. Lightweight tents and cooking equipment must be brought.

Home hospitality can be arranged upon request. Deadline for receipt of applications in Ottawa is June 15, 1981.

NORWAY — *National Jamboree*. About 18,000 participants are expected at the Jamboree at Asnes, 150 km (90 mi) from the capital city of Oslo. All troops are expected to arrive August 3 or 4, 1981, for the opening ceremony on August 5. Closing ceremony will be held on August 11.

The camp is open to girls and boys older than 12 years who are members of one of the internationally recognized Guiding or Scouting Associations. Rovers and leaders may attend, and each sub-camp will have a special site for

the families of the leaders.

The camp fee has been fixed at 400 Norwegian Crowns (\$80. US). An additional registration fee of 25 Norwegian Crowns (\$5. US) per participant must be paid before March 1, 1981.

All participants will have an opportunity to take part in a 24-hour hike without tent in the Finnskogene forest area. Several excursions will be arranged and a large number of activities are planned.

AUSTRIA — *Austria Jamborette 1981*. About 5000 young people will gather at the 18th century Abbey of Rein near Graz in the Styrian province of Austria between July 27 and August 8, 1981. Boys and girls from foreign countries must be at least 12 years old to attend the camp, which will cost 1500 Austrian Schilling (about \$135. Cdn.).

The camp will offer a varied program of nature studies, culture, sports, leisure activities and Scouting and Guiding for three age groups. There will also be an opportunity to experience Austrian hospitality in a family setting. Boys and girls will have separate camps and supplies.

Plans for Scouts and Guides include hiking, activities in 25 workshops, excursions in the area and games, music and dancing during a camp fun-fair. There will be a chance to compete in the "fitness mile" and an opportunity

to swim in a nearby lake.

Venturers will be offered special interest activities in pioneering, survival, nature study, music, acting, handicraft, cooking and first aid, as well as excursions to points of interest in the area.

Rovers will take part in "Vagant 81", a six-day walk through Styria. The six different routes include a hike in the mountains of western Styria, a chance to explore beautiful stalactite caves, and a ramble to manor houses, castles and ruined fortresses. In addition there will be pig roasts, street theatre, social events and sight-seeing excursions, including visits to the Reininghaus and Puntigam breweries. All you need is good humour, good ideas, good fellowship and a hiking outfit! X

supply services news

Are our uniforms expensive?

Over the past few months we have had a number of complaints about the cost of uniforms. To those who have complained we have to say, "Yes, like everything else, it is costing more to become a properly dressed member of the Movement."

We have then gone on to point out a number of facts of life concerning the problems faced by Supply Services when buying the various components of the uniform from our suppliers.

First of all we work under two fundamental policies: our uniforms must be of a quality high enough to stand up to the rigours of an active program and of course, to be dress in which we can take pride; and they must be made in Canada.

Yes, we probably could bring in garments from the Far East at a lower price, but then we would have to suffer the problems of poor quality, indefinite delivery dates and inconsistency in colour and design.

Again, if our shirts were plain white, or of a pastel colour, we probably could save some money. But because our by-laws, policies and procedures dictate colours of dark green and grey, we are forced to go beyond stock material colours. The material is specially dyed for us by **Dominion Textiles Ltd.** As well, the epaulets and flap pockets are not standard on most shirts and require specialized manufacturing procedures.

And now to this 'large buying power' that so many of our members feel we have. While we do have over three hundred thousand active members, remember that they are divided among five program sections. Therefore we do not have the large buying power that many think. For example, although we sell a total of ten thousand pairs of pants a year, this is only one day's production for our supplier, who is one of the major manufacturers of jeans in Canada.

Here we probably should pay tribute to our suppliers. Even though we are not, in most cases, a large account by average standards, our suppliers bend over backward to meet our needs and to keep prices as low as possible. Our Scout and Leader shirts are equal in quality and construction to the well-known *Manhattan* brand of dress shirt. This brand is also manufactured by our shirt supplier and sells in major department stores for between \$26. and \$28.

Our pants are of better quality material and the same construction as one of the top makes of blue jeans which sell for over \$20. a pair in children's sizes.

Many of our items simply can not be purchased in Canada. An example is the Sea Scout hat, which comes from England. This year, because the British Pound is higher in value than the Canadian dollar, and transportation and import costs also are high, this hat costs \$24.75 to put on our shelves. We are selling it for \$25. Fortunately, the Program Forum, meeting in Ottawa in November, approved a navy blue beret as an alternate headdress for the Sea Scouts. These will now be produced in Canada and sold at the same cost as the Scout beret.

