

MARCH 1984 VOLUME 14, NUMBER 7

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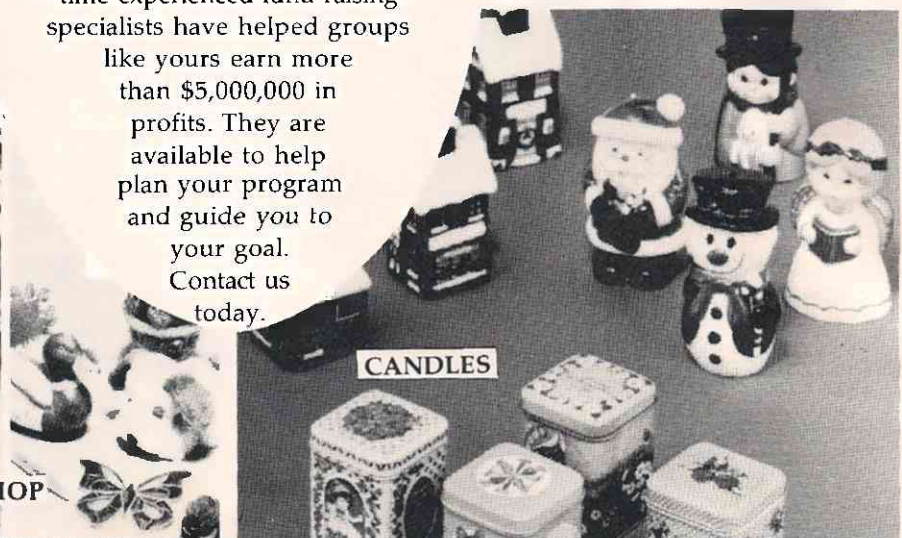
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COVER: Though the March winds blow and we still have snow, the doors of spring are opening. Behind them lie wonderful opportunities to explore and learn about our natural heritage so that we can save it for the future. Learning, exploring, conservation — these are the important themes in this issue but, for the "lion" days, we've also included excellent indoor ideas, stories and projects. We've rounded off the package with the first of a series on planning to give you a strong start next fall. That's "being prepared"!

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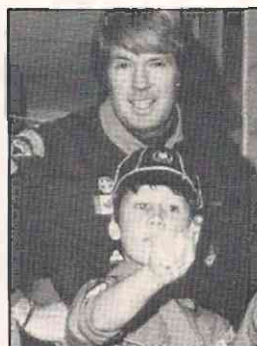
the leader

The Canadian Leader Magazine

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Know Your Camp

by Ben Kruser

The next 20 years will be critical to energy development, waterfowl nesting success, food production and other land uses with conflicting interests. As an organization which actively uses the outdoors, perhaps more than any other Canadian youth or conservation group, Scouting should be in the forefront of promoting wildlife management. Scout camps should be working models of how man can exist with nature.

— Ben Kruser

The sights, sounds and smells of an overnight hike kindle a boy's curiosity about nature's secrets and the Scouting world. By fostering this awareness, district campgrounds promote a quality outdoor experience but, as multiple-use pressures build on shrinking primitive areas, leaders may have to re-evaluate the environmental role and management of future Scout camps.

Wildlife lands are rapidly vanishing under development projects. Southern Saskatchewan alone loses 44.4 acres per hour. Unspoiled Scout properties bank viable habitat for disappearing native plants and animals. As these areas take on refuge status, Scouting's recreational impact on resident camp wildlife populations could be a critical factor to their survival.

Camps, unfortunately, must take a lot of abuse. Although you may visit your camp only a few times a year, outdoor Scout areas which serve large districts are often used three or four days a week all year through. Park rangers know natural areas can quickly lose their "wildness" from heavy use.

How, then, can a boy have maximum use of the campground without violating Scouting's principles of wildlife conservation? One way to ensure it is to have the district conduct a preliminary natural resource inventory. In other words, know your camp.

An inventory serves several purposes. It tells you exactly what flora and fauna are out there and, by so doing, transforms a simple tent site into a living laboratory. It also sets a baseline you can use to measure the

impact of camp improvements while they are still in the planning stage.

An updated camp map is the most essential item for conducting an inventory. The Department of Energy, Mines and Resources, Surveys and Mapping Branch, carries topographical maps and aerial photos of most land tracts. You can use these to scale up a larger map to work from.

If you have the financial resources, you can hire a professional aerial photographer to take pictures in autumn or spring, when neither snow nor leaves obscure features, and transfer the image to blueprint paper. Such a project will enable Scouts to locate boundaries, trails, campsites and habitat zones like coniferous forests and wetlands.

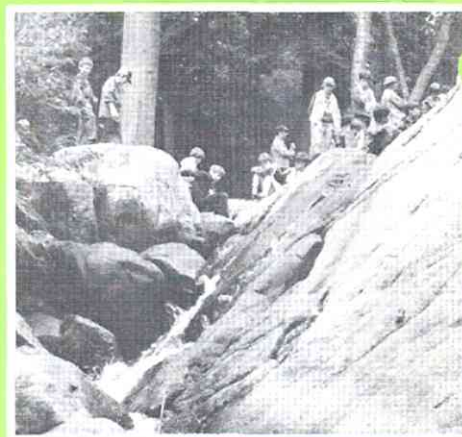


Natural Resource Inventory

A natural resource inventory is comprised of eight basic categories. These descriptions and activity suggestions will help you and your boys get acquainted with your camp.

Land Use History

How did man use the camp in the past? Here we discover the "roots" of the area and how it became a Scout camp — lore which is often lost in time. Knowing the land's background gives insight into past development and future potential. Locate and record such places as old Indian or pioneer settlements and historic trails. Research the people who once lived on camp lands or frequented them in earlier days.

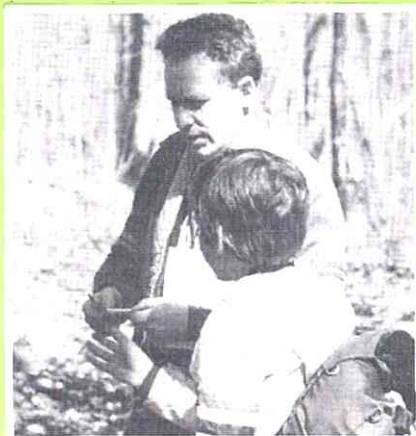


Geology

The site's geology tells us what the land was like millions of years ago and describes the changes which occurred to form present day habitat. Rocks indicate dynamic action in the earth's crust; volcanoes (basalt); sea floor formation (limestone, shale); rivers (conglomerate); and glaciers (slickensides and glacial erratics). Invite a local rock collector to identify samples you collect from camp. A professional geologist is an invaluable resource person not only for locating formations, but also for explaining geological features like moraines, fossils and eskers.

Soils

Soil is affected by many factors, among them climate, topography, plant breakdown and parent material (rocks). The quality of soil determines habitat. Well-drained sandy soils support drought-resistant plants, while clay-based soils hold moisture and make good forest land. A soils map will help you locate soil-type boundaries and Scouts can dig pits to explore the differences.



Vegetation

By checking aerial photos and walking the property, you will begin to notice distinct habitat differences. Map the boundaries of such features as wetlands (marshes and swamps), hardwood and coniferous forests, grasslands, farmlands and shrublands. Over the next spring, summer and fall, make periodic visits to these areas and record new plant species. A biologist or forester can take measurement samples of tree diameters to give you an indication of the growth and age structure of the woods.

Locate rare and endangered plants and limit use of the areas in which they occur. You can press common plant species as botanical evidence, but have a knowledgeable person do the collecting.

Amphibians and Reptiles

Look in ponds and marshes and under rotten logs for amphibians. Do not collect salamanders because many of them have very limited habitat. If you remove them and replace them as little as five feet away from the original spot, they may die. Salamanders are also affected by acid rain, and you should take care when exposing them. Record where you observed the animal, date, time and area.

Birds

As with reptiles and amphibians, record any signs or sightings of bird life. After a year, compare notes with other leaders. You will be surprised at your camp's avian richness.

Here's a guide for listing bird occurrences.

PR — Permanent Resident; present year round; breeds and winters in the camp area.

SR — Summer Resident; breeds in camp.

SV — Summer Visitor; present regularly, but does not breed there.

WR — Winter Resident; present throughout the winter.

WV — Winter Visitor; present regularly but not continuously in the winter.

T — Transient; passes through camp during migration, but does not breed or winter in camp.

V — Vagrant; seen only rarely in the area.

If you continue this record over several years, you will be able to plan into your program the best times to see certain birds migrating or nesting in camp. That way you add to the Scouts' knowledge of natural history.

Mammals

Search for signs of camp mammals. Take plaster casts of foot prints and record where you find animal dens. Some burrows will have different residents every year. To see if a den is active, place two sticks criss-cross over the entrance. Return a little later to see if they have been moved. Bury mouse traps or large tins with open lids in the ground to catch small rodents.

Droppings and hair tufts are other evidence of mammals. Examine owl pellets for rodent skulls and use field guides to identify them.

Insects

Open-lidded cans buried in the ground will also catch beetles, ants and other ground insects. Paint sugar syrup on a tree to attract moths. An insect collection makes an attractive display and demonstrates the abundance of protein available to larger animals.

Before you start to compile your data, talk over these procedures with a qualified wildlife biologist. He or she will be able to guide you in taking samples and identifying habitat. After you've made your survey, consult this person again and establish a management plan which incorporates Scout camping and wildlife protection. Involve the boys in every phase of exploring seldom-visited parts of camp, and in recording finds. Give credit to people who make new discoveries.

If we understand our role in the camp environment, we can continue to enjoy the outdoors and, at the same time, save it for future generations of Scouts. A



Program Planning for Pack Meetings — 1

Cubs — the Key to Success

photos & text by Paul Ritchi



It's Thursday again — another night with the pack. Here's a challenge I'd like to throw at you.

Sit down with your leaders and boys and take a close look at your weekly meetings. As you do, find honest answers to these questions.

Do the leaders look forward to meetings? Are the boys generally excited about coming to Cub meetings?

Do leaders and boys go home from meetings feeling they've accomplished something?

Are we happy? Do boys and leaders really enjoy themselves?

Does our program offer variety?

Do the leaders really get to know the boys? Do they enjoy their company? Do the boys enjoy, relate to and appreciate the leaders? Do the leaders really care about every individual Cub in the pack?

If even one of the answers is

less than positive, consider making changes.

Without enthusiastic, loyal, excited Cubs, we have nothing. It's important to remember that the programs are for them. They need direct and indirect indication that all leaders truly care about every individual.

Try to leave your problems at home when you come to a meeting. Often, without realizing it, leaders take out their frustrations or concerns on the Cubs. Our mood sets the mood of the meeting, and boys are very aware. "If a leader is in a bad mood, the Cubs don't have as much fun," says a Cub. "He doesn't listen to you."

When you talk to a Cub, physically get down to his level to make eye contact. An 8 year old feels quite uncomfortable looking all the way up to the face of a six foot leader. Build a rapport with the boys with pats on the

back for jobs well done or an occasional hug. Show concern when a boy is concerned or hurt and cheer boys on. And address your Cubs by their names. It really hurts to be called, "Hey you!"

A good rapport between leaders and Cubs takes you a long way towards running very successful weekly programs.

Planning

Successful programs, weekly or otherwise, require planning and organization. Your program will be as good as the effort leaders, boys and their parents put into it.

Successful programs are also based on teamwork. Sure, Akela is "The Leader" in the eyes of the Cubs, but Akela is a member of the leadership team, not a one-person show. In a successful team, all leaders take an



active role in the pack — a role suited to their interests, skills and available time.

The first step in planning is to hold a leaders' meeting. At that meeting, the team establishes specific program goals, long-term plans (for the entire year, if possible) and short term objectives and highlights for the next three months.

Once you've set these goals, publish a calendar of events to send home to parents so that they can shape their plans and activities to ensure their son will be able to participate fully in the pack program.

Leader Responsibilities

When the team has done some planning and discussed expectations, encourage leaders to volunteer to undertake responsibilities for areas which fit their interests.

Our Cub pack breaks down leadership team member responsibilities in a very specific manner, as this outline shows.

Akela

Responsible for:

- fall parents' night program
- final-year Cub program (Introduction to Scouts)
- Sixer/Second council meetings
- recording master weekly program as developed by leadership team
- developing summer camp information booklets
- tenderpad program
- link between the different sections of the group
- general correspondence with parents

Assists with:

- Sixer/Second training weekend
- indoor mini-Cuboree
- spring camp program

Shada

Responsible for:

- fall camp program
- swim parties
- pack funds (treasurer)
- Scout calendars and other group fundraising projects; handling all monies
- acting as Cubmaster in Akela's absence
- pack outing #3
- keeping attendance and recording dues
- representing pack on area Cub pack committee
- April guest speaker
- developing kits for Tawny Star and Carpenter badge

Assists with:

- summer camp program
- parents' night

Mang

Responsible for:

- winter camp program

- pack transportation
- November guest speaker
- promotion of group dance to Cubs and parents
- developing Blue Star kit
- writing monthly reports for group committee
- camp hat and T-shirts
- acting as CM in absence of Akela and Shada
- six prize outing "B"

Assists with:

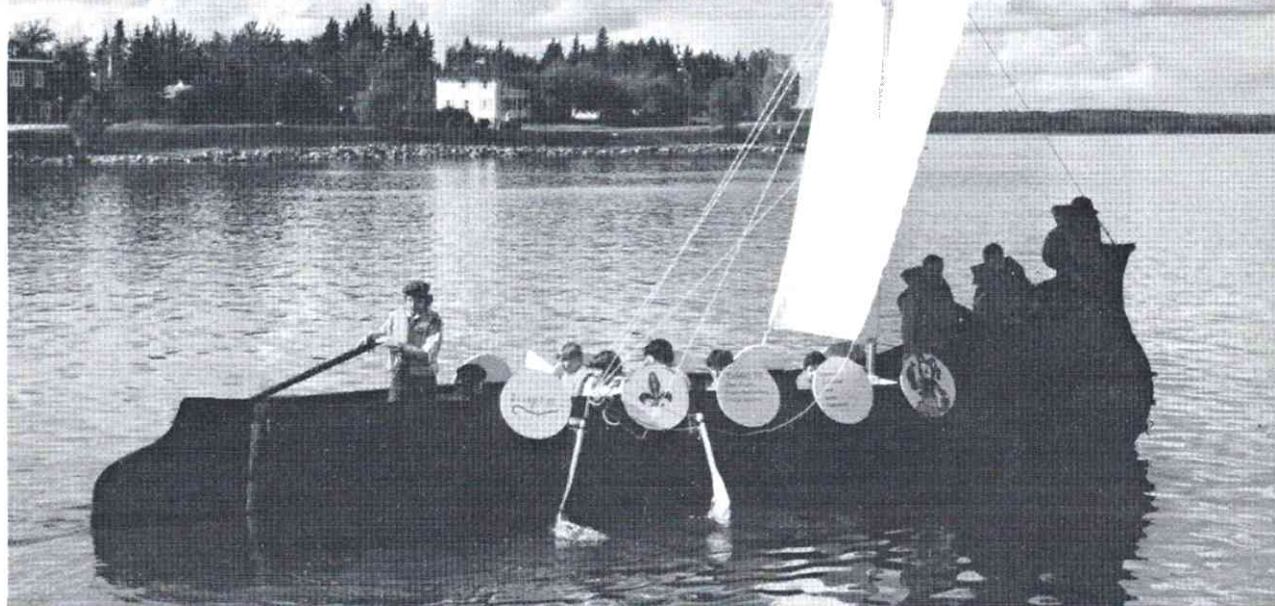
- pack response on parent & son banquet
- summer camp program planning

Other leaders help with weekend camp planning and either are in charge of or help with: other guest speakers; other badge/star kits; spring parents' night; medical records; summer camp planning; public relations and press coverage; Kub Kars; Scout Week; hobby show; making photocopies of parent correspondence; setting up a Religion in Life program; badge program; point system; pack equipment; obtaining group neckerchiefs; group first aid kit; winter and spring camp planning; computer records (registrations, weekly programs, etc.)

As you see, you can divide up areas of responsibility, involve all the leaders and spread out the work load. When your leaders have decided what they will be directly responsible for, you can get into the specifics of weekly program planning.

This is the first of a six part series on planning weekly meetings for the Cub pack. Paul Ricci is Akela of the 7th Thornhill (Mysa) Cub Pack in Thornhill, Ontario. Is his approach successful? All we can say is that the pack is 60 boys and 14 leaders strong.

1st Medley Venturers Project Norseman



It's a beautiful morning on Cold Lake, and boaters are taking advantage of the sun and light breeze. There are canoes, motorboats, sailboats, a Viking ship, wind ... A Viking ship! I know Cold Lake is in Northern Alberta, but really ...

Propelled by four young oarsmen, the 20 metre long *Deception* draws closer. It's not a mirage. It is part of a vision held by the 1st Medley Frontier Venturers of CFB Cold Lake. They are testing their craft, a half-size replica of the vintage-900 Knarr Viking ship, in preparation for Project Norseman, a 1,693 km voyage they've planned for this summer when they'll trace the Hudson's Bay Company's York route from Fort Edmonton to Lower Fort Garry, Manitoba.

The idea for the trip was fired a year ago November. "We thought of building a canoe," said Venturer Ian Land, "but canoe building has been done before." His imagination had been caught by photos and plans for the Knarr ship he'd seen in *The Time/Life Book of The Vikings*. The original ship, probably constructed in the early 900's, was found in Norway's Oseberg Fjord in the 1800's.

