

the leader

MAY 1984 VOLUME 14, NUMBER 9

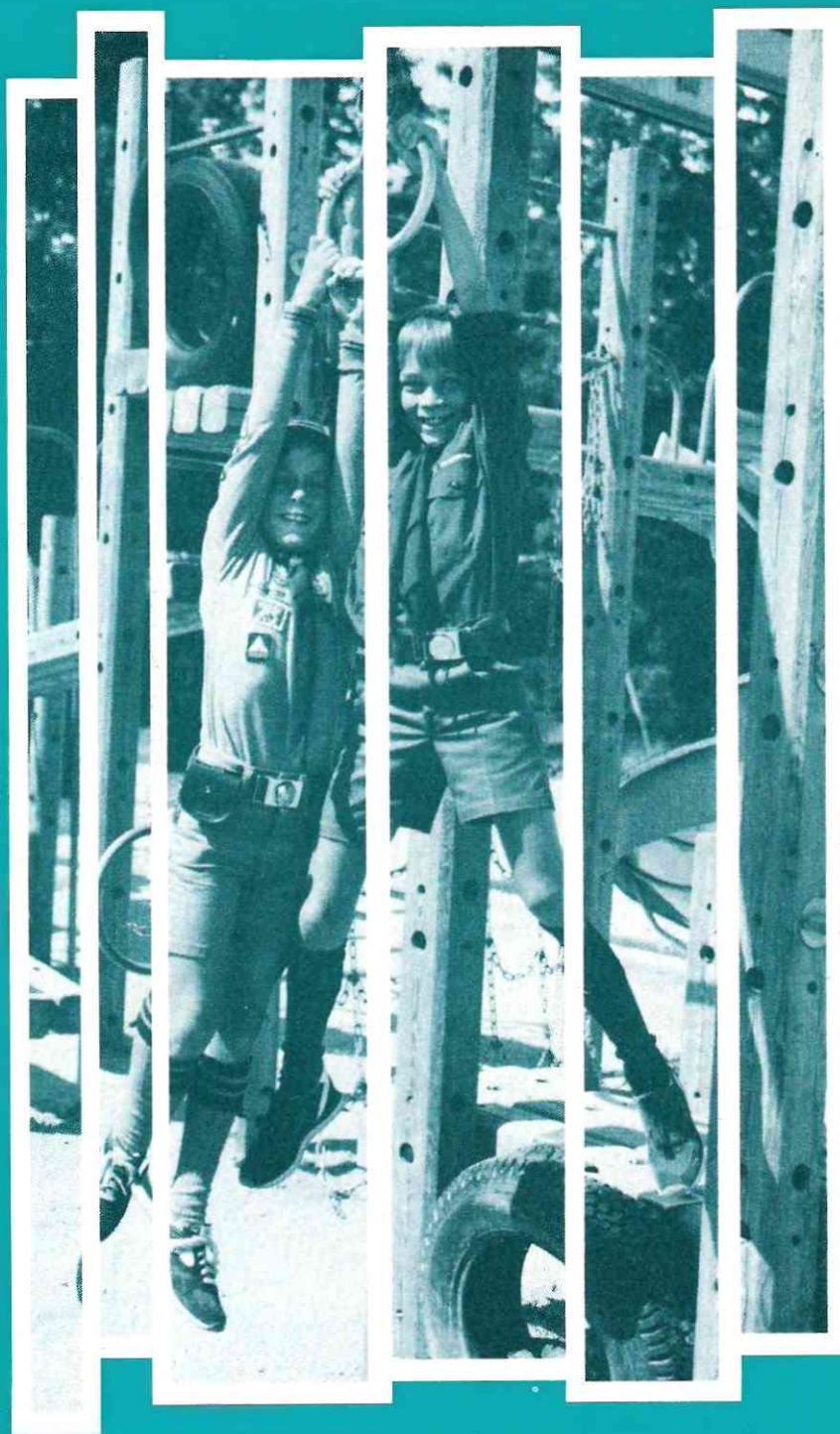
How to design a
Pathway to Nature

Dungeons and Dragons
Operation Alert

Summer Camp in
Outer Space

Beavers take the
Olympic Challenge

Knots for Rescue and
New Rope



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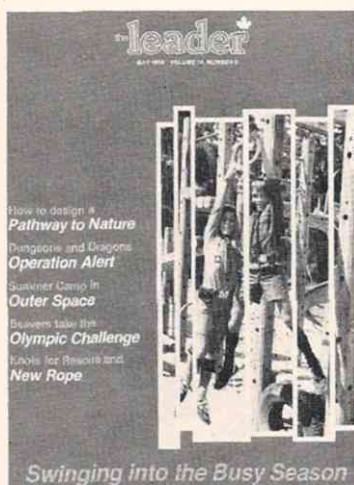
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COVER: Spring is a great time to hang around outside, but no one wants to hang around too long when there are so many things to do now that summer's coming. And May's jam-packed with ideas for all sections: nature trail building; a cooperative field day; parachute games; challenge weekends; a theme summer camp; spring barbecues; a super lightweight tent you can make; and much, much more. Yeah, May!