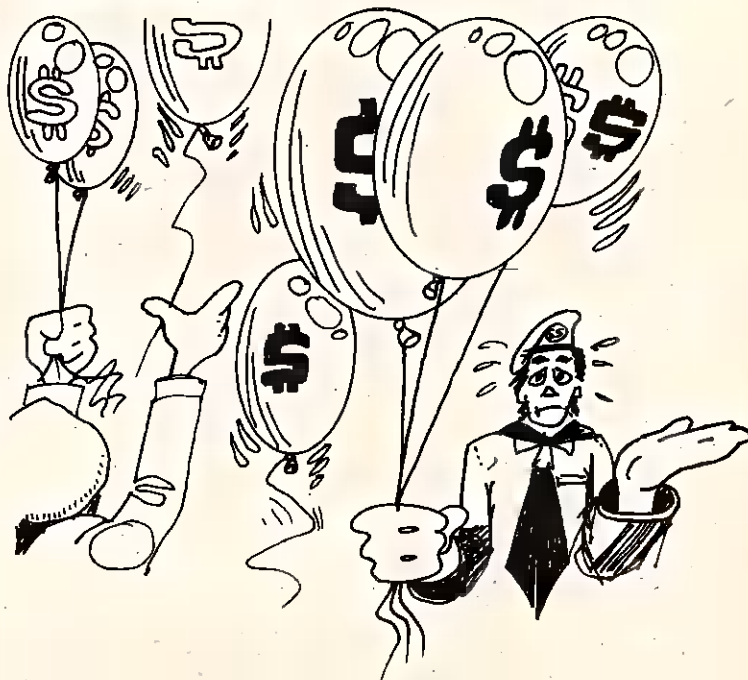
The cost of money is a real factor in dictating our prices. If we tried to purchase goods in quantities large enough to give us the lowest possible price, our inventory would be in the millions of dollars and we would require considerably more warehouse space.

If you compare our prices to those of the Boy Scouts of America, converting their dollar to ours, you will find our prices about the same and, in some cases, lower. This is fairly significant when you consider that they have 10 times our membership.

A review of the last ten years would show that our average increase, over that period, is lower than the general increase in prices of consumer goods for the same period.

Finally, although costs have continued to escalate over the past ten years, our mark-up has only increased approximately three per cent. Our dealers, Scout Shops and Supply Services work on profit margins far lower than those of the general consumer goods market.

In presenting this information we wish to make it very clear that we do appreciate comments and suggestions from our membership. We only ask that you be specific when you voice a concern. That way, if we are at fault, we can attempt to correct the situation, or to supply you with reasonable answers. X





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TERMS: 30 days from receipt of merchandise, or your scheduled sales date, whichever is later. All orders subject to approval. Prices subject to change after December 31, 1980.

PATROL CORNER

by Phil Newsome

New Year's Resolutions.

January is the time when many people think about making New Year's resolutions about things they want to do in the coming year. Although not everyone agrees with the idea of setting out New Year's resolutions, it is helpful to list some things that should be done, and to put your thoughts in order. If you are one of those who makes New Year's resolutions, then we offer the following ideas for your consideration. If you don't make resolutions, perhaps you will look over the list and give the points some thought. In any case it is worth talking over these ideas with your patrol leaders to see what they think.

- Set aside part of a troop meeting to consider the meaning of the Scout promise and law. You may consider having the boys write out the promise and law as part of a relay game. In patrols, let the Scouts consider how they live the law and promise in their daily lives.

- Check with your patrol leaders to ensure that every member in their patrol has a special job, and that the patrol leaders are following up on work being done in the patrols.

- Re-emphasize the habit of a daily good turn. This item is often overlooked in our busy lives, but it is an important part of the Scout program and we all should be looking for opportunities to perform good turns every day.

- Set aside some time at your next leaders' meeting to check the progress of the Scouts in your troop. Every Scout should be making regular progress in developing Scouting skills. Maybe 1981 is the year your troop offers a patrol leader training session to help your patrol leaders do a better job in providing leadership to their patrols.

- At the next Court-of-Honour you may want to add a discussion on the Arrowhead badge to the agenda. Leadership training should be available to all the boys, but is of particular importance to the patrol leaders and assistant patrol leaders. If each boy in the troop is a potential patrol leader, training should be available to him before he assumes this position.

- Winter camping is a real Canadian Scouting adventure which

everyone who wants to call himself a camper should know about. Winter camping demands careful preparation of yourself as well as of the troop's equipment. Talk over this type of event with your fellow Scouters and patrol leaders to develop plans to take the troop on a winter camp adventure this year.