The other members of the company caught Ian's enthusiasm and advisor, Sgt. Ian Lovie, although doubting the Venturers would stick with such an ambitious project, of-

fered his support and the benefits of his boat-building experience.

While Sgt. Lovie took two week's vacation, the Venturers drew up their plans and, in July, started construction — their "dry-dock" the Lovie's back yard.

"Come rain or shine, two or more boys were out there from noon until they finished at night," says Deb Lovie, who watched her garden become a shipyard. "Neighbours were skeptical about the whole project, but the skepticism turned to amazement, and some even donated wood for the vessel."

Help to pay for materials came from other directions as well: \$525 from the Medley Scout Group; a grant from the Alberta Alcohol and Drug Abuse Commission for their Teen Challenge Program; and the cooperation of some intrigued local businessmen who offered supplies at cost.

The Venturers modified the Knarr ship plans a little. For example, they cut down the keel to avoid too much roll (the vessel still stands two metres at its highest point), and employed present-day materials like fibreglass. But their only really "modern" convenience is an electric bilge pump.

Late in the summer, the ship outgrew the Lovie's backyard, and the company moved it to a nearby parking lot to add shields, mast, sails and

paint. On August 20, *Deception* made a successful maiden voyage, and, in early September, was "officially" launched for local dignitaries and the press who, along with members of the Venturers' families, came aboard for short spins on the lake.

Deception is in dry-dock for the winter, but Venturers Ian Land, Rick Cooper, Johnny Gentes, Curtis Acheson, Tim Bowser, Warren Jones and Mike Wiwchar are hard at work preparing for the next stage of Project Norseman — their estimated 28-day "fur-route" voyage in July. They are studying maps, taking canoeing and swimming courses, making arrangements with the towns they will visit along the way, and planning supplies and provisions.

The Frontier Venturers are experiencing Venturing at its best: imaginative mental and physical challenge, fun, excitement, and a touch of romance. We'll look forward to hearing the second half of the story in an issue next fall.

We thank Denny May, executive director Northern Alberta Region, and Deb Lovie for sending us information about Project Norseman. Many thanks also to the Edmonton Journal and photographer Owen Roberts for permitting us to use this photo of the Deception under sail.

Dungeons and Dragons Day

by Bud Jacobi

Magical powers, fantastic creatures and landscapes, fierce battles, sorcerers' spells... They play the original non-computerized game for hours, and spend many more hours creating imaginary creatures and worlds for it. In arcades and home entertainment centres, the computerized version is all the rage with boys of Cub, Scout and Venturer age. The game is the fantasy/adventure *Dungeons and Dragons* (D & D), and you can capture the boys' enthusiasm for it to add zap to your program.

In planning the day, use your own

home", or a torture chamber. They can make barred windows from construction paper and design an automatic door opening and closing device using rope and pulley. Add to the atmosphere with music; *Puff the Magic Dragon*, or the record of *Spooky Sounds from Hallowe'en*.

The boys can also let imaginations rip to make their costumes: cardboard swords; masks and capes; breast armour of leather scraps or cardboard. Arrange them in teams (patrols, sixes) and have each choose a name (Warriors, Demons, Unicorns, Knights, etc.) and make a flag.



Freeze! Those magic spells can sure slow down the battle action.

imagination, but remember that your boys are the experts and involve them as much as possible. Here are some ideas and suggestions we tested at Mississauga's Camp Ravasac with great success last summer.

Have the boys make posters depicting scenes from D & D to decorate the meeting hall or a tent. They can cut out and paint cardboard skeletons, spiders, owls, bats, vampires and other monsters to hang around the place. We hung up a life-sized masked warlock mannequin tied to a stake over a fire set to burn him.

They can disguise the meeting place as a dungeon with blankets, rolls of brown paper and the like. Perhaps it will include a doorway of flames made from coloured tissue paper which leads to the "devil's

Activities

Play-Acting: Groups research, rehearse and present a fantasy play. The local library is a good source for suitable stories like *The Battle of Dwarf Mountain* and *In Search of Magic Mountain*. They may prefer to make up and present their own fantasy story.

Maze: Set up an intricate course, inside or out, through which the boys pass blindfolded. Guided by a rope, they grope through a web into the Dragon's Dungeon where they must dip hands into things like pig's eyes (cooked kidney beans or grapes), dragon liver and guts (spaghetti and meatballs), dragon brains (jelly beans or watermelon seeds), dragon tails (peanuts in shells) or dragon skin and

blood (onion skins in tomato sauce or ketchup).

Merkwood Forest: Set up an orienteering game in a suitable area.

Challenges: Pit Warriors against Warlocks in a greased watermelon fight in pond, river or pool. Any kind of challenge event — rope climbing, arm and leg wrestling, pole vaulting — fits the bill when given a D & D combat or escape scenario.

Wide Games: Marauders and Crusaders (Capture the Flag variation); Smuggling Gold Nuggets Up the Mountain; etc.



Wizard and Warrior locked in mortal combat.

Food

Devise a gory menu and post it. It might include Dragon Meat on Flour Loaf (sandwich or hotdog), Warlock Fingers and Toes (wieners and beans), Dragon Meat and Guts (spaghetti and meatballs) or Dragon Stew and, for dessert, Spider Legs and Honey (you work it out!).

D & D Campfire

Use torches or flares for atmosphere and have a special dragon opening, perhaps burning a wooden or cardboard castle. Songs like *Greasy*, *Grimy Gopher Guts* or the *Unicorn Song* are good ones. Boys might like to try making up their own songs about dragons, witches and warlocks to set to familiar tunes. There's little doubt they'll come up with appropriate skits and stunts, and you can top it off with a blood-curdling adventure story.

Whether you try the D & D theme for a day in camp or on a special meeting night, you'll find it a great "now" way to put a little fun, fantasy and adventure into your program. X

RING TOSS



Elephant Peanut Toss — Construct

a papier mâché elephant head with a hollow upward-pointing trunk. Players try to toss peanuts into the tip of the trunk.

Dart Throw — Line a board with small balloons and allow three tosses of the darts.

Milk Carton Bowling — Partially fill a dozen milk cartons with sand, re-seal and place in standard bowling pin pattern. Players bowl croquet balls at the cartons. For younger children, put only 25 mm (1") of sand in each carton, and bowl with a larger play ball.

Golf Challenge — Construct a miniature golf course with several obstacles such as sand, water, inclines, holes to shoot through and gaps to shoot over.

Pellet Gun Shoot — If you have a safe location — a basement is ideal — and competent adult supervision, you might be able to hold a target shoot with pellet guns.

Sponge Throw — Make a board with a hole just large enough to let a well-known figure insert his head. Provide wet sponges for players to throw at the protruding head.

Tin Can Ball Toss — Fasten various sizes of tin cans to a 4x4 plywood panel. Set on the floor at a slight incline toward the front of the booth. Players toss tennis balls into the cans, scoring points for each ball which stays in a can.

Test of Strength — A push-broom seems like an easy thing to lift but, under some circumstances, it is not. Tape an eight foot chart to the wall. At one foot intervals mark it: *Pathetic; Nearly Pathetic; Some Sign of Muscle; Almost a Muscle; A Real Muscle There; Some Strong!; and Whew!* Players stand a broom length away from the wall, hold the end of the handle and try to raise the bristle end of the broom parallel to the chart and as high as possible.

For the games, give small prizes of wrapped candy or coupons worth a free treat from one of the concessions. For some things, like sponge toss or pellet gun shooting, the fun is in the activity rather than winning and prizes aren't necessary.

Avoid handling money at the booths. Set up a single booth or table for selling tickets. If you run your Fair 'n Fun Day as a money-maker, your prices will probably be about 10 tickets for \$1. You can set canteen

prices so that a soft drink is five tickets, or whatever is appropriate.

The main thing to remember is that the day should be a lot of fun for your boys to set up and operate, and for the people who play. Don't get carried away by the idea of big profits. Remember also that such an activity must be properly promoted to be successful. Use all the channels available: school bulletin boards; church bulletins; community and shopping centre notice boards; Cable TV listings; and newspaper public service announcement columns.

Hobby Show

Promotion is even more important for a Hobby Show open to the public. If it is just open to your group or a few groups in your area, communication is much easier. At the same time, it must be quite specific in order to ensure you get the right entries in the right categories, and avoid disputes.

Space limitations prevent detailed information here, and I suggest you do some further reading on the topic. Look to your local library for fund-raising ideas in the financial advice section, and other ideas in the games and activities section. The book *Omnibus of Fun* by Helen and Larry Eisenberg contains a full chapter on hobbies. It lists almost every category you might include but, if you can't locate that book, here is a listing to give you a start.

Class #1 — Models made from kits

Divisions: (a) Aircraft (b) Ships (c) Automobiles (d) Space Craft (e) All others

Class #2 — Art — any subject

Divisions: (a) Pencil drawing — not copied (b) Pencil drawing — copied (c) Water colour — not copied (d) Water colour — copied (e) Coloured pens — not copied (f) Coloured pens — copied (g) Cartoon or crest or logo — not copied (h) Paint by number (i) Painting on rocks, wood, etc. (j) Poster — any subject (k) mobile — any subject

Class #3 — Collections

Divisions: (a) Stamps, mounted — under 500 (b) Stamps, mounted — over 500 (c) Stickers in album(s) — under 500 (d) Stickers in album(s) — over 500 (e) Scrap book — any subject (f) Scrap book — Canadian (g) Coin collection (h) Card collection

Class #4 — Toys

Divisions: (a) Dolls (b) Puppets (c) Wooden toys (d) Doll furniture

Class #5 — Cooking

Divisions: (a) Cakes (b) Cookies (c) Candy (d) Breads

Class #6 — Crafts

Divisions: (a) Popsicle or clothes-pin articles (b) Hooked articles (c) Flowers (d) Leather work (e) Sewn articles (f) Furniture (g) Carved articles (h) Pottery piece (i) Ceramic piece (j) Jewellery (k) Photography — colour prints

Class #7 — Scout Crafts

Divisions: (a) Bird houses — Feed stations (b) Pioneering models (c) Scout knot board — at least six knots (d) Plaster casting — at least three specimens (e) A neighbourhood map with all services marked (f) Emergency First Aid Kit (g) Emergency Survival Kit (h) Any camp gadget of natural materials (i) Any natural collection — leaf, bark, wood (j) Woggle

Rules:

Entries must be clearly marked by class and section (e.g. 7-C) and age. Names must be on all entries, located where they will not be seen while the entry is being judged. Entry fee of \$_____ per item is applicable to all entries. (The fee you set will depend on how much money you want to make, or what prizes you want to give.)

Prizes:

Ribbons will be awarded to all classes for first, second and third prize in each division. All work must be substantially that of the entrant.

There will be two age sections in each class and division: 7-10 and 11-14.

The decision of the judges is final.

Arrange your show so that all entries are into the display hall on the evening before so they can be put on display. Hold judging on the day of the show, say a Saturday morning, and then open up to the public for a couple of hours in the afternoon. If your group is church sponsored, you might leave up the display until Sunday morning so that the church congregation can enjoy it.

If it is the first time you are trying such an event, keep it small. Be sure to have extra ribbons for "merit" awards and, if you like, a small cash prize for *Best in Show*. You may offer several prizes, perhaps donated by local merchants.

The Leader will gladly publish pictures of any hobby show or Fair 'n Fun Day held this spring. Send along your photos for consideration. X

Make a FUN FAIR

by Linda Florence

We called them "Penny Carnivals". A decision to hold one of these fun fair events sent us happily scrambling for design ideas and construction materials which, on the big day, would come together as carnival games of luck and skill. Set up in the gym and hallways of the school, they were noisy, colourful affairs which gave us a chance to show the community who we were and what we could do, and to make a little money as well.

A fun fair group project is something you may want to consider, whether for a family day, a Scout Guide Week event, an "invite-a-friend" evening or an enjoyable fundraiser. The thing is to keep it boy-oriented. Let members from all sections help design, make and run the games; display their crafts for sale; cook and sell popcorn and other treats; and add to the carnival mood as wandering clowns or magicians. With adult cooperation and coordination, every boy should have an opportunity to use his skills and talents to make the fair a success.

If you do decide to try to raise money with your carnival, keep the prices reasonable and prizes simple: tickets for free games or a free treat or drink, for example.

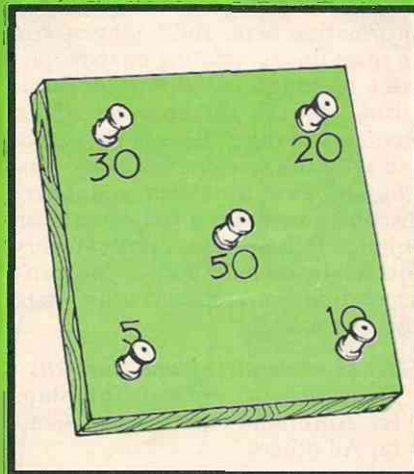
Here are a few game ideas your craftsmen can tackle. Some are simple enough for Beavers to make. A few of the sturdier finished products can become permanent game resources for a section, or good turn gifts for a play school or a children's ward in the local hospital.

Ringers

Ring tosses are probably the easiest type of game to make. Use rubber rings from preserving jars, or cut rings from disposable drinking cups. Try to make rules and scoring flexible enough so that a Beaver has as much chance to win a prize as an adult.

Ring a Number

Paint a plywood base, 450 mm x 600 mm, and five wooden spoons. Glue or nail spoons to base. Glue on large numbers cut from a used calendar. Three tosses per turn; a score of 50 wins.

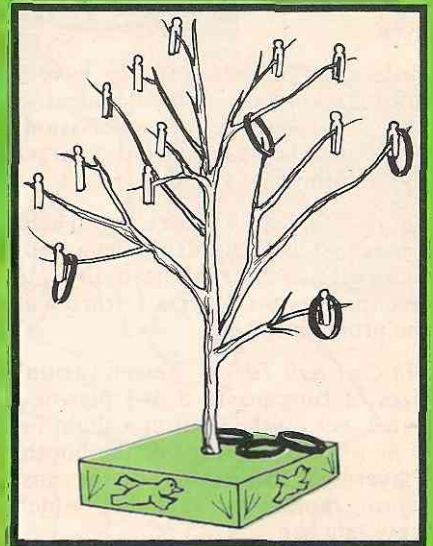


Ring a Rocket

Paint plywood base and "rocket" made from cardboard tubing and cone paper drinking cup. Trim the end of the rocket as necessary and glue it to the base. Three tosses per turn; a ringer wins.

Ring a Bird

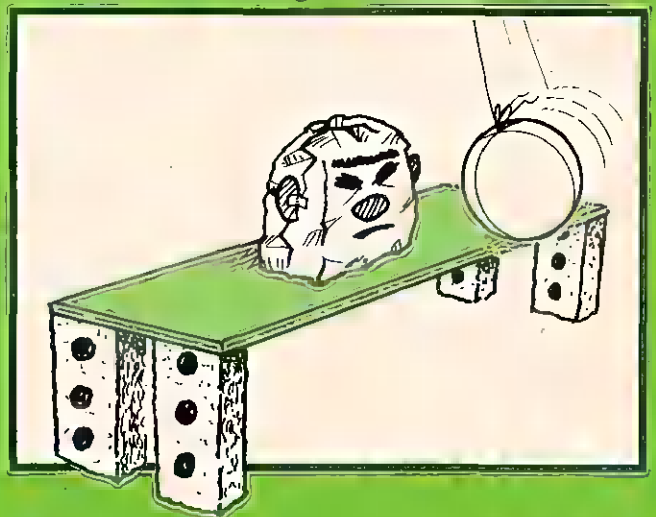
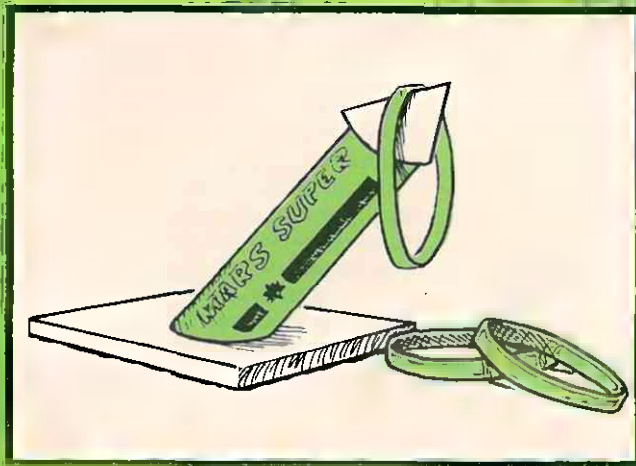
Decorate a cardboard carton. Line the bottom with plastic and put some sand into it. The sand will give it weight and provide an anchor for the branch. With felt markers, colour clothes pegs to resemble birds and wire them to branch tips. Insert the branch through the lid of the carton and into the sand. Catch three birds; win a prize.



Swingers

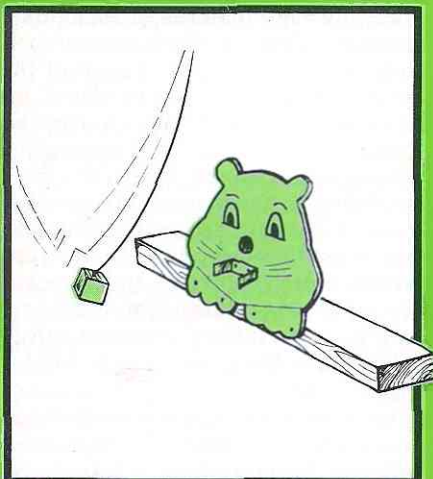
Bully

Stuff a large paper bag with crumpled newspaper or scrap material. Decorate the "bully's" head and set it on a plank supported by blocks. Suspend a sponge ball on a cord from a ceiling hook. Knock the bully off his high horse.