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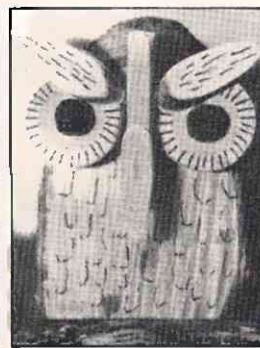
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Pathways to Nature

by Ben Kruser

Many pathways lead to an understanding of nature. Scouts can take one track towards this goal by building a nature trail.

Nature trails differ from other trails by providing walkers a natural history interpretation of their route – information that draws attention to special features in the biotic community along the trail in order to increase outdoor awareness. The trail can be anywhere: through a forest, over sand dunes, outside the meeting hall, or even around a city lot. What makes it exciting is the interpretation.

Trail Design

One of the important factors in designing a nature trail is distance. Long

trails are tiring and, as well as exhausting the legs, drain the desire to learn. An average of 1 kilometer with 10 or 12 stops is a good walk.

Trails plotted in a winding loop have several advantages over straight and narrow paths. If the trail is straight, animals spot people approaching on the open stretches, and you're less likely to be able to observe wildlife up close. Walkers also see many other walkers, which leads to a sense of congestion and lack of privacy. On a straight trail, the next observation stop is visible, and groups have a tendency to speed up. As a result, what should be a leisurely ramble becomes a foot race.

A gently meandering trail slows down the pace and puts the emphasis on discovery, not finishing the walk.

Choose an area with interesting features, varied habitat and changing terrain. Beware of planning a trail in low areas that might flood during heavy rains.

All trails have three things in common. They provide easy walking, prevent hikers from getting lost, and minimize impact on surrounding habitat.

Easy Walking

The width you make your trail depends on how many people you think will use it. If you're making it for small groups of two to five Scouts, you need little more than a simple footpath requiring a minimum of construction. If you plan a trail for school classes or



A Scout patrol stops along a trail to inspect an abandoned beaver lodge.

near residential areas, you need to plan for heavier traffic. The trail will have to accommodate children walking two or three abreast. To provide workable elbow room, you will want a path 1.8 metres (6 feet) wide, cleared of branches for a height of 2.4 metres (8 feet) to make it accessible even under a heavy snow cover. Cut woody obstacles flush to the ground or tree trunk and take them off the trail to make a brush-pile.

Markers

When trails are not clearly defined, hikers tend to wander. Make trail markers highly visible and easy to maintain. Dayglo forestry ribbon, quick to attach and easily removed, is common along undeveloped walks. White paint blazes are long lasting and vandal-proof, and don't startle the eyes as much as hunter orange or red. Plastic or metal can lids are effective substitutes for commercial alloy plaques.

To make the marker an attractive guide, add a trail symbol derived from a dominant feature in the area.

You can mount markers on posts or secure them to trail-side trees. It's better to nail a marker to a tree than to wire or string-tie it. Twine will rot and is easily cut. Wire tightened around the tree trunk will disrupt bark growth and cause ugly scarring. If you use a nail and leave about 13 mm (½ inch) of space between the nail head and the bark, there is minimum effect on growth.

Impact

Heavily used trails must contend with two problems – erosion and compaction. You can avert damage to hilly sections by constructing stone rip-raps or horizontal log and board steps. Construct simple plank and log bridges over swamp areas.

A woodchip trail covering makes the walkway visually pleasing and prevents path wear-down. Local highway crews chip roadside cuttings each year and haul away the debris to landfills. These people may be happy to avoid paying a dump fee by donating woodchips to your group.

If you have the resources, you can enhance the trail's appearance and usefulness with blinds, feeding stations, observation decks and rest benches. But, make sure "construction" doesn't become the reason for building a trail. Keep projects to a minimum and avoid over-development.

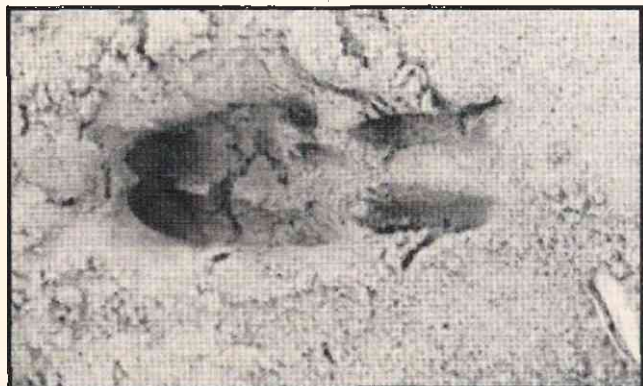
Before you begin actual construction, take into account the needs of disabled Scouts. Simple changes such as ramps and tactile guides can enhance the outdoor experience 100 per cent for those who aren't able to ramble freely. Check your regional Scout office for resource people who are experienced in designing trails for the use of the disabled.