- What do you know about the Wolf Cub and Venturer programs? Most of your Scouts probably came from the local Cub pack. Are you familiar with the program they received in Cubs so you can ensure they are not getting the same program in Scouts? Are you using the same games, going to the same camping spots, doing the same tours? Boys will find it difficult to be enthusiastic about a program if it appears to be a four or five year re-take. How about the Venturer program? Is there a Venturer company in your local area and are your Scouts well prepared to move on to the challenge of Venturing? Much has happened to the Venturer program over the past few years, including the introduction of new resource books for Venturers and Advisors. The role of the Venturer Advisor has changed. How about having the troop meet with your local company in the new year to learn what Venturing is all about?

These are only a few ideas and I am sure you could add more to the list. Whatever you do or resolve to do, aim high and don't be afraid of falling a little short of your objectives. I am sure you have heard this before, but it is better to have tried and failed than not to have tried at all.

Best wishes for the New Year. X

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28

It was a trial run and, actually, the first event of its kind in New Brunswick. It started with an analysis of the needs of several Venturer companies from various locations. When questioned, all expressed a desire to go to a large camp to meet other Venturers from the province. In order to talk over some mutual concerns, it was decided to include a conference at the camp.

From a provincial point of view, the best way to run a camp/conference with maximum commitment from the companies is to involve the Venturers in the planning and running of the camp. The Provincial Venturer Coordinator, John Gardner, agreed to help the companies set up small regional conferences to which the area Rangers would be invited. Of course all the Venturers were thrilled with the idea of getting together with the Rangers.

At these mini-conferences the Ven-

turers and Rangers would be given an idea of the format of the camp/conference and would tentatively say where they would like to fit in. They also would be given a chance to identify any topics that they wanted to discuss at the conference.

The first mini-conference was held in Fredericton where the Rangers were holding their Provincial Ranger Council meeting. New Brunswick does not have a similar body for the Venturers, but we hoped that one might be set up as a result of the camp/conference. The enthusiasm at this first meeting was terrific. Ideas and suggestions poured in.

The other mini-conferences were held in Moncton and Saint John. The suggestions from these groups filled any gaps left from the first meeting. The program was left quite open by using a "block" scheduling method. This placed several activities together for each time period. The participants

would then be able to choose their activities. Competition was limited to what the groups themselves arranged for the events. It was decided not to have an overall trophy or award system as the Venturers would still have their own camp based on a competition for a provincial trophy.

We weren't entirely without problems before the camp. First of all it rained for days beforehand. Fredericton was hit by a very bad flood. The road to Camp Yoho, the location of the camp, was washed out. The route from Moncton to Fredericton was under water. We wondered if we should postpone or even cancel. We decided to go ahead and over 80% of the groups arrived by early Friday evening.

It didn't take long for the toilets in the lodge to back up, leaving us with only one two-seater pit toilet for the entire camp. The other pit toilet on the site was located in a flooded area.

The holes in the water line were repaired, so we at least had running water in the lodge. Our small staff really was kept hopping on that first day!

Meanwhile the groups were getting acquainted by helping each other set up, and the canteen was doing a booming business. An informal greeting was given by Camp Chief John Gardner and a few announcements were made. A request for one dead rabbit was made by a Venturer named Mac who was going to demonstrate how to skin a rabbit. This was scheduled to precede a wilderness cooking demonstration which would utilize the carcass. About two hours later, Mac strolled back from his tent with two rabbits to be placed in the lodge fridge. He said they were hanging in front of his tent along with a note saying "compliments of Mc-Adam Venturers".

Next morning our washroom problem became more severe and, to try to ease the pressure, we asked the Sacred Heart Venturers to erect a latrine. With the help of 1st Oromocto Venturers and Holy Family Rovers, this was completed by early afternoon.

Meanwhile the flagpole for opening ceremonies was put into the ground by 1st Oromocto, who also finished up with the registration of late arrivals.

Two Venturer companies from Moncton, West Lane and 8th Moncton, proceeded to trek out to the woodlot to cut the necessary poles for a Peace Tower.

After a lunch break we held opening ceremonies, made a few announcements and received some feedback from the participants. It seems that the black flies were a bit numerous for most people. One person described the fly population as "so thick you could take a knife and cut out blocks to build a shelter".

The afternoon activities started right after the opening ceremonies. They included archery, rappelling, knotting, fly fishing, canoeing and orienteering. These ran through until supper break, but the participants did not have a chance to do everything they wanted to do and it was decided to re-run all of the events on Sunday. The group doing wilderness cooking failed to show, so our rabbits remained in the fridge for the time being.

Some of the afternoon activities continued after supper until shortly before dusk. The participants gathered at the lodge for a variety show followed by a disco, both events organized by 1st Champlain Rangers.