Feed Bucky

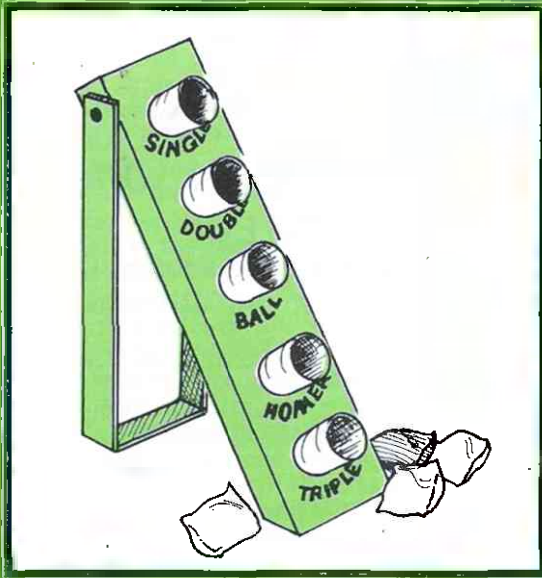
The wooden crosspiece is 600 mm (about 24") of 38 mm x 89 mm (2x4). The swinging cube is 38 mm x 89 mm x 50 mm (about 2"). Cut a beaver head from plywood or heavy cardboard, decorate and glue or nail it to the crosspiece. Measure and bend the metal "mouth" so that it can catch and hold the swinging block, and screw into place. Paint the crosspiece, adding the beaver's paws. Attach the swinging block from a hook in the ceiling and invite players to feed Bucky.



Tossers

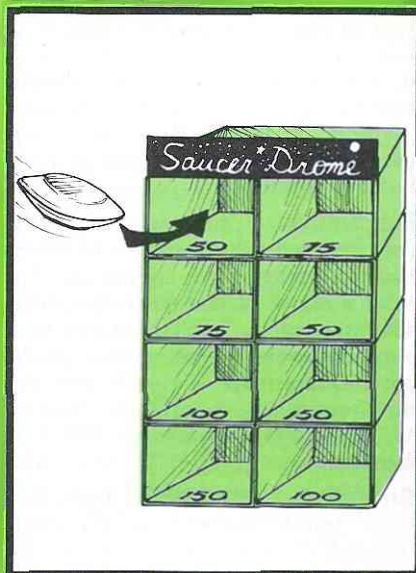
Beanball

Prop up a plank and brace it to form a ramp as shown. Paint and nail down a series of tins and label them. Players have three tries with beanbags to get a "homer" and win a prize. A "ball" or "single" gives them an extra pitch; a "double" gives two extra pitches, and a "triple" gives three.



Dock a Saucer

Build the "saucerdrome" with a stack of cardboard boxes. Make flying saucers by stapling paper plates rim to rim and decorating them. Each player tries to dock three saucers. Score of 150 wins.

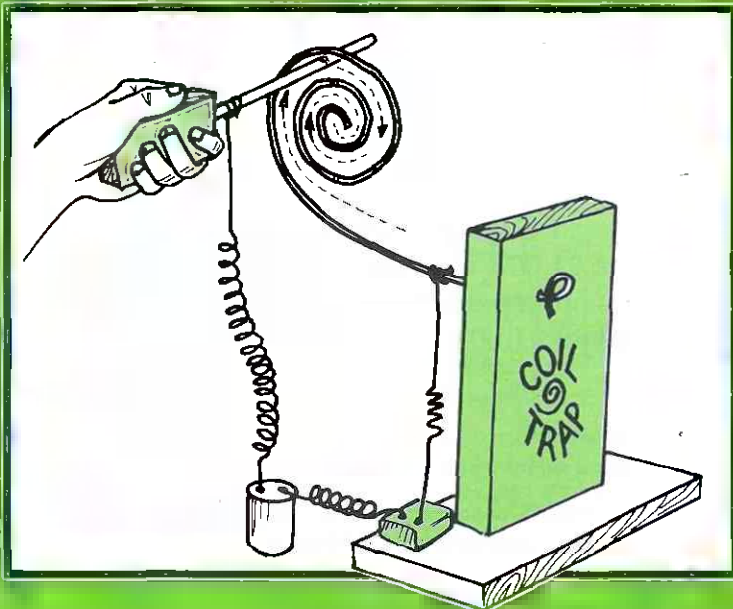


Buzzers

Budding scientists will enjoy making these games based on simple electric circuits. They require a dry cell, a buzzer and insulated copper wire.

Coil Trap

Assemble a wooden stand as shown. Shape coil and rod from smoothly sanded coathanger wire. To make the rod, hang a length of wire into a wooden handle. The player tries to move the rod into the centre of the coil and out again without buzzing.



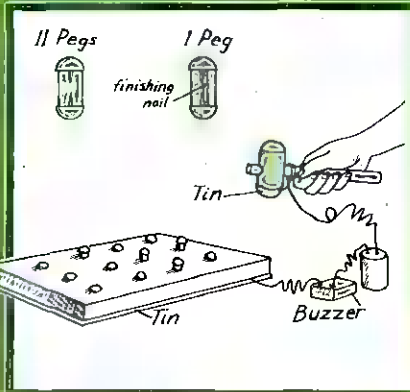
Bing Bang Buzz

This electrified pegboard will attract players of all ages. Drill 12 peg holes through a plywood base and cover the bottom of the wood with tin sheeting, inserting one end of the circuit wire between the tin and the wood.

Eleven of the pegs are pieces of wooden dowelling with thumb tacks pushed into top and bottom. The 12th peg, although it looks the same as all the others, is designed to close the circuit and activate the buzzer. To prepare it, first hang a finishing nail into its length. When pushing in the top and bottom thumb tacks, make sure they make contact with the nail.

Make a wooden mallet and cover the "business end" with tin, placing the other end of the circuit wire between the tin and the wood.

Place the pegs randomly into the board. Players try to bang as many pegs as they can before buzzing. When a player is out, he moves the pegs around for the next player so that the location of the "active" peg is unknown.



Emergency!

by Phil Newsome

We thank Scouter Bud Jacobi of St. Catharines, Ont., for sending in these decision-making challenges. Let your Scouts try to meet them some blustery March troop night.

Hike — Your patrol wants to complete a 30 km hike in one day. It is now late at night and raining. You are hungry, cold, tired and almost there. Suddenly your best friend whispers, "I'm not going further and I don't care what happens." He falls down, lies still and refuses to move. The others sense he's faking and get angry. In a moment, they may even become violent. **WHAT WOULD YOU DO?** (time limit: 15 minutes)

Arctic Outpost — In a long-range test of human survival, you have volunteered to spend the next 10 years of your life in an isolated Arctic outpost. You will be well paid and famous. All your needs for food, warm clothing and shelter will be met, and a TV, radio, record player and movies will be provided. You may take with you a single crate of personal possessions, not to exceed 100 lbs. **WHAT WOULD YOU TAKE?** (15 minutes)

Energy Crisis — In an energy crisis, you have been instructed to eliminate the 10 least useful appliances

in your house. Irons, snowblowers, dishwashers, clocks and TV sets are included. List, in "least useful" order, the things your family could do without. (15 minutes)

Evacuation — You are notified that the dam behind your town has been badly damaged by lightning. The town must be evacuated and you have 45 minutes to pack a suitcase of personal possessions. Although all of you are safe, your family has no household insurance. **WHAT WOULD YOU TAKE ALONG?** (15 minutes)

Stranded — It's July, and you and your family have been travelling through the wilderness in a pick-up camper. During a blinding rainstorm, you made a wrong turn on an unmarked lumber road. You've wandered more than 150 km into the wilderness over a maze of lumber trails. The truck has run out of gas and now you, your parents, 6 year old brother, 10 year old sister, and the family cat are lost. After a family conference, you decide to try to walk back together, hoping to cover 25 km a day.

Because of a fuel shortage, there are no helicopters or jeeps patrolling the area, and you have seen no other

cars or houses. All of you are dressed in light summer clothing and sneakers. Night temperatures go down into the low 40's (° F) and it is blackfly and mosquito season.

You pull a number of items out of the camper. You must choose and put into priority order, the 15 most important items for survival in the wilderness. You can eliminate the other things. (Have patrols as a whole make the choices through discussion and voting: 15-30 min.)

Items in Camper — fishing gear; \$500 in travellers cheques; 44 magnum handgun & ammunition; 4 dacron sleeping bags; matches; steak (3 lbs.); marshmallows (4 bags); insect repellent; walkie talkie; road map of the province; 5 gallon jug of water; instant breakfast (3 boxes); house and car keys; cigarettes; Coleman stove (2-burner); family tent (10 lbs.); snakebite kit; alarm clock; 5 cans cat food; 5 lb. tub of peanut butter; bathing suits; 10 lb. wheel of cheese; transistor radio; 6 ft. tent pole; sheath knife; wool sweaters for everyone; raft paddles; inflatable rubber raft (2 pieces, 20 lbs.); paperback books; first aid kit.

Answers (rated and put into order of usefulness by outdoor experts from Project Adventure) — (1) insect repellent; (2) four sleeping bags; (3) tub of peanut butter; (4) 10 lb. cheese; (5) steak; (6) instant breakfast; (7) cat food; (8) matches; (9) tent; (10) tent pole; (11) map; (12) wool sweaters; (13) first aid kit; (14) knife; (15) hook and line.

A discussion of reasons for the choices might be a good way to round off the exercise. X

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Wide Game Inspiration

by John Sweet

A camp without a wide game would be unthinkable. In our own experience, the best plan is to wait until you get there and then invent a game to suit the terrain in which you will be operating. And please, do make quite, quite sure that everyone involved is fully briefed and knows the Country Code as well as he knows the Scout Law.

It is all too easy, in the excitement of the game, to leave a gate open, to take a shortcut over seeded land, to disturb game birds or livestock or to dislodge a section of drystone wall...

And if the battle involves man-to-man confrontation, as for instance the breaking of lifelines of coloured wool on the left arms of the protagonists, make sure that the rules of the game protect small boys from the bruisers of the troop.

One way of doing this would be to have lifelines of different colours, according to the age, experience and fighting weight of the boys concerned. The small fry would wear yellow, which could only be broken by yellow. Second-year Scouts could wear green, and bruisers red.

Yellow could take all colours, greens could take greens and reds, reds could take red only, but could help their own side in other ways by spotting the enemy, perhaps cornering him without the use of force, and then calling one of their own men to the kill.

If this led the players to operate in gangs of three — a knight errant, his squire and his page — so much the better. (*Thinks: Dear me, what a good idea! How odd that no one has thought of it before.*)

Whatever you do, the aim should be to make the wide game the highlight of the in-camp program. Let it occur late in the camp. Do whatever you can to give it a big build-up in the minds and imaginations of the boys, so that they enter the fray at the top of their form. And, when it is all over, bring the whole troop together in a convivial atmosphere, each to tell his own tale (insofar as he can get a word in edgewise), everyone talking, no one listening. As you sit there listening to the chatter, you will know that the game has been a success and all is well with the troop.

Irresistible Ad

Finding themselves short of leaders, that lively lot, the 2nd Newham West (Busby) Group of Greater London N.E., England, thought it might be an idea to put a small ad in their own annual report.

SITUATIONS VACANT

*Busby Cub Scout Pack requires Assistant Leaders to work with Cubs (8-11). Applicants must have a sense of humour, a few spare hours a week, and be willing to be called by another name drawn from **The Jungle Book**.*

Scout Troop — Wanted, Assistant Scout Leader to work with Scouts (11-16). Must have urge for the outdoor life; be prepared to suffer the English climate; want to canoe up our canal or sail a dinghy; actually enjoy getting wet and muddy while being chased by the enemy; and just love charcoal sausages and grey tea.

The above posts attract salary according to normal voluntary scales of remuneration!!

The second advert proved irresistible. Within a matter of days, that particular situation was no longer vacant.

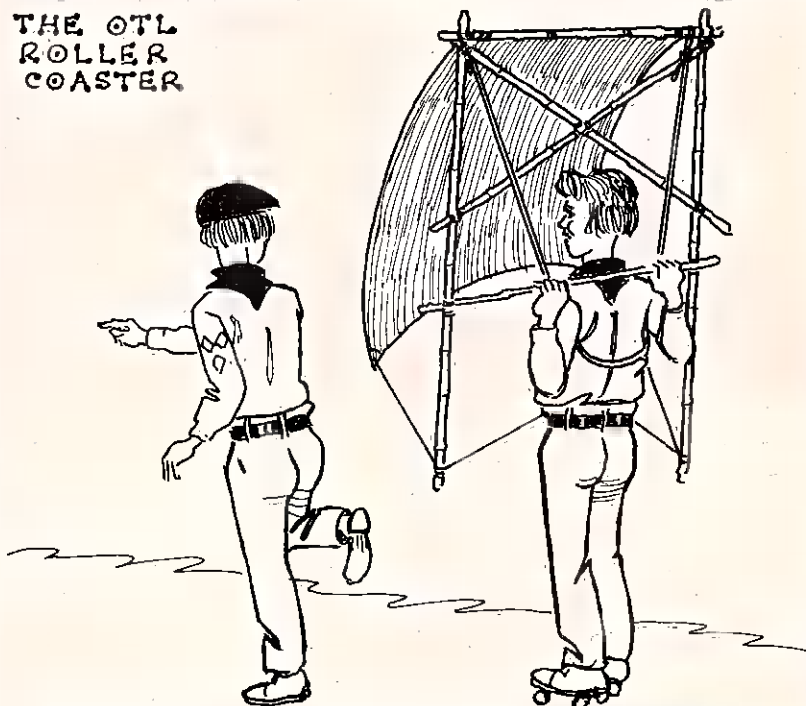
OTL Roller-Coaster

The OTL Roller-Coaster you see here was to have been tried out for the first time at a Scouters' Conference at Wymondham College, Norfolk, England, many years ago but, unfortunately, the character who had volunteered to supply the roller skates forgot to do so. As a result, the thing never got off the drawing board.

Not to worry. Here is the idea in mint-fresh condition. It's all yours, mate. No, no, don't bother to thank us. Just put your research team to work and let's know what they make of it.

We can hardly wait. I mean, after all these years... (*Ed's note: Maybe try it with winter's broken hockey sticks?*) \wedge

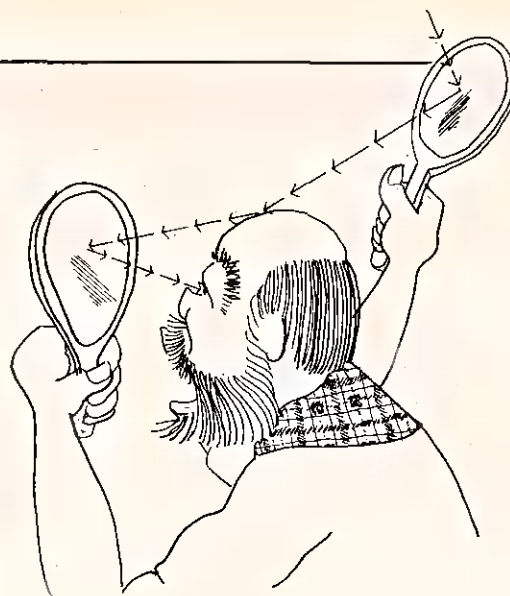
THE OTL ROLLER COASTER



Choose a breezy day for this one. A light framework of garden canes, lashed together with elastic bands, carries a sail of 500 gauge transparent polythene, secured with insulation tape. Make sure that your chosen "flight path" does not contravene the Road Traffic Act.

More Reflections Where Have All the Good Songs Gone?

by Fred Fishell



Some readers of my opening reflections (Dec. 1983) doubtlessly are a bit puzzled by references to patrol yells, songs and cheers. Nowadays few, if any, patrols have a distinctive yell. That went the way of the woolly mammoth along with patrol shoulder-knot colours. In the past 20 years, I can't remember hearing a patrol or troop song, and even cheers are an endangered species.

Those of you who have taken Gilwell training and attended reunions have probably encountered *Gully-Gully*, the Gilwell song and, possibly, one or two others. You may have given the odd watermelon cheer or a round of Japanese applause (crap, crap). A few lucky ones among you may even have participated in or seen a Gang Show where you learned Ralph Reader's *Riding Along On the Crest of a Wave*, or *Song of the Open Road*.

I would dare to bet, however, that, if you held a poll at the next Scouters' Club Meeting, you would find the three most commonly sung campfire songs are a selection from *Old MacDonald Had a Farm*; *Bingo*; *Cumby-Yah*; *99 Bottles of Beer On the Wall*; and *Great Green Gobs of Greasy Grubby Gopher Guts*. Do I have any takers?

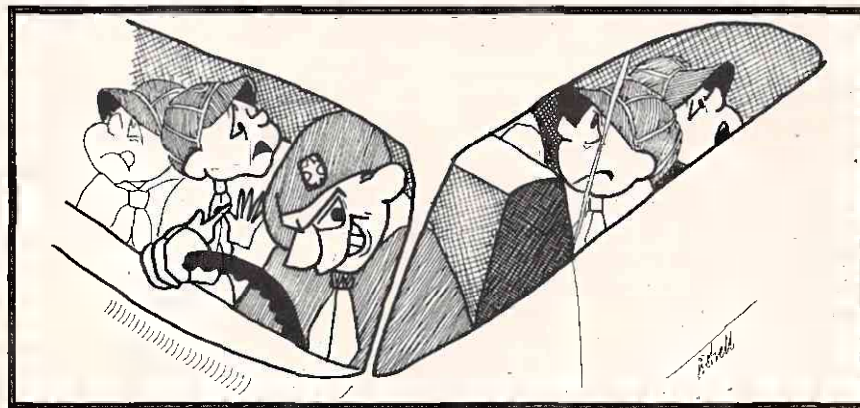
I have speculated that this is because Scouts don't hike enough nowadays. Not only did a lilting song help us swing along as we pulled our trek cart, it also made the distance seem a lot shorter. And, because we were already walking, there was no danger that a driver on the verge of insanity could threaten to put us out by the side of the road if he heard "Great Green Gobs..." just one more time!