Interpretation

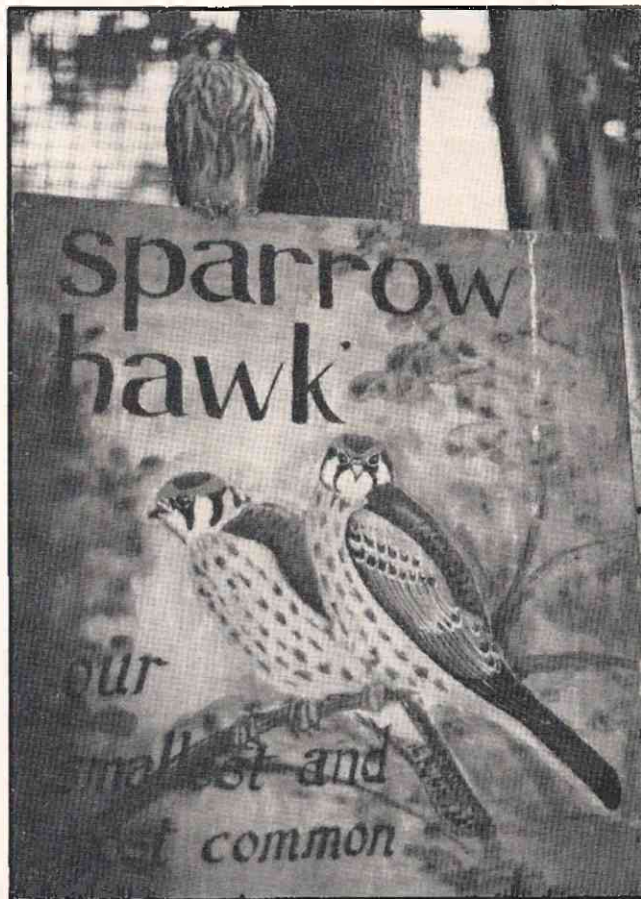
Every living thing has a home. The home may not have four walls and a roof, but the form of life which uses it has a reason for living where it does. In interpreting nature, too many adults become obsessed with naming a thing, rather than understanding its role in the environment.



A beaver's lumberyard brings to light animal adaptation, forest ecology and other nature themes.



Wildlife quickly accepts man-made trails as corridors for easy travelling.



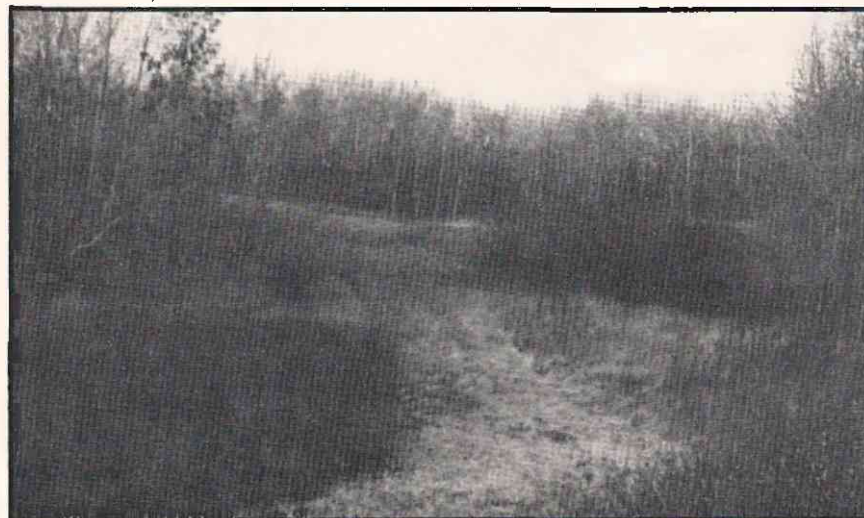
Make interpretative signs easy to read and quick to the point.



Trying to discover how things found on the trail got there can lead to exciting exploration.



Trail design should account for use in all seasons.



Mowing makes an easy-to-follow trail through open fields.

A leader who is inexperienced in natural history has no reason to feel awkward if he or she can't identify a particular plant or animal. You can teach a child relationships and the value of observation by simply explaining the item's place in nature or pointing out some interesting feature, like seed pods.

Choose as your interpretative stops on the trail, places which demonstrate area characteristics. The success of certain plants and their location preference reveal soil types and water run-off patterns. Nests and dens provide information about the abundance of food, the quality of habitat, and the diversity of species in the area. You can make the discussion relevant by choosing a theme for each stop: e.g. "abandoned farmyard" or "old pine stand".