Sunday morning brought all of the Rangers and their advisors to the lodge at 8:30 a.m. for a Ranger council meeting. This lasted until a few minutes before the Scouts'/Guides' Own run by the Courtenay District Rover Crew.

Because of a need expressed by some of the groups, a session on orienteering was presented by Lars Volstad so that more people could enter the orienteering competition to be held that afternoon. While the session took place inside the lodge, other groups did another service project by cleaning up the campsite.

After lunch at noon, the activities began again. Several groups were busy making trophies in our make-shift workshop, getting ready for the closing ceremonies.

At about 2:30 p.m. the 1st Sussex Rangers ran a mini-olympics, which provided a lot of good fun and laughter. Many activities such as three-legged races, hula-hooping and tug-of-war were enjoyed by the crowds.

At this point we had a very cohesive group as far as the Venturers and Rangers were concerned. This group met in the lodge for the Youth Forum while the Rovers met for a separate forum.

The Venturers and Rangers had a long discussion of items concerning the camp/conference as well as their programs. Some of the opinions of the group were:

- the need for more provincial camps, both joint Movement and separate.
- the need for an operating council of Venturers and Rangers at a provincial level, similar to and working in conjunction with the present Ranger Council.

The Venturers also wanted more competition, or a competitive style camp, and discussed the possibility of some uniform changes. The Rangers were very concerned about the restrictive water policy which, they felt, prevented them from enjoying the water activities.

The Rovers met in a quiet setting where they exchanged and shared many ideas on the manner in which each crew was set up and operating. This led immediately into an intense discussion on the promotion of Rovers both in their areas and elsewhere in the province.

It was generally agreed that greatest benefit would be derived from local promotion to start up several crews in their own respective areas. They also considered a rally type of gathering where all people in the province interested in the promotion of Rovering could assemble to discuss and plot out specific actions for an overall provincial Rover plan.

Sunrise on Monday brought more hot weather and a further onslaught of black flies. During the closing ceremony, held in late morning so that groups could escape being eaten alive, remarks were made by representatives of the Scout and Guide Provincial Councils as well as by the camp chief. Appreciation certificates were presented to people and groups who did an outstanding job or provided services "above and beyond the call of duty". Various trophies and prizes were awarded to the winners of some of the program items. All in all, it was a very successful camp and closing.

Oh yes — the following week I received a call from the Yoho Camp committee, wondering what I wanted them to do with the two rabbits they found in the fridge! X



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A WORD TO CHAIRMEN

(of Group Committees)

by Pat Horan

... about monitoring membership

Dear Murray,

Here we are in the second year of what someone has labelled "the lean decade". Along with finances and other challenges, membership may require a special approach during these coming lean years.

What do you think about having a member of your committee concentrate on monitoring membership in order to advise and alert you and your leaders to changes in membership trends?

Such a person could provide useful analysis and suggest possible action in at least four areas.

- *Two-deep leadership* — Does each of your sections have at least two leaders? Is the assistant prepared to take over? Where do new leaders come from? How are new leaders trained? Are your leaders given rightful recognition? These are the questions a membership monitor may tackle.

- *Retention of members* — This is the time when members (especially those who have been active for some time and may not be getting full recognition from leaders or peers) tend to drop out. Drop-out is normal, but excessive drop-out is not normal. If your leaders were kept fully aware of some of the skills/techniques for retaining boys, drop-out would be kept to a minimum. Such things as giving personal recognition (know each boy by name); providing formal recognition (Sixer, Second, Patrol Leader, project leader); asking for their ideas on program activities; adding suspense to regular meetings as well as to surprise meetings, all tend to hold the interest and retain the boys.

A membership monitor could develop a set of techniques, keep it up-to-date, and regularly share and discuss it with leaders.

- *Recruiting members* — Where are the boys — those belonging to the sponsor and those in the wider community? What is the participation rate of current members? What programs can be strengthened and enlarged? In cooperation with the Scouters, the membership monitor could promote Scouting with the sponsor, with parents and with others in the area.

- *Retreading members* — Through a review of group/section records, it may be possible to recall a former leader to active duty, and to identify and recruit former youth members who are of age and interested in leadership roles.

Just an idea. Do you think you can make it work?

Sincerely,

Pat



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EDITOR'S NOTEBOOK



by Bob Butcher

"Come in funny lady," quipped the Inuit youth with the guitar. The lady was Commissioner of a district in Quebec. The youth was one of her guests from Great Whale.

The setting was Camp Tamara-couta, site of Jambec '80 — Quebec's Provincial Scout Jamboree.

I heard this tale from the lady herself soon after my arrival that July morning. I had jumped at the chance to spend a week in camp when the invitation came. "Be sure to tell them to give you a job for the week," my boss had instructed.