One of my truly brilliant ideas dates back to one fine-day almost 15 years ago when I had a carful of Cubs (to the best of my recollection, at

least three more than I would have seat-belts for nowadays) on the way to a maple bush at sugaring-off time. The particular brand of torture they were inflicting on me was the third or fourth rendition of "99 Bottles of Beer".

In an effort to shorten the agony and derive some means of fighting back, I decided to make it educational. As two or three of the little dears

This really shook the boys. They could either ask for the easier fractions of $1/2$ or $1/4$ and let the number go down that much faster, or accept such stinkers as $1/13$ th falling at 52. By the time they were ready to go up to Scouts, I had a couple who could handle fallen bottles expressed as square roots of anything from 4 to 81. For some reason, the square root of one was considered dirty pool.



had announced their chosen career to be astronomy, I assured them that a good grounding in mathematics would be essential to them, and announced that a drill in mental arithmetic was in order. They would only be permitted to continue the song, I proclaimed, on condition that I, the driver, was granted sole authority to call out how many bottles of beer fell off the wall at each turn.

At first I called out any number between 1 and 9. Anybody who sang out the wrong number had to be quiet for the next three turns.

When the boys became good at simple subtraction, I occasionally called out the number of fallen bottles as a fraction of the remainder; for example "...63 bottles of beer; if $1/7$ th of the bottles should happen to fall..."

Funnily enough, none of the prospective astronomers ever became proficient at this game.*

In my days in Scouts, we sang an awful lot, not always in tune but certainly with enthusiasm. We disturbed the wildlife when hiking or paddling a canoe, but at least we kept in stride or stroke. What is more, I can recall many a rainy-day session or long and boring bus or train journey spent fitting new Scout lyrics to a well-known tune.

But I guess this just dates me. If the boys want music along nowadays, they just reach for their Sony "Walkmans".

*John Sweet please note. I claim my Lunatic Fringe membership on the basis of this idea! X

Futureworld at CJ'85

by Bob Milks

Catch the Scouting Spirit at Futureworld — an exciting program under development for CJ'85.

High technology Futureworld will feature personal and large computer systems, interactive graphics, fibre optics, satellite communication and even robots.

The plans are to give all jamboree participants a hands-on high tech experience at Futureworld. The planners are even considering the possibilities of providing adults evening opportunities to learn more about computer technology.

One of the most exciting aspects of

for 200 young men and women aged 14 to 22 to help Scouts and Venturers at the jamboree get the most from Futureworld.

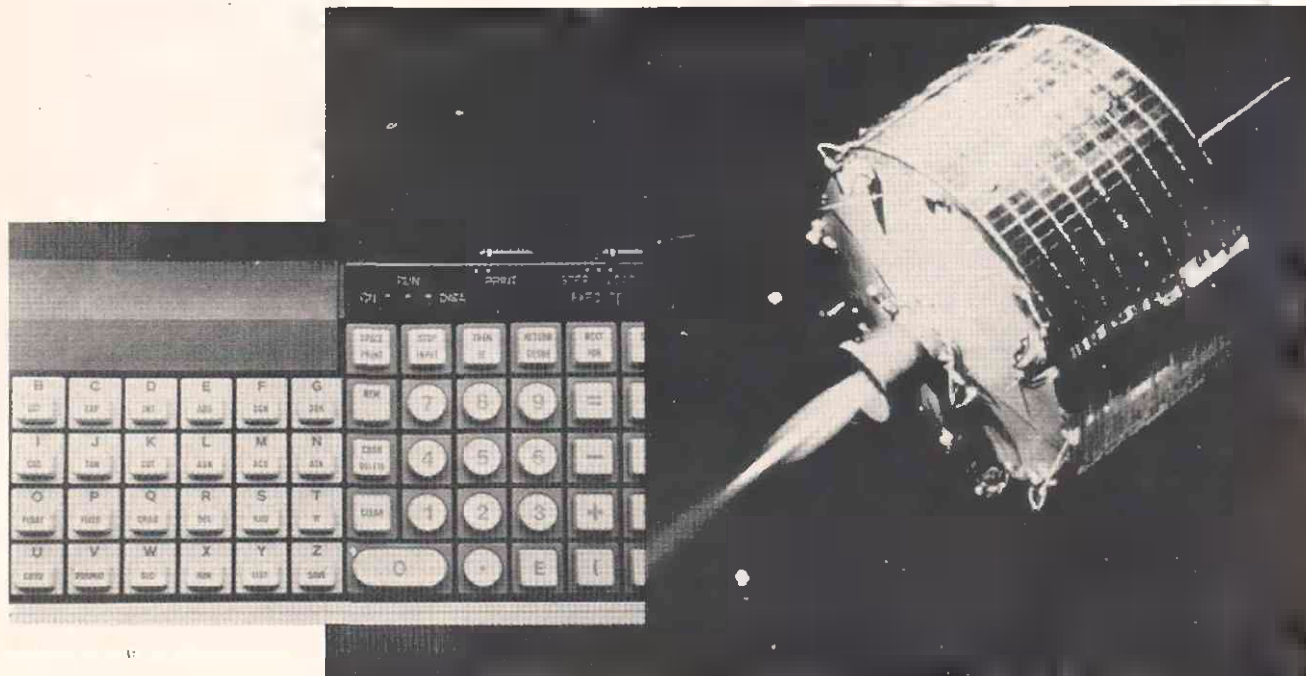
As a result, Futureworld planners are organizing an extensive hands-on training program at Conestoga College in Kitchener, Ontario, between August 18 and August 26, 1984. Young people who wish to attend this training program must be prepared to be on the CJ'85 Futureworld staff (offer of service). To qualify, an applicant must:

- be a registered member of Scouts Canada;

training program will be the responsibility of each participant.

Planners have recruited top educators and business leaders in the high tech field to work on the project and give the "Bytemasters" an excellent opportunity to learn about new developments.

Under Professor Julian Cattaneo, the committee is tapping some tremendous resources. For example, Cad/Cam, an Ontario Crown Corporation, has pledged full support; Conestoga College has agreed to provide facilities and staff; TelSat Canada has agreed to provide satel-



the Futureworld concept starts soon. Remember the Hikemasters of CJ'81 and the XV World Jamboree? These were those wonderful Venturers who, in '80 and '82, attended camps to gain the necessary skills and experience to qualify them to take groups on mountain hikes.

CJ'85 will need trained guides as well but, this time, their job will be to help jamboree participants explore the mysteries of a computerized world rather than mountain trails. Although they haven't yet resolved a name for them (both Bytemasters and Futurists are under consideration), program planners see the need

- be at least 14 years of age and not older than 22 years of age as of July 1, 1984;

- have completed the first year of highschool as of July 1, 1984.

Although it has not yet been determined, some additional computer or technical skills might be required of successful applicants.

The fee for this summer program, to be confirmed later, is expected to be between \$150 and \$200, and will include costs of training, housing in tents, food, daily transportation between Kitchener and the jamboree site, and a sports program. The cost of transportation to and from the

lite communication; and the Disney Epcot Center in Florida has been contacted. All of this, and the committee is just getting started!

If you have, in your section, young men or women who meet the qualifications, do them a favour. Make them aware of the Futureworld training program. It is the chance of a lifetime.

For more detailed information, contact Frank Spence at:

Futureworld,
c/o Scouts Canada,
3085 Marentette Avenue
Windsor, Ontario N8X 4G1
Tel: (519) 966-0480

A Beaver Tale

by Dennis P. Maguire



Gather round, O Best Beloved, and listen and attend, for I have a story. It is a story of importance to people who are little and to people who are big — both and alike.

Long before this morning, long before last Christmas, long before time even was, the Great Spirit looked around — looked at nothing in particular, for there was nothing besides the Great Spirit. He spoke — spoke to no one in particular, for there was no one else besides the Great Spirit. He spoke, and said these words:

"It is time that it be done."

And the Great Spirit reached down and gathered all the materials into his hands. He lovingly formed and kneaded and molded, then set His work square in front of Him. This time when He looked, there was something besides the Great Spirit, and what He looked at was our very world, which He had just made.

As He looked, He decided it was good. It was good but, alas, it was not

complete. The Great Spirit thought, then smiled, then breathed upon our world. His breath became our air; the moisture it contained became the lakes and rivers. The life within his breath caused the grass to sprout, the flowers to bloom, the trees to grow, and the animals to be and to move in our world.

Again the Great Spirit spoke. This time there was someone to speak to besides the Great Spirit. He spoke to the animals. Now it must be known. O Best Beloved, that then the animals would listen and understand and could even speak themselves.

And the Great Spirit spoke in these words: "Go and live and enjoy the world I have formed, and live in the way I wish you to, for it is best for you to do as you are told."

Now, among the animals who were listening to the words of the Great Spirit were Otter and Beaver. You must know and understand, O Best Beloved that, at that time, Otter and

Beaver were very much alike. They both had thick brown fur, sleek bodies, webbed feet and long, thick, furry, round tails. In fact, if we saw them today, we might mistake them for brothers.

Otter and Beaver smiled, for they were happy with the world which the Great Spirit had made for them. They ran and frolicked in their joy until they came upon a river. Upon seeing the stream which ran and bounced and bubbled over the stones and raced around the bends in its banks with a happiness equalled only by their own joy, they knew this place was meant to be their home.

Into the stream they jumped. They invented new and happy games. They played tag and raced with each other and the river. They blew bubbles into the ears of unwary fish. They had ever so much fun.

It was mid-day on their first joyous day when the Great Spirit spoke again. "Stop, my friends," he said. "You must stop and eat."

Beaver and Otter darted to the side of the stream and soon emerged onto the bank, each carrying a fat fish for lunch. They munched happily. Then Beaver hesitated and thought, "If I stop to eat, I'll miss all that great fun."

Up he got and bounded towards the river, leaving Otter to enjoy his lunch. As he ran towards the stream, he slipped in the wet grass and slid on his stomach, all the way — splash — into the water. O Best Beloved, but that was fun! So up the bank again and run, slip, slide, splash. What a marvellous new game!

Again and again he played the new game. Finally he was joined by Otter who had, by now, finished his lunch. Just then the Great Spirit spoke

fun: run, slip, slide, splash. They played it so much that Beaver's stomach became rather sore. So Beaver played the game in a new way. He tucked his thick, round, furry tail under his stomach and slid on it.

They played until the sun began to go down and, again, the Great Spirit spoke. "It is time, friends, to prepare a home to live in."

Otter and Beaver swam to the shore of the stream and each began to dig a hole into the bank, pushing the dirt behind them into the stream. Soon, all that could be seen of Otter was the tip of his tail. Beaver dug more and more slowly. Then he stopped. He turned, and his nose appeared at the opening of his hole. "The game is more fun," he said.

Otter and Beaver were very much alike. They both had thick brown fur, sleek bodies, webbed feet and long, thick, furry round tails.

again. "Beaver, you should have eaten, for it is best for you to do as you are told."

"But the new game was so much fun," answered Beaver.

Beaver taught the new game to Otter and they played until they had worn a channel right down to the slick black mud. Then off they went to find another spot on the grass banks and started to play again: run, slip, slide, splash. They mixed it with other new games, like riding on the backs of the turtles, and with some of the old ones.

In mid-afternoon, the Great Spirit spoke again. "Stop, friends. It is time for you to rest." Otter and Beaver climbed out onto the bank of the river to rest in the rays of the smiling sun. They closed their eyes and relaxed in its friendly warmth. Soon Otter dozed. Beaver, however, tossed and turned restlessly.

If he were to sleep, he couldn't enjoy our new world and, most of all, his new game, he thought. Up jumped Beaver. He ran to the stream to play the game: run, slip, slide, splash — again and again. Later, when he was well-rested, Otter joined in the fun.

They had just started to enjoy themselves together when, again, the Great Spirit spoke. "Beaver, you should have rested, for it is best for you to do as you are told."

And Beaver replied, "But the new game was so much fun."

Again Beaver and Otter played the new game, making more slippery channels and moving on for more

And off he went: slip, slide, splash. With his tail tucked under his stomach, he played the game until it was dark — played until the stars sparkled in the sky — played until the moon had risen and set — played until his fat, round, furry tail became sore.

Otter didn't play with him this time. As soon as his home in the river bank was finished, he felt tired from all his play and food and work. He fell into a deep sleep. When the sun peeped into his home, he awoke, stretched and emerged into the sunlight to see Beaver playing: run, slip, slide, splash.

As Beaver ran back up the bank to play his game again, Otter saw his tail. "Oh, Beaver!" he gasped.

But just then, the Great Spirit spoke as well. "Beaver, you should have built your home, for it is best for you to do as you are told."

Beaver answered, "But the new game is so much fun. Except that my tail is very sore."

Knowing the Great Spirit was displeased with him, Beaver hung his head and, as he did, he saw his tail as Otter had already seen it. No longer was it fat, round and furry. All the fur had been worn away, and it was thin and flat.

"Oh!" said Beaver, as he realized what had happened. "O Great Spirit, I am sorry I didn't do as I was told. You have taken away my fat, round furry tail and you've given me this thin, hairless, flat one as punishment. I promise I'll do better in the future."

"Yes, Beaver, life is fun, but it isn't all play," the Great Spirit said. "You must share your fun-time with eating, working and sleeping. It is best for you to do as you are told."

O Best Beloved, sad Beaver went back into the river, not to play, but to cool his poor sore tail. He went to the pile of mud left in the middle of the river by Otter's digging, and prepared a hole in it for a home. He climbed out onto the bank, not to play, but to cut some small trees to strengthen his home.

He worked all day long and, when it was time to eat, he stopped only to nibble some bark from the trees he had cut. Then he cut more trees and stuck them in the bottom of the stream until, finally, he had built a dam with them.

Each day he made his home stronger and his dam bigger. Only occasionally could Otter persuade him to come out to play. Not very often, though. Beaver had begun to enjoy his new life of mixed work, play, eating and resting.

The Great Spirit saw and rewarded him for his good work. He gave him a deep pond so Wolf could not catch and eat him. He made Beaver's lodge so strong that Lynx couldn't claw his way in. He caused the trees which Beaver had cut to grow back to provide Beaver with young and juicy food. And, best of all, the Great Spirit gave Beaver a reminder. He left him with his new tail. And when Beaver drags the cut trees to the stream, he forms slippery mud channels through the grass.

Beaver enjoyed his new life so much that he has learned to share it with you and me. He shares his stored water. He shares his new trees. And, best of all, when we stand on the shore of the pond and Beaver sees us, he shares his reminder with us. He slaps his new thin, flat, hairless tail on the water to tell us that it is best for us to do as we are told.

Then Beaver slips beneath the surface of the water, for he is still a bit ashamed when he remembers the time he did not listen to the Great Spirit.

*Dennis P. Maguire is ADC Training in Fort William District, Ont. "One of my more interesting roles in the organization is that of story-teller," he writes. A **Beaver Tale** is one of the stories he recently presented to a Beaver Sharing Session in Thunder Bay. We're pleased he chose to share it throughout the country by sending it to **the Leader**.* X

Fun at the Pond

by Kay Warren

As the snow slowly begins to melt, Beaver colonies across Canada start to look forward to the final half of the Beavering year and some spring-time activities. For most colonies, however, because the weather tends to be "iffy" in March, a number of meetings will be held indoors. St. Patrick's Day theme parties and winter break treats are good ideas but, if you've run out of things to do or just need a few extra games to add to your repertoire, here are some suggestions.

Animal Crackers

What a great idea. Combine the perennial favourites — animals and cookies — in a game.

Fill a basket with a variety of animal-shaped cookies wrapped in coloured tissue paper. Seat the Beavers in a semi-circle. One at a time, each draws a package from the basket and takes it into a far corner to open. Then he comes back to the others and acts out the animal he has chosen while everyone else tries to guess what kind of animal he is.

When all have guessed, the next Beaver picks a cookie. After everyone has had a turn, serve some milk and eat the cookies.

London Bridge

We know you've all played this game before, but maybe your Beavers haven't. Anyway, this is the special Beavers Canada version.

London Bridge is falling down.

Falling down, falling down.

London Bridge is falling down,
My fair Beaver.

Two Beavers stand facing each other with arms lifted to form an arch like a bridge. The others line up and pass under the bridge, each holding onto the belt of the one ahead and hurrying to get under the bridge safely. As the Beavers sing, "My fair Beaver", the bridge drops to capture the Beavers passing under. Continue until all have been captured.

Two Little Beavers Finger Play

You may know this finger play in its "Two Little Blackbirds" form. Adapt the finger movements to these new words:

There once were two little Beavers,
Sitting in the dam
One named Jack,
One named Sam;
Swim away, Jack,
Swim away, Sam,
Come back, Jack,
Come back, Sam.

Fingerprints

Everybody's fingerprints are unique. Your Beavers might like to examine their fingerprints to see this for themselves. There are a couple of ways they can do it.

For the magnifying glass method, have Beavers pair up and examine each others' fingertips through a magnifying glass.

More fun, because it's gooier, is the ink pad method. The Beavers first roll a finger on an ink pad, then, gently and evenly in one direction, roll the same finger on a piece of paper. Warn them not to press too hard. It's a great way to start making a collage of colony fingerprints.

Name-Shapes

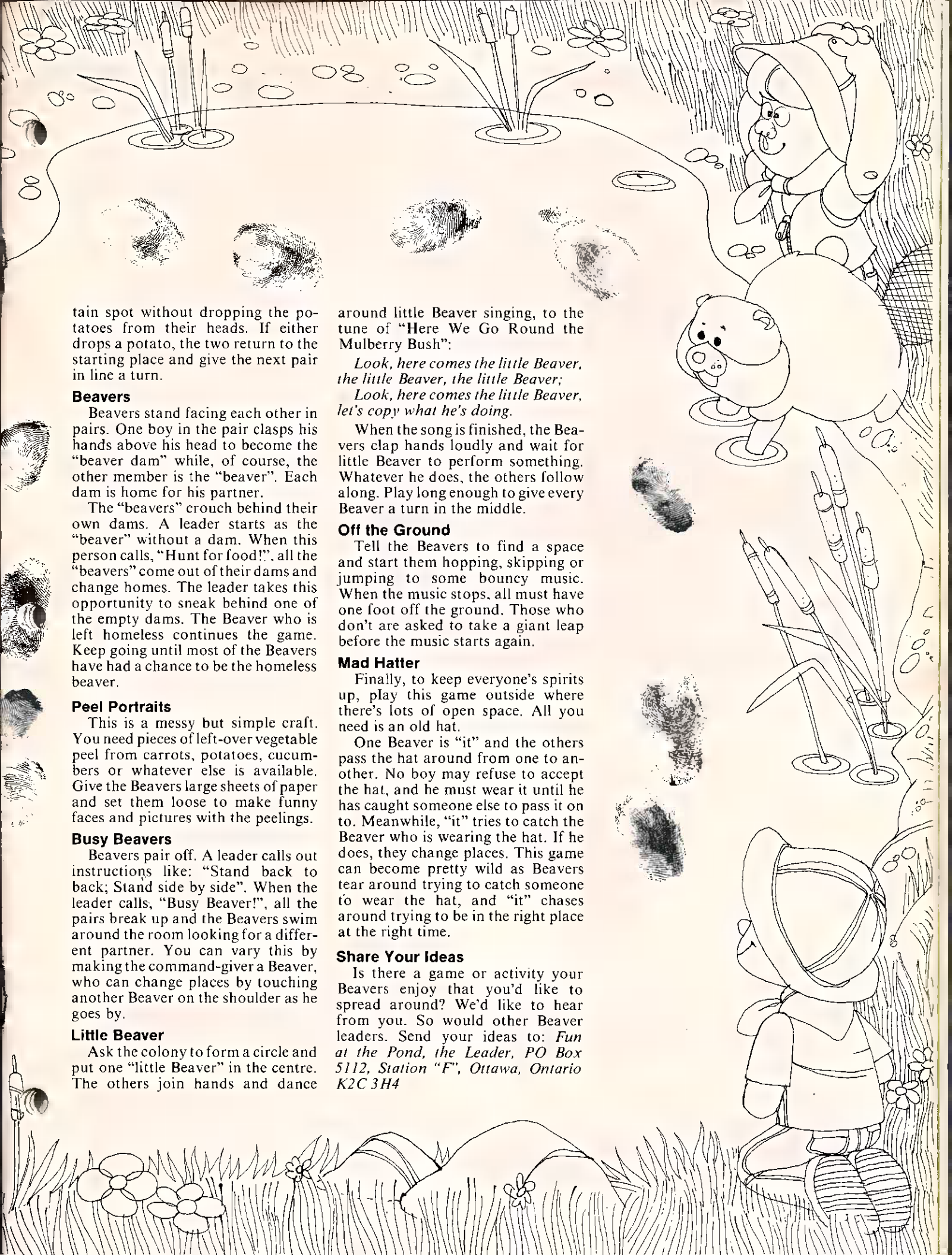
To go along with your colony's fingerprint collection, build a collage of name-shapes.

To do this, you need some 3x5" cards folded in half. Write a Beaver's name along the fold of each. Give each boy his card, and let the Beavers cut around the letters without touching the writing. When they open up the card, they reveal a name-shape.

Potato Walk

And, just in time for St. Patrick's Day, try the Potato Walk.

Beavers choose partners and line up with arms linked. Place a potato on the head of each Beaver in the first pair and tell the boys to walk to a cer-



tain spot without dropping the potatoes from their heads. If either drops a potato, the two return to the starting place and give the next pair in line a turn.

Beavers

Beavers stand facing each other in pairs. One boy in the pair clasps his hands above his head to become the "beaver dam" while, of course, the other member is the "beaver". Each dam is home for his partner.

The "beavers" crouch behind their own dams. A leader starts as the "beaver" without a dam. When this person calls, "Hunt for food!", all the "beavers" come out of their dams and change homes. The leader takes this opportunity to sneak behind one of the empty dams. The Beaver who is left homeless continues the game. Keep going until most of the Beavers have had a chance to be the homeless beaver.

Peel Portraits

This is a messy but simple craft. You need pieces of left-over vegetable peel from carrots, potatoes, cucumbers or whatever else is available. Give the Beavers large sheets of paper and set them loose to make funny faces and pictures with the peelings.

Busy Beavers

Beavers pair off. A leader calls out instructions like: "Stand back to back; Stand side by side". When the leader calls, "Busy Beaver!", all the pairs break up and the Beavers swim around the room looking for a different partner. You can vary this by making the command-giver a Beaver, who can change places by touching another Beaver on the shoulder as he goes by.

Little Beaver

Ask the colony to form a circle and put one "little Beaver" in the centre. The others join hands and dance

around little Beaver singing, to the tune of "Here We Go Round the Mulberry Bush":

*Look, here comes the little Beaver,
the little Beaver, the little Beaver;*

*Look, here comes the little Beaver,
let's copy what he's doing.*

When the song is finished, the Beavers clap hands loudly and wait for little Beaver to perform something. Whatever he does, the others follow along. Play long enough to give every Beaver a turn in the middle.

Off the Ground

Tell the Beavers to find a space and start them hopping, skipping or jumping to some bouncy music. When the music stops, all must have one foot off the ground. Those who don't are asked to take a giant leap before the music starts again.

Mad Hatter

Finally, to keep everyone's spirits up, play this game outside where there's lots of open space. All you need is an old hat.

One Beaver is "it" and the others pass the hat around from one to another. No boy may refuse to accept the hat, and he must wear it until he has caught someone else to pass it on to. Meanwhile, "it" tries to catch the Beaver who is wearing the hat. If he does, they change places. This game can become pretty wild as Beavers tear around trying to catch someone to wear the hat, and "it" chases around trying to be in the right place at the right time.

Share Your Ideas

Is there a game or activity your Beavers enjoy that you'd like to spread around? We'd like to hear from you. So would other Beaver leaders. Send your ideas to: *Fun at the Pond, the Leader, PO Box 5112, Station "F", Ottawa, Ontario K2C 3H4*

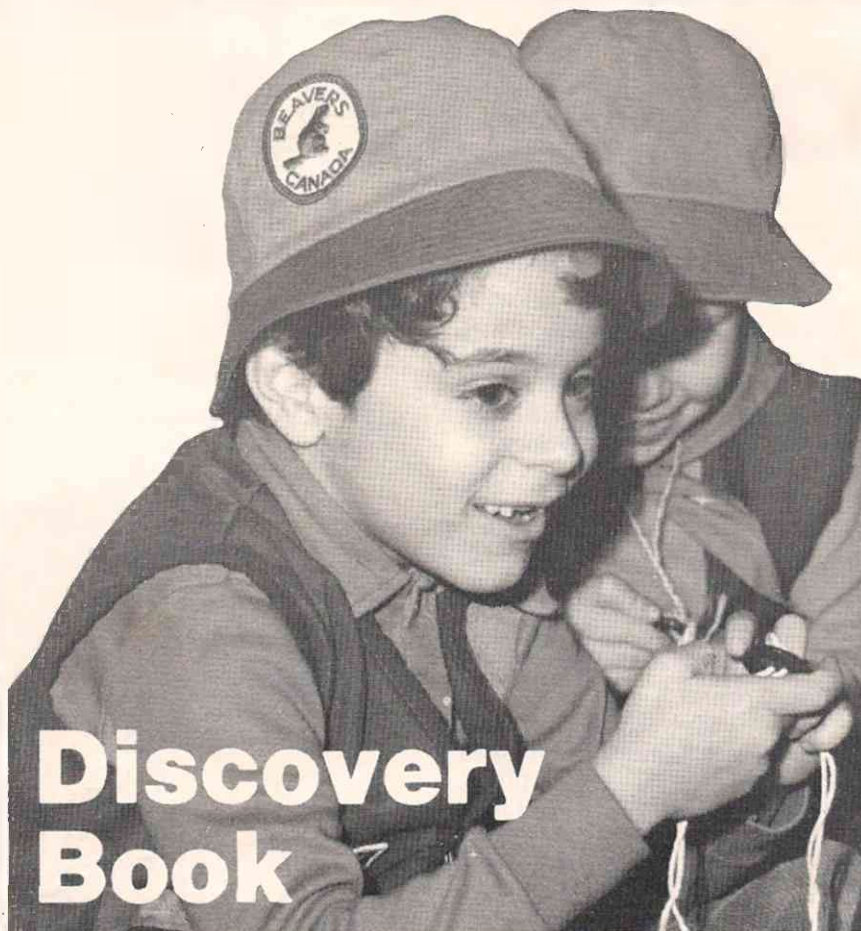


Photo: Paul Ritchie

by Gerry Giuliani

One of the major reasons the Beaver program focuses on sharing and cooperative activities is to ensure a positive and encouraging atmosphere in which young boys can develop and maintain self-esteem and a positive self-concept. This happens when all of us provide an atmosphere and programs suited to the capabilities and growth patterns of boys of Beaver age, and when we continually recognize and indicate each Beaver's worth so that he keeps the good feelings he's developed about himself.

A good way to do this is to provide opportunities for the boys to make positive and supportive statements about each other. This idea of a "discovery book" can give you a start. Although presented for a lodge, it can be adapted for the whole colony. You can use it for a period of a few meetings or make it an ongoing part of your program.

Make a *Lodge Discovery Book* from a 1½" three-ring binder. To start, include a page for each boy — perhaps a different colour for everyone — and print the Beavers' names in the top right hand corners of the

pages. You can decorate the book, or make it a lodge project.

Introduce the word "discovery" when you first present the book to the lodge. Tell the boys that a discovery is learning something you never knew before. Use the word with examples of Beavers or leaders: e.g. "Paul, I've made a discovery. I didn't know before now that you like to play with puppets."

In an exercise, ask each boy to "discover" something about other Beavers in the lodge. At first, you or the White Tails may have to show the way and help the younger boys. Encourage and guide them to include discoveries about themselves as well.

Once your Beavers are actively "discovering", gather them into a Discovery Book Circle and ask each to tell something he has discovered about other Beavers. Print the replies on the appropriate pages in the book. Share discoveries you've made as well, and record your Beavers' discoveries about you on your own page.

Perhaps the boys will want to add a little colour to the pages — like a drawing or paste-in to give their

discoveries added expression. For example, one boy may discover another can tie a bow, and may want to paste an actual example to his friend's page.

Finally, in the circle, read aloud or have a Beaver read aloud from the book. Keep the book handy so you can add to it whenever a new discovery is made. Read from the book from time to time over the next few meetings, or work it into a routine part of your lodge's gathering every other week or so.

A Parable

I think this little story, courtesy of Dr. Thomas Lickona, Department of Counselor Education, Boston University, is a humorous but effective way to express the Beaver motto.

An old priest was dying. As he prayed for the repose of his soul, he was troubled about Heaven and Hell. What, he wondered, were they really like?

Then, dimly, he saw two figures at the foot of his bed. He recognized one as Moses, the other as St. Peter. When they beckoned him, he got up and followed, walking through the wall of his bedroom. Silently they led him through the galaxies of the night sky.

In a far-off place, they stopped before a big house. "The kingdom of God is made of many mansions," St. Peter explained. "So, too, is Hell. Step inside. We will show you the first room of Satan's Palace."

As the priest walked in, his ears were assaulted by a babble of complaints. Many people were seated at a large table. In the center, there was a big pot of the priest's favorite dish, beef stew. Although everyone in Hell had a spoon and could reach the pot, the people were starving. The spoon handles attached to their hands were twice as long as their arms. They could catch the stew, but they couldn't bring it to their lips. The cries of the starving were so loud that the priest begged to be taken away.

St. Peter and Moses then took him to another mansion in a distant place. Moses invited the priest to step inside the outer room of Heaven. There the priest saw a similar large table surrounded by many people. In the center, as before, was a huge pot of beef stew. The spoon handles were again too long for human arms, but there were no cries of complaint, for no one was starving. The people were all feeding each other. X

#14 Fire Departments and Scouting

by Pat Horan



In August, 1974, the Canadian Association of Fire Chiefs approved some objectives of a partnership program with Boy Scouts of Canada, and asked Fire Chiefs to encourage the support of Scouting in their respective communities. The objectives are to:

- maintain liaison with Boy Scouts of Canada to ensure full utilization of their program resources by local Fire Department sponsored Scout units;
- establish and attain goals for the increase of Fire Department sponsored Scout units;
- initiate and coordinate sponsorship promotion through CAFC bulletins and activities.

In April, 1975, the Canadian director of the International Association of Fire Fighters wrote to secretaries of all Canadian IAFF locals to seek their cooperation and assistance in having Fire Fighters actively participate in the sponsorship program.

These moves reflect the special interest of Fire Chiefs and Fire Fighters in community service through health, welfare and recreation projects.

As a result, active sponsorship of Scouting has increased from 21 to 55 groups across the country. The feedback suggests that Fire Fighters and Venturer-age youth make a good mix. Fire Fighters are keen to share their expertise, and Venturers are enthusiastic and interested in exploring a possible career.

Of the 3,060 Fire Departments across the country, 2,820 are volunteer departments, and these have a special interest in working with young people in local communities.

We can suggest three steps to take for those who are interested in strengthening or expanding contacts with Fire Departments.

- Review a copy of the brochure *Fire Departments and Scouting*, available from your local council office.
- Arrange an interview with your local Fire Chief and the president of the Fire Fighters' Union.
- Follow the regular procedure to set up a group.

In the past, *The International Fire Fighter* magazine, and the CAFC bulletin *Dialogue* have carried articles on Scouting. The editors would likely welcome further articles and good photographs of Scouts working with local Fire Departments and Fire Fighters. If you need further details, write to:

Emile J. Therien, Executive Secretary
Canadian Association of Fire Chiefs
1590-7 Liverpool Court
Ottawa, Ontario K1B 4L2 A

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The Scouting World

by John MacGregor

The XV World Jamboree in Kananaskis Country, Alberta, last summer was an unforgettable experience for all who had the good fortune to be there. This great event had an even more profound impact on thousands of members of Canadian Scouting, their families and their communities. The home hospitality program before and after the jamboree, the project *Operation Left Handshake*, and the jamboree itself all combined to help us recognize that we are indeed members of an international organization. The words in our Investiture ceremony, "You are now a member of the worldwide brotherhood of Scouting" came alive and took on dramatic significance. The "Scouting Spirit" became a tangible reality.

To build on the momentum generated by the world jamboree, the editor of *The Leader* has agreed to publish *The Scouting World* as a regular item. We shall use this space to bring you information related to various aspects of world Scouting. Please let us know of any subjects you would like to see covered. We shall do our best to respond.

To provide a backdrop for future articles, we felt it might be useful at the outset to describe the World Organization of the Scout Movement — what it is and how it operates.

Origin

Scouting began in England in 1907, based upon Lord Baden-Powell's ideas and book, *Scouting for Boys*. The book and program had great appeal for boys and quickly spread worldwide. Scouting's purposes, promise and law are timeless and universal, and Scouting's flexible program adapts to meet the needs of youth and their society, wherever they live.

As an educational movement for young people, Scouting's purpose is to contribute to their personal and social development. It is a voluntary non-political movement which is open to all, and is based on:

- adherence to spiritual principles, loyalty to the religion which expresses them, and acceptance of the duties resulting from that religion;
- loyalty to one's country in har-



mony with the promotion of peace, understanding and cooperation;

- participation in the development of society with recognition and respect for the dignity of one's fellow man and for the integrity of the natural world;

- responsibility for the development of oneself;

- a method of progressive self-education comprising programs adapted to the various age groups and based upon a promise and law, learning by doing, membership in small groups, a scheme of personal progression and activities in contact with nature.

World Organization

The World Organization of the Scout Movement is an international, non-governmental organization which is composed of three principle parts: the Conference, Committee and Bureau.

The *World Scout Conference* is the "general assembly" of Scouting and is composed of all member Scout organizations. Only one national Scout organization can be recognized in a country and, when there is more than one Scout association in a country, a federation must be formed for world membership. The basis for an organization's recognition and membership includes adherence to the purpose and principles of World Scouting, and operation as an independent, non-political and voluntary organization.

The Conference meets every two years. Recent World Conferences have been held in Denmark (1975), Canada (1977), United Kingdom (1979), Senegal (1981), and the U.S.A. (1983). The 1985 Conference will be held in Germany.

The *World Scout Committee* consists of 12 people from 12 countries who are elected by the Conference to represent it between biennial meetings. Each person serves a six year term.