So, here I was, reporting for duty.

"We've assigned you to the program staff," informed the co-ordinator as he proceeded to outline my duties. "After you stow your gear, we'll just have time to get to the opening ceremonies."

This was a cheerful spectacle with flags and coloured smoke flares. The

official opening was declared by the Lieutenant-Governor of Quebec, the Honourable Jean-Pierre Côté.

A Scout's Own was conducted before the troops and companies paraded, flags flying, back to their sites for lunch.

After lunch it was off to work in "Ongoing Program". For me it was a treat not to be stuck in some administrative job.

Ongoing Program consisted of a series of areas to which members of each subcamp were assigned for specified periods. Activities in these areas included the following:

- **ORIENTEERING**, where teams followed a set of instructions with map and compass.

- **FITNESS TRAIL**, where boys could test their level of fitness and complete requirements for their fitness badge through a series of sit-ups, sprints and runs.

- **TAMARAGATTA**, where boys could improve their boating skills and enjoy water activities with a challenge.

- **CRAFT ALLEY**, where participants could try their hand at making sand candles and artistic creations from natural materials, or metal sculpture at the mysterious but noisy "singing rails" site.

- **RAFTS**, where Scouts could test their skills at lashing together materials to produce sea-worthy vessels.

- **OBSTACLE COURSE**, consisting of rope bridges, cargo nets and wall climbs where boys could either try to beat the clock or just to finish in one piece. The 'flume' at the end of the course gave participants a chance to cool off and clean up as they slid down the chute into the lake. It was one of the highlights of the Jamboree.

- **THE MEDLEY**, consisting of a number of events laid out in the base system where boys could find north without a compass, take part in a wood-chopping relay, follow a nature trail and make plaster casts.

- **SWIMMING AND BOATING**, where Scouts could test their skills or simply cool off and have fun.

Apart from these eight basic elements of the ongoing program, there were many special program events throughout the week, several of them held within subcamps. One such event was a Tombola, another the Papineau Rebellion. In the latter, one half of a subcamp faced the other across battle lines, one side being the British in the colonies to the south, and the other being the French in Quebec. The French held the woods and the British the open fields. The



Lieutenant-Governor Jean-Pierre Côté

object was for the British to capture Papineau and spirit him south across the border. Combatants were armed with bags of flour and cocoa and balloons full of water. As the battle raged and projectiles found their mark, the field became enshrouded with clouds of light and dark 'smoke'.

Each subcamp presented its own "Gong Show" and an act was chosen from each to enter the 'play-offs' at the closing night festivities.

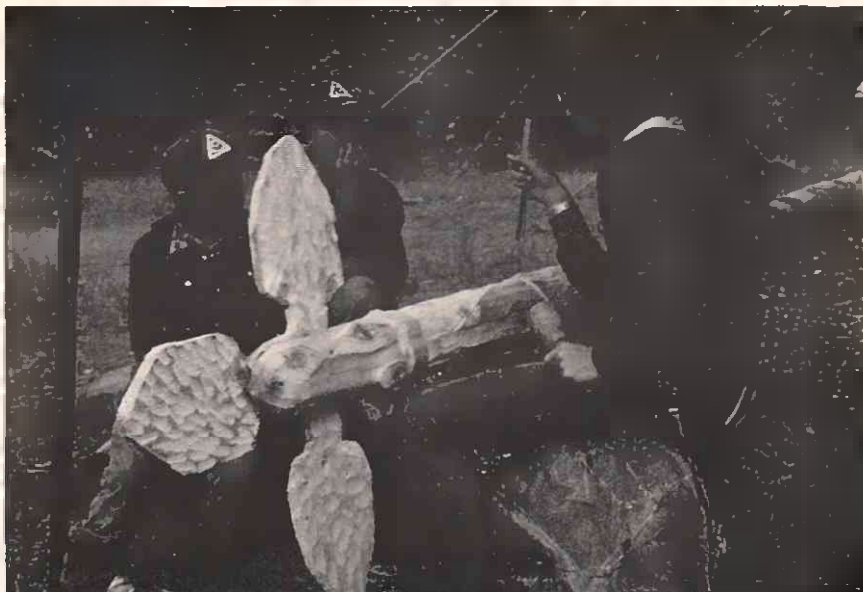
On movie night Scouts and Venturers cheered Superman as he sped across the screen.

Boys and leaders had an opportunity to carve soapstone or to share in the carving of totem poles under the guidance of Quebec artist Miles Tyrrell.

The canteen became a gathering place for swapping, and was the site of special displays set up by the R.C.M.P., Tandy Leather, Sun Life and Smokey the Bear.