The *World Scout Bureau* is the secretariat which carries out the instructions of the Conference and Committee. The Bureau's staff of 36 professionals works out of six offices: the head office in Geneva, Switzerland, and regional offices in Costa Rica, Egypt, Kenya, Philippines and Switzerland.

The Bureau helps Scout associations improve and increase their Scouting by conducting training courses and community development seminars and workshops, preparing publications, and advising, through visits and correspondence, on organization, financing, and communications. The staff also helps arrange such global events as the quadrennial world jamborees, and acts as liaison between the World Organization and other international bodies.

Financing

Bureau operations are financed in part by an annual registration fee, based upon membership, from Scout organizations. Other support comes from foundations, corporations, development agencies and individuals. Several national and international funds enable more affluent Scout organizations to help their brother Scouts in less developed areas.

Support also comes from the World Scout Foundation, which is building a capital (endowment) fund. Contributions to the Foundation are invested permanently to produce regular income for the benefit of the World Organization. The Foundation, whose Honorary President is H.M. Carl XVI Gustaf of Sweden, also receives non-capital donations for international Scouting.

Membership

There are more than 16 million Scouts and leaders in 118 national Scout organizations in more than 150 countries and territories around the world. A

World Conservation Badge

by Phil Newsome

Designed to be completed by groups rather than individuals, the World Conservation Badge is a three-stage badge colour-coded Brown (the earth) for Cubs, Green (vegetation) for Scouts and Blue (air) for Venturers. All Venturers are eligible to earn this award and, where applicable, their projects also count towards achievement of Venturer activity awards.

The projects Venturers undertake to earn the badge will help them to understand the natural environment and how man's activities affect it. The requirements also spur Venturers to take personal action to influence community attitudes towards environmental action.

The World Conservation Badge, available from your local badge outlet, was specially designed by Sir Peter Scott, world famous conservationist and chairman of the World Wildlife Fund. Granted to members upon the sole decision of the company advisor, it's worn on the lower sleeve.

Requirements

1) As a group, discuss with your advisor and/or a specialist in the field, the components of the natural environment and man's effect on it, indicating how people disturb the balance of nature and what actions are necessary to regain the essential balance. Some points of discussion should be:

- the meaning of terms like ecology, conservation, environment, balance of nature, life cycle, food chain, biocides, recycling, photosynthesis, organic and inorganic material, biodegradable matters, humus, carrying capacity, non-renewable material;

- the effects of fire, deforestation, overgrazing, soil erosion, water pollution and air pollution on wildlife; and the effects of mankind, through over-population, tourism, etc., in general;

- the causes of flooding and methods of flood control;

- how the extinction of animal and plant species affects the ecological balance;

- the benefits of predatory birds or mammals to prey;

- populations and the environment;

- the impact of human hunting ac-

tivities and that of predators; analyse and evaluate any differences;

- the oxygen cycle.

2) Take part in at least two activities concerned with the environment. You may do this in cooperation with other agencies. They should include the study of an environmental problem, its causes and possible remedial action. Support the report on your field work with photographs, maps, sketches and any other evidence. For example:

- map legal garbage dumping places and make the map available in your community;

- in your community, find an area with "natural green" and "man-made green"; identify and evaluate the differences;

- obtain, adopt and develop a piece of land as a nature reserve, or help the owner of such a reserve manage it;

- play an active role in a local, na-

tional or international conservation project;

- participate in a project for the improvement or beautification of the local area;

- hold a camera-safari and display your evidence of animal life or interesting vegetation;

- take a boat expedition and study wild fowl or pollution;

- carry out a conservation information project which includes, for example, gathering public opinion, printing handouts, arranging a public display, mounting an exhibition, etc.

3) Become aware of the major conservation organizations and institutions in Canada and the world.

On a map, show the major nature reserves in Canada and learn why they have been created.

Know where to obtain copies of federal and, for your province, provincial conservation laws. X

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LEADER

Leaders Take a Hike, Eh!

by Gerry Giuliani

This month's offering is from Doug Robertson, 4th Georgetown Cub Pack, Ont., who is also executive director of the Bruce Trail Association. He provides some practical suggestions about the ways in which all sections can take advantage of the many hiking trails found in most provinces.

My apologies to the McKenzie brothers, but I couldn't think of a better way to catch your attention and introduce the idea of using hiking trails in your colony, pack, troop, company or crew programs.

No doubt many of you have gone hiking in nearby parks or conservation areas to help boys fulfill their badge and star requirements, or simply for some outdoor fun. But, there's more to hiking than putting one foot in front of the other, and more to trails than paths through the woods.

For the 4th Georgetown "A" Cubs, hikes serve many purposes. They provide fun and exercise and lead to end-of-the-year presentations of the World Conservation Badge to every boy who has satisfied the requirements.

In the Halton area, 30 km northwest of Toronto, we are fortunate to have many good trails and campsites, including the famous 700 km Bruce Trail which runs from Niagara to Tobermory. But we're not alone. Elsewhere in Ontario, for example, there are some 304 conservation areas; 158 of which contain nature trails; four national parks; 133 provincial parks and development plans for 155 new ones; and 12 "volunteer" trails like the Bruce with a total length of 2,100 km. Other provinces have similar trails just waiting for groups of energetic boys to discover them.

Trail Tips

Here are a few tips for those of you who have yet to make use of local trail resources.

First, do some investigating to determine what trail and camping facilities are available. Contact trail managers and ask questions about trail-use rules and regulations and park entry fees. If you reserve in advance,

many parks provide entry and camping at reduced rates.

When you've determined what facilities are at your disposal, you can begin to plan hikes. Choose the distance and terrain most suited to your boys' ages and abilities. Especially for the first time out, it's better to take a simple, short hike than one which is too long and exhausting.

Think of the things boys can do en route; e.g. provide a list of birds, plants or other things they can watch for and check off. It's essential to use no-trace camping and adhere strictly to the *Trail Users' Code* if you camp over.

Scavenger hunts are out. A few groups of Cubs or Beavers asked to pick up natural items can quickly destroy the natural beauty of any trail. Scavenging for litter might be an alternative, though. You can offer a bonus prize to the boy who brings home a kitchen sink!

It's very important to prepare the boys in advance, and not simply with the paperwork of notes and permission slips. Discuss the trip, using maps and photos or slides from a previous hike, to build anticipation and ensure a challenging, rewarding and pleasant experience.

Always plan and pre-trip your hike route to make sure you know where you're going, take note of any dangers or features of special interest, and "plant" program aids (e.g. numbered tags at stations, corresponding to a checklist of items boys are to find).

Plan at least one leader or adult for every six boys. Put one leader at the head of the column, one or two in the line, and one "sweep" at the back to watch for stragglers.

Make sure parents are informed of hike routes and start and finish times. Send home a legible map with the note and permission slip. Include clear instructions about clothing, footwear, lunch and the contingency plan in the event of bad weather, as well as the name and phone number of a leader and another contact person who is familiar with the trip plans but will not be on the hike. Design the

package so that parents won't lose this important information when they tear off and return the permission slip portion.

Adopt a Trail

To make even wider use of the trails available to you, consider having your boys "adopt" a trail. Find a section of nearby trail, contact trail managers to work out a plan of action, and keep the trail clean and in good condition.

For years, Beavers, Cubs, Scouts, Venturers and Rovers have maintained sections of the Bruce Trail — an arrangement which has been of benefit to the boys in the program and the trail.

During the past year, for example, 1st Glen Williams Scouts have tended the Credit Valley Footpath, a branch of the Bruce which follows the Credit River between Terra Cotta and Norval. They kept the path free of litter, deadfalls and weeds, and recently put their woodsmen's skills to work to construct a lashed log footbridge over a gulley. It was a practical use of traditional Scouting skills which yielded a tangible result for the Scouts.

Remember though, you should only undertake trail work in cooperation with the trail's official managers. Many trails cross private lands where good relations with land-owners and conformity with trail maintenance standards are essential.

Hiking trails, wherever they may be in Canada, offer a good vehicle for developing social and practical skills and improved environmental ethics among boys and girls in Scouting. They are ready-made aids for leaders who seek to expand their program's outdoor components. Good hiking, eh!

*Leaders who seek more detailed trail information will find valuable sources in local libraries, provincial government recreation and natural resources departments and regional Parks Canada offices. Most volunteer trail groups also publish detailed maps and guides to their trails. Ontario's Bruce Trail Association, for example, offers the **Bruce Trail Guidebook** (\$6 members; \$10 non-members); **A Manual for Group Hiking on the Bruce Trail** (\$2.50 members; \$3.50 non-members); and **A Guide to Cross Country Skiing on the Bruce Trail** (\$2 members; \$3 non-members). Contact the BTA at Box 857, Hamilton, Ont., L8N 3N9; tel. (416) 689-7311. X*

Cubs on Cubbing

by Gerry Giuliani

This month, Paul Ritchi of Thornhill, Ont., sent us some speeches his Cubs made for public-speaking contests held at their schools. "Ten of our Cubs, spread over four different schools, chose, on their own, to speak about Cubbing," Paul tells us. They asked leaders for background material and later, reported positive reaction from their peers and teachers, saying many boys asked them a lot of questions about Cubbing and the uniform.

Not all schools offer opportunities for public speaking, but perhaps you might give your boys practice by holding a "speaking night". If that goes well, hold another meeting with parents as guests. Perhaps the speech we've printed here will inspire you. As Paul says, "Speeches like these signal to all of us that the Cubbing movement is in — that it meets the needs and interests of today's boys."

Cubs

Andrew Forrest, 8, grade 3

Dyb, Dyb, Dyb, Dyb. If you were a Wolf Cub, you would know what I mean. That is the Cub motto. Do you know when Cubs began? A long time ago, Lord Baden-Powell was a sol-

dier in the South African War. When he came back to England, he decided to start a group for boys, called Boy Scouts. Wolf Cubs is a part of the Scouting program.

Lord Baden-Powell had a friend named Rudyard Kipling who wrote *The Jungle Book*. Wolf Cubs is based on the Jungle Book story and its characters. It tells about a boy named Mowgli who lived in the forests of India with a pack of wolves who were led by an older wolf named Akela. Mowgli grows up and leaves the forest. He becomes a forest ranger and then looks after his animal friends.

Some of the leaders in our pack have jungle names: Baloo, which means the black bear; Raksha, the she-wolf; Mang, the bat; Waketabaki, the weasel.

To become a Wolf Cub you must know the Wolf Cub law and Promise. The Cub salute is a secret sign used only by Wolf Cubs and their leaders. The Wolf Cub shakes with his left hand as a sign of trust. When a Wolf Cub is invested, he receives his red scarf to show all the Cubs in the world that he is a Cub, and that he must wear his scarf with pride and never, ever disgrace it.

At our meeting, after the Grand Howl, we all split up into groups called sixes. Then we have uniform inspection, play games, work on our badges and listen to the Jungle Book story. Sometimes a guest speaker comes to visit.

The part I am really looking forward to is the fall weekend camp at Camp Endohbanah. This will be my first camp-out with the pack. While at Endohbanah, we will play games, work on badges, and have lots of fun. At the close of our day, around the campfire, you might hear us sing:

Lead Cub: Everywhere we go,

Others: Everywhere we go,

Lead Cub: People always ask us,

Others: People always ask us,

Lead Cub: Who we are,

Others: Who we are,

Lead Cub: We are Wolf Cubs,

Others: We are Wolf Cubs,

Lead Cub: Mighty, Mighty Wolf Cubs,

Others: Mighty, Mighty Wolf Cubs,

Lead Cub: If you can't hear us now, We'll sing a little louder

Others: If you can't hear us now, We'll sing a little louder

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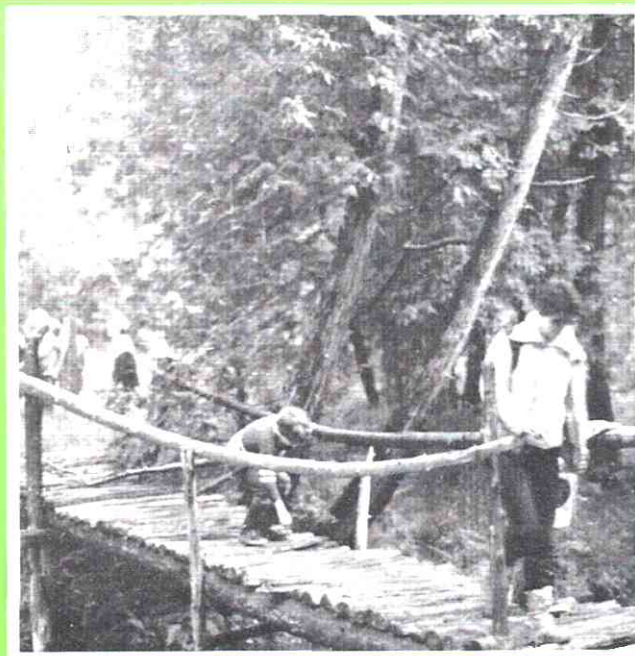
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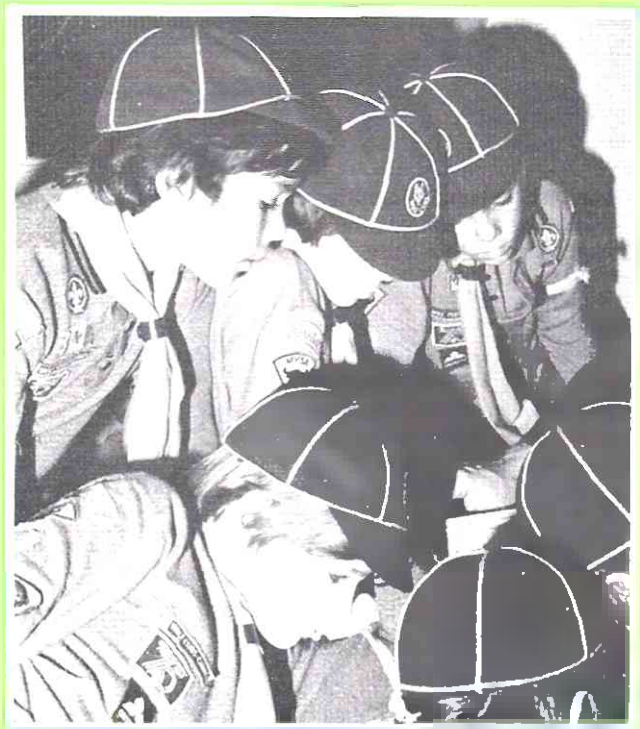
THERE'S NO MISTAKING these two *Jungle Book* characters, but where on earth can you see them looking so alive and lively? Scout Joe Hayes, 13, of the 11th Lethbridge (First United Church) troop, plays Mowgli in the annual district Showtime performed each April in Southern Alberta. Joe's close friend, Kevin Walker, operates Kaa for all public performances. The boys are now in rehearsal for the 1984 show, which appears on stage in Lethbridge, April 13 and 14. We thank production director Noel Buchanan for sending us photos and sharing his enthusiasm about the show. All of the entertainments "are derived from the London Gang Show (Ralph Reader), the Melbourne Gang Show (Key Bayly) and ideas generated by the cast," he says.



KNOWLES DISTRICT TROOP 59 of Regina, Saskatchewan, sent this official photo to a number of troops in other provinces and countries of the world, to introduce themselves during Scouting's 75th anniversary year. Truly, they are a fine-looking bunch, and we trust their project led to contact with many brother Scouts, perhaps even some they were later to meet at the XV World Jamboree. Thanks to Scouter Ken Dereniwsky, who sent us this photo.

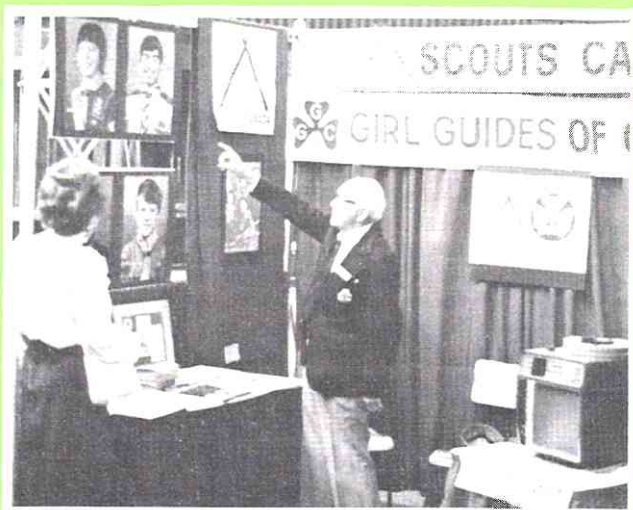


LAST SUMMER, THE Alliston Venturers, Nottawasaga District, Ont., ran their second successful weekend family camp for Beavers and their parents. The Venturers organized the complete weekend — booked the location, planned the menus, bought the food, arranged the hikes, games and crafts, and set up and directed Sunday's Scout's Own. Parents enthusiastically tried all the activities, games and crafts, and everyone had a great time. "It's an excellent type of summer activity for Venturers," says Barry Hackett, ADC Venturers, Nottawasaga District, Lakeland Region. "It gives them an opportunity to learn or improve organizational skills, and provide service to another section of the movement. It also makes younger members of Scouting and other adults aware of Venturing. Perhaps most important of all, the Venturers gain the tremendous satisfaction of seeing their efforts enjoyed by all."



AH, THE INTENSITY of concentration — the suppressed excitement of planning an outing. Could these Cubs of the 7th Thornhill (Mysa) pack be checking out the route to their annual two week summer camp? Could they be plotting the location and remembering how wonderful it was last year? Or anticipating the fun they'll have at camp this year? Akela Paul Richi, who sent this photo, can only guess. Have you and your boys planned a summer camp this year? March 21 is National Camping Day. Think about what you can do with it.

THE 131 TORONTO Cub Pack enjoyed a noisy session during their tour of the Toronto Marine Museum as they tested various types of ships' whistles. The tour, at the facility on the exhibition grounds, also gave the boys a chance to learn about the knots used by sailors, sing sea shanties and try their hand at Morse code. We thank Scouter Robert Ross for sending us his photo memory of "A good evening for all".



CANADIAN SCOUTING AND Guiding were on display at the World Council of Churches conference in Vancouver, B.C., last summer. Staffed by members of the B.C. Guild, the Scout/Guide booth received visitors from all parts of the world, including countries where Scouting does not officially exist. As they signed the guest book, many visitors added complimentary comments and chatted about their personal involvements with Scouting. We thank Executive Director John Petrucci, B.C. / Yukon Provincial Council, for sending us this information and photo.



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supply news

Woodl Wonderland

by Jim Mackie

In case you're wondering, Woodl is spelled correctly. Woodl Bits are versatile die cast hardwood shapes which are easy to use and fun to work with. Packaged as *Woodl Bits* (Cat. #71-257, 350 pieces for \$8.30), they are available in 11 separate shapes, including various sizes of ovals, teardrops, circles, triangles and squares.

Woodl Bits glue together easily with white or craft glue and can be painted or stained. Even the youngest Beaver can quickly make animals, characters or designs with the Bits, and their number of possible uses is almost limitless.

The new book, *Woodl Wonderland*, contains 24 pages and hundreds of craft ideas for Woodl Bits. As well as attractive creative items which can be used for party favours, Christmas gifts and accessories for home or office, it includes a section on novelty plaques.

Woodl Wonderland is available through your local Scout Shop, cat. #20-907, \$3.75. Introduce your boys to this fun craft activity now.

CJ'85 Souvenirs

In the very near future, we hope to have exciting news about initial souvenir lines for CJ'85, which will be held at the Guelph Conservation area in Ontario, July 3-12, 1985. Present plans call for souvenir mugs, plates, spoons, crests, decals and many other items to satisfy the needs of the Movement's avid collectors. All items will appear in the 1984/'85 catalogue.

Calendar '85 — Plan Now!

A jamboree year always calls for extra fund-raising activities and, if you haven't already done so, we suggest you consider the Scouts Canada Calendar as an important part of your financial planning. The 1984 calendar, with a new format making it even more useful to 388,738 households in Canada, met with universal approval.

As well as an easy way to raise funds, the calendar is an important public relations tool — a daily reminder of Canadian Scouting and the part it plays in the community. We have already sent promotional material for the '85 calendar to councils. If you have any questions about how to order calendars, their price, or availability, call your local council office.

Kub Kar Information

Spring, when the country breaks out in a flurry of Kub Kar rallies, is a natural time for us to remind you that new hand-painted Kub Kar pins are available. Many communities are using them in concert with our attractive Driver, First, Second and Third place ribbons. All these items to add to the rally atmosphere are available through your local Scout Shop. It even carries a *Kub Kar Rally* pin for observers, so that everyone can feel part of the event. A

World Brotherhood Camporee '83



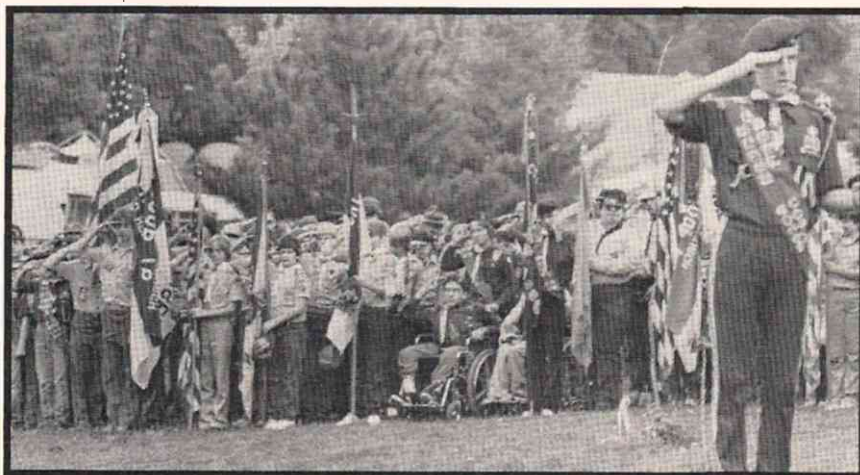
It started by chance in 1973 when 120 boys and leaders from the U.S.A. and Canada got together at the Northern Lights International Camp in Adams Mills, New York. In 1974, Northern Lights became "Brotherhood", the Stars and Stripes and Canadian Maple Leaf flew side by side, and a tradition of alternating the camp between Wellesley Island, U.S.A. and Charleston Lake, near Kingston, Ont., began, with responsibility shared between Kingston District, Boy Scouts of Canada, and Seaway Valley Council, Watertown, N.Y., Boy Scouts of America. By 1980, founders saw Scouts who had taken part in 1973 returning to the international camporee as leaders of Scouts, and the number of campers galloping towards the event's maximum capacity of 2500.

The 10th World Brotherhood Camporee opened in grand style at Charleston Lake early last fall to bring together almost 2500 young American and Canadian Scouts in a "non-structured camp built on friendship and citizenship".

"The largest event is badge trading," says Gene LeGier, public relations chairman of the Canadian Brotherhood Camp Committee. "More skip is pressed by the deal-closing handshake than a politician presses in an election year, and both participants know they got the best of the deal."

A Scouters' demonstration of tomahawk-throwing added to the excitement in '83 and about 300 Cubs, Scouts, Venturers and Scouters learned how our native people used a short-range weapon. The Ontario Provincial Police brought in tracker dogs and dazzled spectators with precision drills.

The 1983 attendance reached 2,417 — 49 Canadian troops and companies, including 19 members of a troop



of disabled Scouts, and 77 groups from the U.S.A. There was only one sad note. The registrar was forced to turn down 800 participants because of environmental and logistics considerations. The popularity of these fall camporees has led to a situation where registrations must be in by the end of the first month in each new year.

"International brotherhood is alive and well in the Scouting movement,"

says Scouter LeGier. "Many political differences might well be solved some day because of this type of activity. Perhaps a future President of the United States and Prime Minister of Canada will have their first meeting at a Brotherhood Camporee."

Many thanks to Gene LeGier for his report, and to The Kingston Whig-Standard for permission to use photographs of the event. X



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a word to chairmen

Effective Use of Manpower

by Pat Horan

Dear Murray.

Job cards are certainly an aid to good group committee operations. They have been around for some years, so perhaps newcomers to Scouting are not aware of them. As you know, they are available from any local Scout Council office (cat. #94-304/81) and come on a yellow sheet which lists the details for seven major functions.

Most volunteers, in and out of Scouting, really want to know what is expected of them, and that is the basic purpose of this recruiting and orientation tool.

There is also an element of flexibility to allow for differing situations. For example, the jobs of secretary and treasurer are listed separately, but could be combined in small Scout groups. For an active Scout group with multiple sections, the *Group Committee Handbook* suggests the appointment of a vice chairman to understudy the chairman and pick up odd jobs. In similar circumstances, the Resource/Training or any other committee member may recruit a task group or set up a project team to help out on short-term detailed projects.

Experienced group committees work well with their sponsors and their Scouters. They always keep in mind the goal of providing attractive, appealing, retentive programs for young people in their communities. Job cards are one means to help them reach that goal.

As part of their effective use of manpower, they broaden the scope of their operations and, in consultation with their Scouters, involve as many parents as possible in Scouting.

For example, many groups have set up Ladies' Auxiliaries who provide increased access to resource personnel, help in fund-raising efforts, and take the lead in specific projects. They also offer much expertise in many other fields of endeavour.

Murray, please feel free to share these comments with others in the council. It is not too soon to be looking about to find replacements for group committee and ladies' auxiliary personnel for the fall season. Or for planning to orient these groups to more effective operations.

Pat

Sincerely,

Λ

Recycled Wine Sacks

Scouter Don Hall, 3rd Bell's Corners Scouts, Ontario, sent three practical recycling ideas for the empty four-litre wine bags found in "boxes" of wine marketed by most Canadian wineries.

To prepare a bag to make a smaller container, sock or sit-upon, first open the bottom of the wine box and remove bag. Slit open the bottom of the bag and wash it out.

To reform the bag in different shapes and sizes, use an iron set at "rayon" temperature, and apply pressure for one or two seconds.

Smaller Containers

Reseal the bag close to and alongside the valve to form a wedge or funnel shape. Reseal the sides to a narrower dimension if you like. Reseal the top to form a tab about 75 mm (3") wide, and punch a hole into the tab for hanging. Trim off excess material, leaving a seam of about 12 mm (1/2"). To test the seal, fill with water and press firmly. If there are no leaks, it's safe to use in your pack.

These containers are handy for cold-weather camping. If the contents freeze, you can simply drop the bag into hot water to thaw.

Socks or Slippers

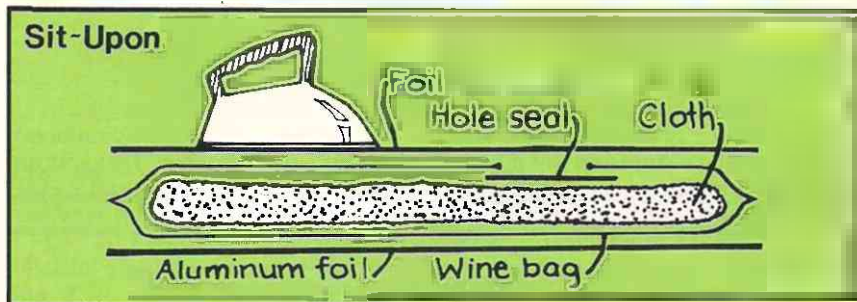
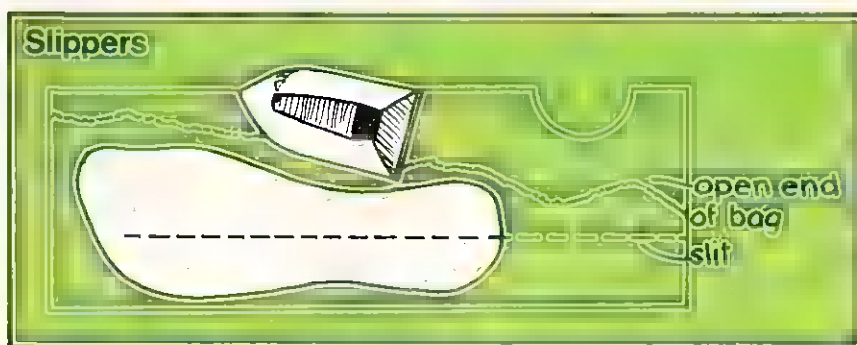
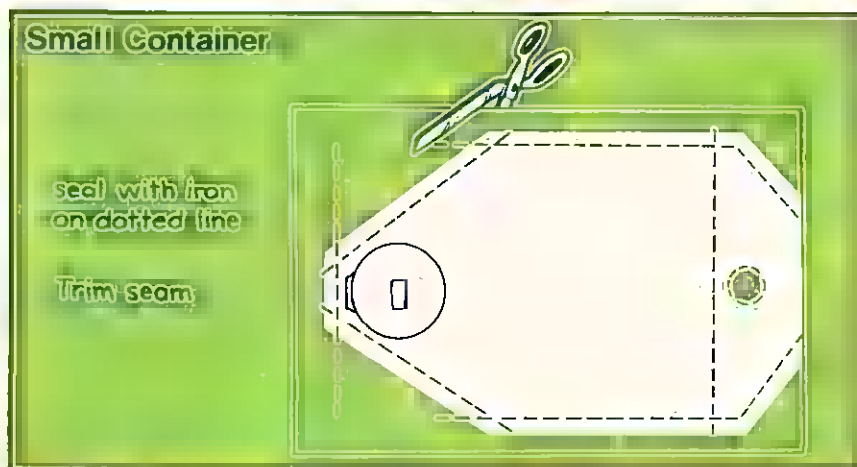
These are handy when your boot is too small to allow an extra pair of warm stockings. Slit open the bottom of the bag and remove valve and spigot by cutting *inside* of the base ring.

Wash and dry the bag. Make a slit along the length of the bag in the centre. Before sizing, put on the maximum number of socks you can wear in your boot.

Place bag on a piece of plywood and put your foot into the bag with toes toward the closed end. Pull the edges together and heat-seal down one side of the foot. Pull the edges around the heel, mark the spot, remove your foot and heat seal the marked line up the heel.

Trim off the cut edges on top, fold inward and carefully seal the "hem". Do not form a seam under the foot.

Socks like these not only keep your feet warm in your boots, but also ensure cozy toes when you're in your sleeping bag at night.



Sit-Upon

Our Girl Guide friends introduced me to "sit-upons", and this is an extension of the idea for cold-weather campers who do not have space to carry heavy, bulky pillows. As well as being a "derrière barrier", this heat-reflective pad made from a wine bag is useful for holding hot cooking pots, and helps prevent warm items from sinking into the snow.

Cut off the bottom seam of the bag, wash out and dry, and remove the valve and spigot. Inside the prepared bag lay two thicknesses of flannelette or, better still, glass cloth. Lay

a piece of heavy plastic under the cut-out valve.

Place bag on plywood, cover with foil and seal all over, working from top to bottom. Seal bottom, then peel off foil. If it tears, leave it in place. Turn bag over, cover with foil and repeat the sealing process. Remove foil, and your sit-upon is ready to come along on your next camping trip.

Many thanks to Scouter Hall for sending these fine ideas. I'm sure there are others out there, and we'd love to hear them. X

Honours & Awards

by Stephen Breen

Far too often, we forget to recognize the services of volunteers in Scouting. In some cases, a simple "thank you" is most appropriate. In others, we may feel we want to give someone an appreciation plaque or certificate, available through Scout Shops and dealers.

Scouting also has a national honours and awards program, which is outlined in *B.P. & P.*, pages 51-54. Unfortunately, people often ignore this program because they think it is difficult to prepare applications for the awards. Nothing could be further from the truth.

Last year, Bower Carty, past chairman of the National Honours & Awards Committee, prepared some guidelines on awards' applications for provincial honours and awards committees. Because his comments can help all of us with preparation of applications for these awards, I asked him if I could publish his remarks here. I'm sure you'll find them useful.

Honours & Awards Process

I am frequently asked to expand on the meaning of "outstanding service" used in the honours and awards process. The application form itself calls for a "Description of Outstanding Quality of Service Rendered" in the following terms:

"The service rendered must be of an outstanding nature and not merely the faithful performance of the ordinary duties attached to the office or position. Please state clearly what outstanding service the person performed and how Scouting has benefitted as a result. If an honour has previously been awarded, deal only with service since that award. Do not include service to church, civic and governmental organizations, etc."

While an effort is being made to develop a more precise guide, there are many dimensions to outstanding service, and precise definition is not easy.

It may be of some help to you to know how the national honours and awards committee proceeds in its assessment. The descriptions received understandably contain a good deal of detail giving a picture of the nominee's history in Scouting. While this



material is always of interest to us, we sift it very carefully to identify what is outstanding about the quality of service and how Scouting has benefitted as a result. Too often what we learn is little more than that the nominee:

- attended ...;
- participated in ...;
- travelled to ...;
- was on ...;
- served on ...;
- was chairman of ...;
- was instrumental in ...;
- was in charge of ...;
- led ...;
- reads all the mail ...

All of these things are commendable, but in themselves they cannot be said to represent outstanding service. The question remains why special recognition is called for.

Probably most awards are initiated because someone thinks of X and says to himself, "X deserves recognition." In developing the case, the first question to be asked is "Why X?" Then come the sort of phrases set out above.

Let us look again at the first one — *X attended* ... Again the question must be asked, "Why does this call for recognition?" No doubt many others attended. Should all get special recognition? Obviously not. What was X's personal contribution? What were the resultant benefits? Only the persistent application of such questions will reveal what award, if any, X should receive.

The more specific the answers, the

better. "During X's term as commissioner, the district grew greatly." In territory or in numbers? If in numbers, how many? What was happening to eligible population within the district? Did the new units which were formed take firm root? What was X's personal contribution to and impact on the development?

These sorts of questions are more easily answered for service team and council personnel than for Scouters at the unit level. A special effort should be made in respect of the latter. The honours and awards committee is cognizant of the problem and makes allowance for it whenever possible, but all too few applications in respect of Scouters working primarily at the unit level reach the committee.

Quality of service, not length, is the prime factor, but clearly, length represents one dimension of outstanding service.

The length of the applications reviewed by the committee varies enormously. Many awards result from quite brief applications. Again, a clear statement of the quality of service, supported by whatever factual detail is available, is the essential ingredient.

I hope that these comments about the honours and awards process nationally will be of some help to those concerned with the process at other levels.

— E. Bower Carty

Forms for honours and awards recognition and further assistance with preparing applications are available from council offices, and all members of the executive staff are willing to help.

It's unfortunate that the contributions of many of our well-deserving volunteers go unrecognized. We have a responsibility to make sure we present proper recognition when it is due, and it takes all of us. How about spending a few minutes right now to think about those you feel deserve recognition? After you have done this, initiate the action which will make it happen.

To those of you who will follow through after reading this column, may I say, "Thank you." X

scouter's 5 minutes

The House with Gold Windows

Once upon a time, a young boy named David lived in a small cottage on top of a hill. Most of the time, David was very happy as he herded the family's goats or gathered fuel or helped in the garden. His parents were very poor and had to work hard, but they loved him very much. From them he'd learned to love the sights and smells of the mountain meadows, the music of the wind and the birds, and the silent companionship of shy wild creatures.