The Venturers had their own program which included an overnight followed by the fabrication of boats





from lashed spars and plastic sheeting for their return to camp.

A highlight of the Jamboree was *First Peoples Day*.

In the morning, patrols were provided with spars, plastic sheets and two types of paint. One was for painting teepees; the other was body paint. Those who didn't notice the difference spent a little longer scrubbing it off arms and faces later in the day! Each subcamp erected its own Indian village. Teepees were colourfully painted in a variety of designs. The one belonging to the small Irish contingent was covered with bright green shamrocks.

I asked one Irish youth what he found most unusual about camping in Canada. He thought for a moment and replied, "You really must do something about these mosquitoes!"

Boys and leaders spent the afternoon engaged in a series of challenging "Indian" activities. I drew an assignment on the waterfront where patrols had to hand-paddle their war dug-outs into enemy lines, then escape to safety. As the afternoon wore on and the sun began to turn my face and arms a warm pink, I noticed several shirtless boys developing a burn. When they came out of the water some of them retained fresh white skin patterns where their war paint had been.

I learned later that the Inuit boys experienced some difficulty adjusting to the July heat.

I chatted with Provincial Commissioner Ralph Ross as the week neared an end. Everything on the program began to fall into place. Ralph indicated that the Jamboree planners wanted to run it "by the book" — *The Scout Handbook*. Jambec was an

endeavour to demonstrate that the Scout program can work.

All events were based on ideas from *The Scout Handbook*. Scouters could relate their activities to badge requirements, purchase badges in the canteen and present them to the boys before they went home. The *fitness trail* was designed to meet the fitness badge requirements, the *Gong Shows* the troubadour badge requirements, and so on. "Some say that Scouts don't like to do crafts," said Ralph, "but you wouldn't know it from the hordes of boys at the beach who formed up at the digging area to make sand candles. We have had to add an extra period for this."

I thought about this at the closing evening gala as the Gong Show winners were chosen and the newly painted totem poles were unveiled.

Judging by the consistently high spirits and the high degree of participation, the Jambec organizers clearly demonstrated that the Scout program does work given informed and committed leadership.

CANADA TO HOST 15TH WORLD JAMBOREE

At its November meeting the National Council of Boy Scouts of Canada made it official that the 15th World Jamboree will be held in Alberta in 1983 at the site now being prepared for CJ'81.

As readers may recall, the 15th World Jamboree was to have been held in Iran in 1979, but a revolution forced its cancellation. Since then the World Committee had been looking for a new location.

After securing the support of the Canadian government last summer, Past President Reginald K. Groome, now a member of the World Committee, travelled to Geneva with Canada's invitation. It was gratefully accepted. In early November the Alberta government gave final clearance for use of the favoured site.

Over 15,000 boys and leaders from around the world will attend this event, approximately 6,000 of them being Canadians. As usual for World Jamborees, participation will be limited to those 14-18 years of age.

The last World Jamboree Canada hosted was the 8th, in 1955 at Niagara-on-the-Lake. A



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SCOUTER'S 5 MINUTES & SONGS



The Troop Scouter

A boy does not have to be shown a mark on the wall to measure up to; when there is a man around about the size he wants to be. The Troop Scouter builds character by first of all being a man of character. He is the kind of a man boys want to grow up to be. They catch character from him!

The Troop Scouter takes the natural gang instinct of boyhood and directs it into constructive channels. He keeps boys busy doing the things boys like to do: hike, camp, tie knots, build bridges, signal, cook over a camp fire, swim. He helps boys to help themselves to grow into manly men.

The Troop Scouter is a man of vision and imagination. He realizes that among those shouting, squirming, fun-loving boys in his troop there may be potential captains of industry, doctors, educators, lawyers, poets, artists, maybe even a Prime Minister of Canada. He realizes that one of the most important contributions he can make to their future growth is to help them to get started right, to awaken their ambition to become leaders of men. He knows that the future of our nation and the world depends upon the quality of our future leadership.

The Troop Scouter is doing a far-reaching work and having fun doing it. He gives of his time without a money return but he has the glorious satisfaction of seeing his boys develop into splendid men. Keeping close to youth, to nature and the out-of-doors keeps his heart young, his enthusiasm keen. Being a Troop Scouter, he finds, is a hobby that achieves two things: he helps boys and he helps himself to keep fit and happy.

When the boy within a man reaches out to meet the man within a boy, you can expect miracles. And that, in a sentence, is just what a Troop Scouter does!

-Anon

O Canada (new lyrics)

O Canada! Our home and native land!
True patriot love in all thy sons command.
With glowing hearts we see thee rise,
The True North strong and free!
From far and wide, O Canada, we stand on
guard for thee.
God keep our land glorious and free!
O Canada, we stand on guard for thee.
O Canada, we stand on guard for thee.

O Canada! Terre de nos aïeux,
Ton front est ceint de fleurons glorieux!
Car ton bras sait porter l'épée,
Il sait porter la croix!
Ton histoire est une épopée
Des plus brillants exploits.
Et ta valeur, de foi trempée,
Protégèra nos foyers et nos droits.
Protégèra nos foyers et nos droits.

Here for Fun

(Tune: Auld Lang Syne)

We're here for fun right from the start,
So drop your dignity
Just laugh and sing with all your heart,
And show your loyalty.
May all your troubles be forgot
May this day be the best
Join in the songs we sing today,
Be happy with the rest.

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We Have a God Who Keeps Us

(Tune: *Battle Hymn of the Republic*)

We have a God who keeps us
on the road that we should go,
By whatever name we call Him,
He's the one that we all know.
He's Jehovah, He is Allah,
He's the mighty Manitou,
Our one and only Lord.

Chorus:

We will praise his name for ever, (3x)
Our one and only Lord.

With our brothers and our sisters,
every colour, every creed,
There is Guiding and there's Scouting
in all countries that are free.
Every Ranger, every Pathfinder
can go to Him in need,
Our one and only Lord.

He's the God of every Beaver,
every Venturer and Cub,
And He shows the Scouts and Brownies
how to pass around his Love,
As he leads the Guides and Rovers
and all peoples everywhere,
Our one and only Lord.

He's the One who led our Founder
to that isle across the sea,
There to plant the little acorn
that became the great oak tree,
That is spreading out from Brownsea
down the years to you and me,
Our one and only Lord.

— by Doreen Smith, Thunder Bay, Ontario

Points to Ponder

- Your thoughts are your own, until you express them.
- The actions of men are like the index of a book; they point out what is most extraordinary.
- You cannot be angry or emotionally upset as long as you control your voice.
- Sometimes the most difficult feat of muscular endurance is just holding your own tongue.
- Some men can talk more good in five minutes than they can do in a year.

• If you are not as close to God and His Blessed Mother as you once were, you can be sure as to which one of you has moved.

—from Jack Dalton, Montreal

Outdoors

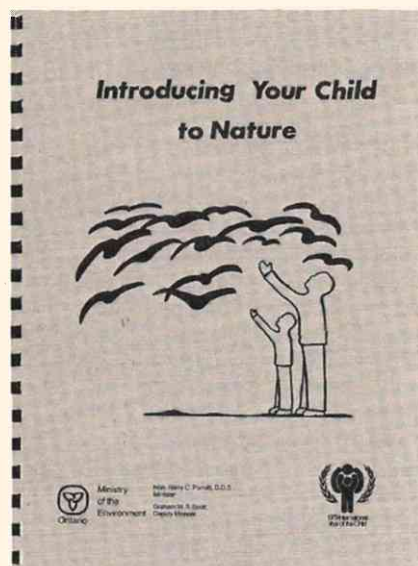
Carl Lemieux

*My dishes went unwashed today
I didn't make the bed,
I took his hand and followed
Where his eager footsteps led.*

*Oh yes, we went adventuring,
My little son and I . . .
Exploring all the great outdoors
Beneath the summer sky.*

*We waded in a crystal stream,
We wandered through a wood . . .
My kitchen wasn't swept today
But life was gay and good.*
Anon

This month I would like to tell you about three books that can help you to bring concern for the environment from a discussion point to realistic practice.



Introducing Your Child to Nature

This book, from which the opening poem of this piece was taken, discusses:

- basic general rules for entering nature's domain.
- walking on different types of days; what to look for and what to see.

- studying the varied aspects of nature.
- building things from natural materials.
- arts and crafts
- identification guides.
- games for all types of terrain and weather.



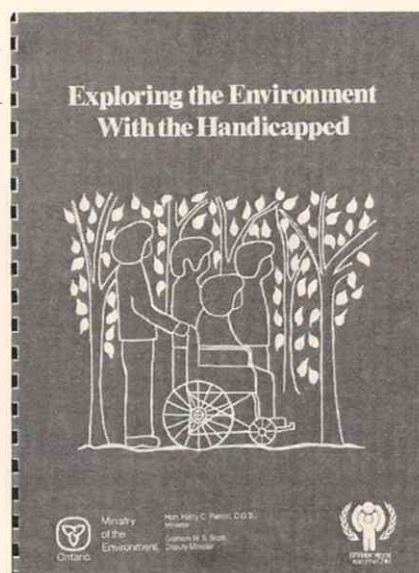
From the lakes to the trees — An environmental handbook for camp leaders

This book includes the following topics:

- leading campers on a field trip
- field studies. The section starts with a lesson plan for soil studies, and continues with ideas and directions for woodland activities, composting, constructing a closed eco-system, hiking in nature and much, much more.
- identification of aquatic insects and birds.
- games that range from those of a quiet nature to those with survival themes.
- arts and crafts ideas that use natural materials and outdoor activities.