But sometimes David was lonely, and wished he had a friend to play with. Sometimes he didn't want to do his work, and wished his parents were richer. At these times he'd remember the trip to the village he'd made with his father a long time ago. He'd remember the shops filled with toys, books and puzzles and the well-dressed boys he saw playing with colourful balls and hoops and toy boats and balloons. "Why can't I be like other boys, and have store-bought toys and lots of time to play with them?" he'd grumble.

One evening, after a long day's work, David sat on top of his hill looking down into the valley and feeling very sorry for himself. The sun was setting behind him when he noticed, far down in the valley, another house — a marvelous house with gold windows which glittered and glowed as the sun settled lower and lower in the sky.

"The boy who lives in a house with gold windows must be very rich," thought David.

Scouter's Five Minutes — p. 537 Mar. '84

games

Balloon Race

Give each six or patrol a different coloured balloon of irregular shape and each boy a large drinking straw. Line up teams at one end of the hall. Working together, each team tries to blow their balloon to the opposite end of the hall in the fastest possible time. Straws must not touch balloons.

Space Challenge for Cubs or Beavers

Which six (or lodge) can be the first to organize itself so that it takes up 5 feet of space — 4 feet — 3 feet? For Beavers, draw different sized circles or squares on the floor with chalk.

Night Challenges

- With lights out, boys walk a prescribed number of steps in one direction, turn around and walk back to their exact starting places.

- Arrange boys in a straight line facing away from a number of articles you've placed about 4.5 metres (15') from them. Turn out lights and tell them to turn around, then flick on lights for a few minutes as they observe the objects. When you douse the lights again, each walks out, picks up an object and carries it back to the starting line.

Night-time Crossing

Divide pack or troop into two teams — attackers and defenders — and arrange them at opposite ends of the hall. Instruct each team to choose a secret "password". Place empty plastic margarine tubs around the floor as "mines" and a piece of chalk somewhere along the defender's wall. In complete darkness and

Games — page 271

Mar. '84

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silence, the attackers try to obtain the chalk, carry it to their side of the hall and make a mark on the wall. The defenders, of course, try to prevent this.

If someone touches a mine (you'll hear the plastic tub being moved), he yells "boom" and falls down on the spot to become an extra hazard. If two boys meet, one asks the other the password. If it's the password from the opposite team, the challenger must shout "aargh!" and fall to the floor to become yet another hazard.

Indoor Snowball Fight

You need a good supply of newspaper and two paper grocery bags. Divide group into two teams and have each boy make himself two crumpled-paper "snowballs". Station teams in lines facing each other from a distance of about 4 metres. Two boys from each team stand behind their opponents, sharing a paper bag between them. Their job is to pick up all the snowballs thrown over the heads of the opposing side by their team-mates and put them into the bag. On signal, the boys in the lines begin tossing their snowballs at each other. They may catch as many of the ones coming their way as they can to hurl back at the other side. The game is over when all snowballs have been bagged, or when time is called.

Cars & People — Especially for Beavers

Stand Beavers behind a line marked at one end of the hall. At a signal, they pretend to be cars and drive around the hall. When a leader calls, "People!", they all run to stand behind the line, look both ways, and cross the street. Then they change back into cars again. A good energy burner.

Games — page 272

Right then and there he decided that, the very next day, he would go down into the valley to meet such a boy. Maybe they would become friends, and the boy would invite David to stay in the beautiful house, and the two of them would play with toys all day long.

Very early the next morning, David started to walk down into the valley. But the house with gold windows was farther away than he thought, and he walked and walked all day. Finally, as evening was falling, he reached the house. His heart sank.

Now that he could see it, he found the fine, rich house was only an abandoned shepherd's cottage. When he peeked through the door, he could see that, more recently, animals had used it for shelter. And the beautiful gold windows were rain-streaked and grey with dust and cobwebs.

Feeling foolish and very tired, his mouth dry and his tummy growling, David curled up on the stoop and cried himself to sleep.

When he woke up, cold and stiff, the morning sun was rising behind him. Hungry and a little scared, he looked out across the valley and up the hill to remind himself how far he would have to walk that day. And there, at the top of the hill, he saw his house — a marvellous house with gold windows which sparkled and winked at him as the sun climbed higher and higher into the sky.

David rubbed his eyes and looked again at his house. He began to smile. With a bit of a skip and a happy grin, he started towards home.

— a story by C.L. Paddock, retold by Linda Florence

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Shout It Out

by Garth Johnson

I've heard it all too often: "The local paper isn't interested in Scouting activities!" or "If a Beaver, Cub or leader were involved in a tragic turn of events or an unethical act, maybe we would arouse the media's interest. They only print the bad news!"

This isn't true of course, and the evidence crosses my desk in numerous clippings of Scouting stories from newspapers all across Canada — stories about exciting projects like that of the Cold Lake Venturers (page 8) or conservation work, about Scouting displays and service projects, about special honours won by members of Scouting.

But even if it were true that only bad news hits print or the air waves, the fact that a negative story about Scouting can generate so much media excitement also tells us something about ourselves. Do you think a story

about a Scout caught stealing or a Scouter mistreating boys would be such a hot media item if the public didn't hold a certain image of Scouting? It's an image which gives negative stories their "news" value, because Scouting's stories are usually success stories, stories of high principles, fun, helpfulness and healthy adventure.

Scouting may simply have to live with the fact that basic morality isn't news. Sometimes people think it's silly or embarrassing to stand up for the things they believe in. We can be proud that we work to develop the characters of young people so that they become resourceful and responsible members of their community. Let's shout it out. Remember, if it seems hard for you, it's even more difficult for our youth members to choose to live openly by certain prin-

ciples and stand up for their beliefs. Pressures in deciding right from wrong abound — at school, on the hockey rink, or in the arcade.

Scouting has a role to play in making basic moral beliefs seem less confusing. Let's tell a few people about ourselves and show our youth members how proud we are, so that they find it easy to show how proud they are of the movement. Get with it and shout out the news about successful youth events and successful youth members. If you shout loud and long enough, the news media will hear — and will happily do its part to spread the word.



As mentioned in the December issue, Canada Post Corporation has been making special ceremonial presentations of awards to each of the regional finalists in the Scout stamp design contest. At his special ceremony, Barnett Chow received a first day cover, a commemorative book of stamps from 1982, and a certificate of congratulations signed by André Ouellet, minister responsible for Canada Post and Governor General Edward R. Schreyer, Chief Scout. Pictured with Barnett are (l to r) Wilt Aucoin, manager city services, York Division, Canada Post; Cubmaster Peter Lum; and the 460th Agincourt Cub Pack, Ont., to which Barnett has since graduated.



Estonians Sign Agreement

As a continuing example of Canadian Scouting's respect for the desire of ethnic and other cultural groups to preserve their heritage, Boy Scouts of Canada signed a formal agreement with the Estonian Scouts in Canada on Sept. 8, 1983. The Estonian Scouts (check your atlas) have been operating in numerous parts of Canada for a number of years. Boy Scouts of Canada believes that the inclusion of a diversity of cultural backgrounds in its membership will bring to all an awareness and better understanding of Canada's multicultural heritage and enrich our programs.

Pictured at the official signing are (l to r): Egbert Runge, chairman central council, Estonian Scouts in Canada; Walter Tilden, past president, B.S.C.; Gunnar Mitt, council secretary, Estonian Scouts; and Jim Blain, chief executive, B.S.C. A

"In Charge" Suggestion

I would like to suggest a solution to Scouter Levasseur's problem (*Who's in Charge*, Nov. '83). Some groups have used the "creative name tags" sold by Supply Services to make parents and visitors aware of each leader's position. A typical name tag would have the leader's position (e.g. Cubmaster) and, where necessary, his or her Scouting name (e.g. Akela). Some groups also include the leader's actual name (e.g. John Doe). The completed tags are worn on the flap of the right hand pocket of the uniform.

— Gilles Mongeau, Oakville, Ont.

Fear

At our district camp in September, we take our boys on a night hike. Even though we had a full moon this year, this night-time experience proved to be a fearful activity for at least one Grade Six boy. I am becoming concerned about such activities as Hallowe'en. I consider that the article *Canadian Ghosts From Coast to Coast* (Oct. '83) should have been left safely out of sight in the 1968 issue of *The Canadian Boy*. I happen to be too familiar with history and science to believe that Scouting should continue to propagate the myths, mysticism and stories of occult phenomena which formed part of religious activities a thousand years ago. I'm not certain if Canadian Scouting is ready to break with the traditions of Hallowe'en, but I would certainly like to see our organization shake off the shackles of ignorance associated with Canada's Great Cheap-Candy Exchange.

I strongly disapprove of *The Great Pumpkin Treasure Hunt* (Duffle Bag, Oct. '83). To use a cemetery is sacrilegious, but the tragic aspect of this suggested activity is that, in the name of "fun", some boys were frightened by a "ghost".

— V.L. Dutton, Winnipeg, Man.

Uniforms Set Example

Boys look to leaders for an example to follow. Unfortunately, they tend to follow whether the example is good or bad.

We expect boys to come to meetings in uniform and prepared for the evening and we sometimes fail to set the good example. Some of us refuse to wear the uniform — particularly the beret — and then wonder why our

If the shoe fits.....



members have little or no respect for the garb. I personally would welcome a change in head-dress, but I signed on, and the blessed thing is part of the deal.

Then there are those who think our movement is the Commandos. Knives worn at Scouting events, and the way in which they are worn, would make any soldier of the world shudder. Most are only useful for cosmetic purposes, or to match the commando uniforms some of our members wear to go along with their rebel attitudes.

We are not a fighting unit or military outfit of any kind. It becomes increasingly difficult to point boys in the direction of brotherly love and respect when they see adult members playing war games in their midst.

The folding knife with a carrying case for the belt has been long overdue. Now that it is here, I would like to see it made the official tool of the movement.

I hope this letter sparks some interest and comments.

— Harry Rhino, Riverport, N.S.

Austrian Reunion

Since 1952, the 44 members of the New Zealand contingent to the 7th World Jamboree (Austria 1951) and the Festival of Britain Camp have been holding regular reunions.

The 16th reunion, held in 1983 at Akaroa, South Island, New Zealand, attracted 16 members and their wives. At this reunion, it was decided to enquire if any other people who attended these 1951 camps hold similar

gatherings. If so, the New Zealanders would like to hear from them with a view to swapping future reunion dates so that, perhaps, an interchange of greetings or attendance could be made.

Those interested, please contact: Austrian Reunion, 8 Sevenoaks Drive, Christchurch, New Zealand.

— Frank Rogers, Christchurch, NZ

Label Beef

Can you fix a little problem which has developed with **the Leader** since you've stopped using the craft wrapper and started using stick-on labels? Some of us have found this is defacing the front cover of the mag. Why can't this sticker be put on the back of the mag? Please help save the front cover of our mag.

— Frank H. Bissell, Toronto, Ont.

Ed's Reply: Traditionally, magazine publishers have been hesitant to put labels on back covers for fear that advertisers will refuse to pay their bills should any of their copy or artwork be obliterated. Since advertisers pay a premium for back cover space, and since magazines depend on advertising revenue to help meet

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production costs, publishers are cautious about risking the loss of advertising.

We, too, have noted that the labels sometimes detract from our cover design and will explore this matter further.

Campfire Magic

A course entitled "Campfire Magic" was sponsored by one district and open to all others in our region. It featured campfire openings, closings and etiquette, all kinds of songs and how to lead them, and different methods of constructing and lighting fires. Staff for the course were chosen from across the region, and all participants were mailed a song book containing contributions made during the course. It was a tremendous weekend. Cheers to the staff and Yellowhead District for a job well done.

— Sandy Bard, Edmonton, Alta.

Let's Get With It

As a troop Scouter, I find myself in sympathy with Jean Benner and Molly Broomfield (*Jan. '84, Letters*), as well as with Ms. Singh, whose letter I had seen earlier and whose person I met at the World Jamboree.

I believe that, by leaving decisions

about using our ladies as troop Scouters to the discretion, rarely exercised, of provincial commissioners, we do ourselves a disservice. We have ladies, and depend upon them, in Beavers, Cubs, and now, Venturers and Rovers. Scouts are denied that sector of the community which most probably has the time, talent and desire to contribute.

Many "new women" are as "macho" as men. They are generally better light-weight campers and more emotionally and environmentally sensitive than many male Scouters I've met.

From a half-century-plus aged Scouter — let's get with the times.

— Don Hall, 3rd Bell's Corners, Ontario.

Thanks, Bob

I'm writing to thank Bob Butcher for his dedicated work as editor of the *Leader*. I think Bob's major contribution lay in making the magazine more open to different viewpoints, while keeping it as Scouting's official magazine. If our great movement is to survive — never mind grow — we need new ideas and discussion of them.

For example, in the *Letters* pages,

Bob allowed discussion of the idea of lady leaders in Scouts. I've never been sure which way to choose on that issue, but I've always been saddened by the foolishness of people trying to stifle debate on it. I even liked letters criticizing Fishell's cartoons, despite the fact one of them criticized a cartoon which illustrated one of my articles. We have to be open to ideas, even if they're the ideas of people who aren't open to other people's ideas!

Congratulations, Bob, especially for encouraging the creative, if sometimes mildly heretical, talents of the Fishells among us.

— Justin White, Toronto

Rose

I enjoy the magazine very much. I have been in Scouting for 59 years this June, serving as ACM, CM, ASM and SM as well as having been a Rover Mate in the 113th Toronto. Now I am merely the honorary chaplain of the 1st Caledonia troop and pack.

Incidentally, I am also the author of *Woodsmoke at Twilight*, published in 1955 and now out of print.

Keep up the good work.

— A. Norman McMillan, Caledonia, Ontario X

Reflections '84

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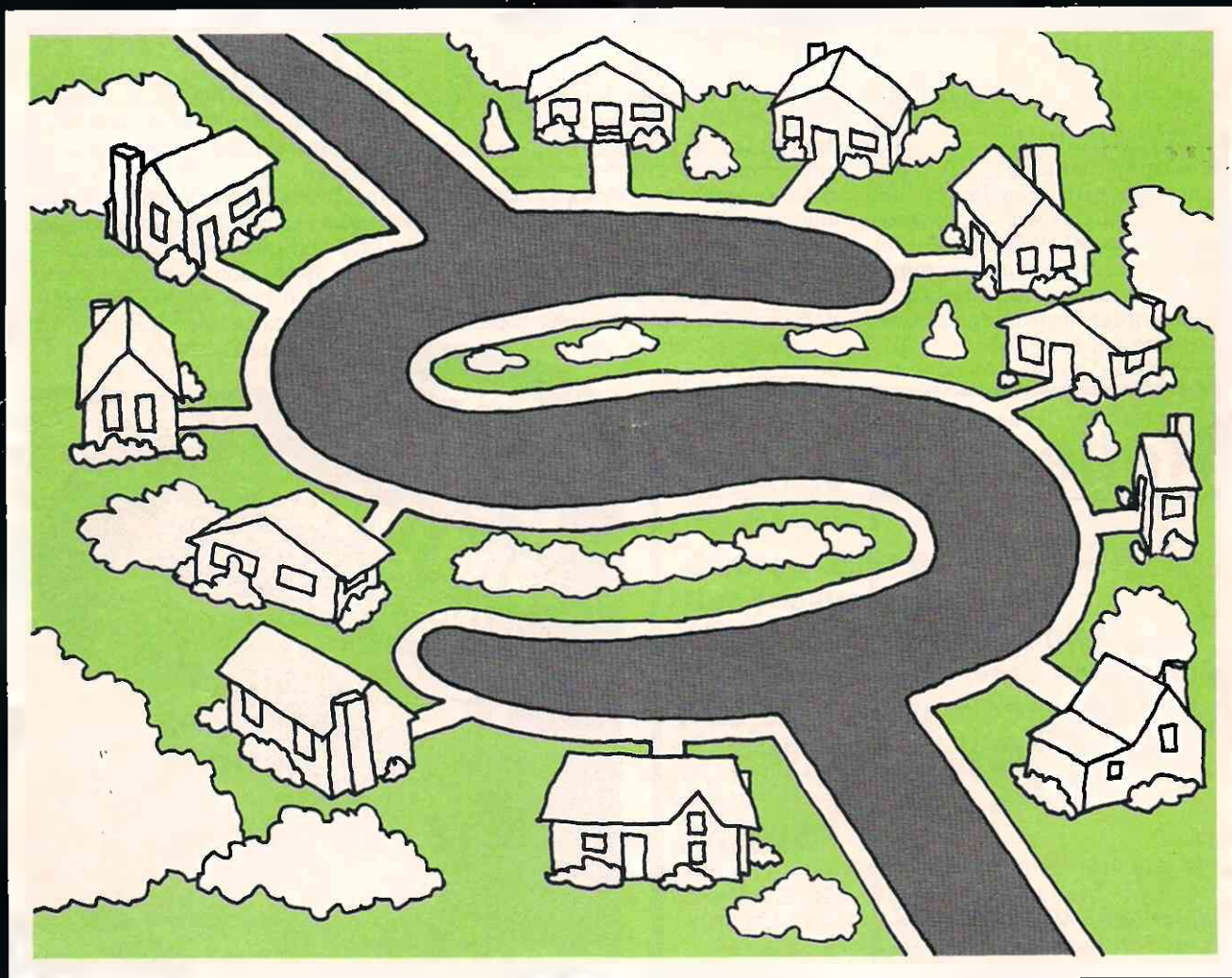
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