• poetry expressing people's feelings about nature, and suggested discussion.

• songs — Some very old songs with nature themes, as well as some more recent ones.



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When lashing with elastic you must keep the band at full-stretch all the time. It is a waste of effort to work with a slack band, in the belief that you can draw it tight with 'a good hard tug' at the end. (Fig. 2)

Fig. 3 shows how to put on a square lashing when working near the end of at least one cane. Simply loop the band round one cane (a), turn it round behind the other (b) and follow on until you have used up most of the band. The lashing can then be 'locked' by stretching the last inch or so and slipping it over the end of one of the canes (c).

When no free end is available for the final 'lock', a good idea is to push a spent match into the lashing and then loop the band round both ends of the match. (Fig. 4).

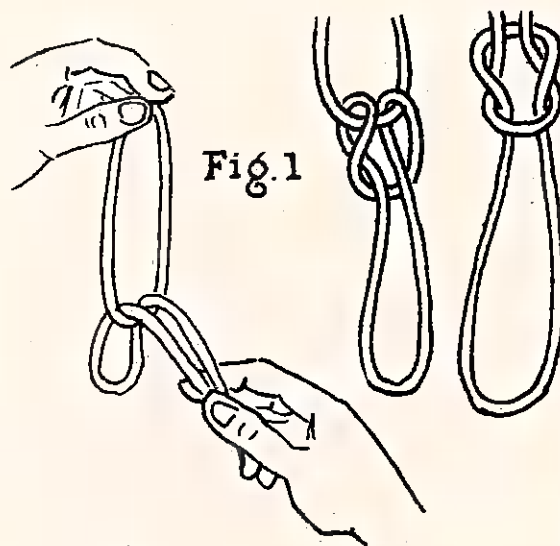


Fig. 1

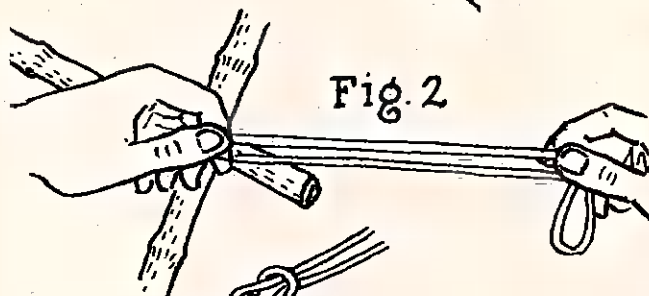


Fig. 2

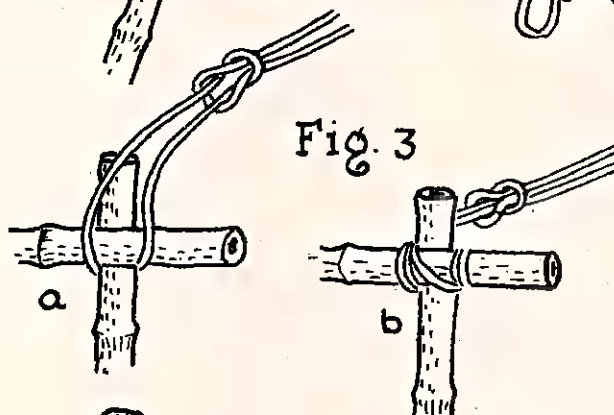


Fig. 3

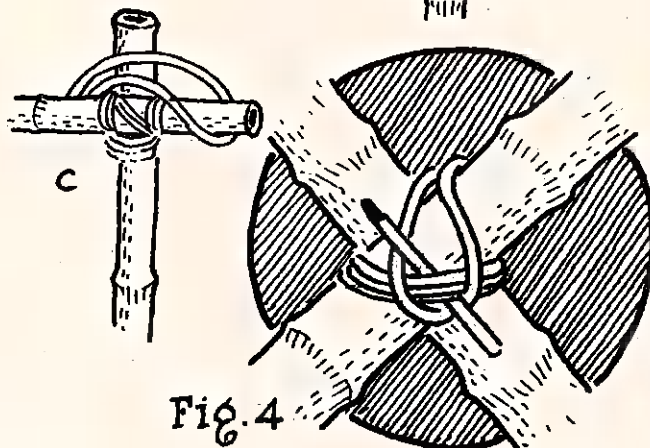


Fig. 4

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