Try to be flexible. The plants and animals you see in spring may be gone by fall. Develop seasonal notes to explain these changes.

How do you provide interpretative information? You can put the information into brochures produced on a copying machine. Number the information notes to correspond with numbers at each trail stop. Artwork helps draw attention to certain features. For convenience, you can leave stocks of these pamphlets at the trailhead, but a sadly littered trail may be the result.


Interpretative signs are permanent, but require time, material and money. They need constant attention so that they are kept up to date and in good repair.

Some nature trails provide a cassette recording of the interpretation for each stop. If groups have a tape recorder, you no longer need an experienced leader available as a nature guide.

Use Your Trail

When your trail is complete, take local Scouters on a walk to point out and interpret natural features so that they will feel more at ease with using it. As you become more familiar with the trail, you will make more discoveries and build not only your Scouts' knowledge, but also your own confidence.

Keep the trail in good shape. Encroaching brush, downed trees and the work of vandals can destroy its appearance and dampen enthusiasm for using the trail.

Enjoy your pathway to nature. 

Beaver Fit-Olympics

by Linda Florence

An olympics for Beavers? Impossible, right? Beavering is cooperative and non-competitive, and the Olympic games mean competition — player pitted against player in pursuit of Gold.

The Olympics also mean teamwork, and individuals striving to better their own personal records. You can relate these elements to Beavering and design a fitness olympics based on cooperative teamwork.

With *National Physical Activity Week* May 13-21, the focus is on fitness this month, but getting and keeping fit is a year-round way of thinking. Perhaps you're planning a family-day outdoors to conclude your Beavering year. Try a *Fit-Olympics* for Beavers, leaders and parents to show everyone that fitness is fun. The important thing is to keep people busy by running many different activities at the same time.

Training

A *Lodge Jog* is a good warm-up for the strenuous activities to come. Set up a circle of about 100 metres for each lodge, including leaders and parents. Space a marker for each jogger over the distance and station a jogger at each marker. Training begins as the boy at marker one jogs to marker two. There, the second boy joins him and they jog together to marker three, where the third person joins them, and so on around the circle. The first boy stops when he is back at his own marker, and each successive jogger stops at his place. When the last jogger is at his marker, the first boy starts again. By the time they've all gone around twice, they'll be well warmed up.

Races

You can probably come up with your own imaginative cooperative ideas, so all I attempt here is to show you it can be done. The basic idea is to time the races and run them twice. The team goal is to better their time the second go.

For a "100 metre run", lodges or tail groups, including leaders and parents, line up and hold hands. On signal, the whole line races to the

finish point where a timekeeper records their time. You can hold the second race immediately after the first, or go on to other activities and return later. Before the second race starts, read out the team's first time and give a little chant ("This time faster, We can do it, This time faster, Nothing to it"). Race again and record the second time.

In a "1000 metre run", the whole colony lines up and runs together. Or, try a marathon around the outside of the field. Marathoners usually start slow and steady, then put on a burst of speed as they near the finish line. If you can, post some "cheerleaders" at a good speed-up point to spur the runners to their final sprint. The timekeeper records the time as the last runner crosses the finish line.

If you hold a marathon, try the first run early and the second just before closing ceremonies to sandwich the day between two exuberant fun runs.

Jumping

You can do standing broad jumps in lodges or as a colony. The first boy jumps as far as he can. Each successive jumper starts from the previous person's landing place. Measure the total distance when all have jumped, and do the jump again, this time trying to jump further.

How about a high jump? Use large beanbags or sacks filled with sawdust to jump over. The first boy jumps over one bag and back. Stack on a second bag for the next person to jump over and back. Lay a third bag on the stack for the third boy. If someone misses a jump, all the others in the lodge try until someone can jump it. Then pile on another bag and continue. Keep jumping until everyone has had two unsuccessful tries at jumping the stack of bags. How many bags can the team jump?

A human steeplechase is great fun. Boys and adults form pairs and scatter around the playing area. Give each pair a number and ask them to arrange themselves as "obstacles" of their choosing. The first pair starts by running or skipping from obstacle to obstacle. As they approach, the "obstacle" tells them whether they

must go over, under or through. Partners help each other past the obstacle and, after they've passed three obstacles or so, the second pair starts, and so on. When pairs have overcome all obstacles, they become obstacles themselves.

Gymnastics

Rather than Tug o' War, hold a Tug o' Peace in groups of ever increasing numbers. Start with two people, one sitting at each end of the rope. The object is for each person to pull strongly enough so that the two can lift themselves to a standing position. Three people arrange the rope into a triangle shape. One sits at each corner of the triangle. Again, each gives a tug just strong and steady enough that all can pull themselves to their feet. With four people, the shape is a square. With more, players arrange themselves around a circle of rope, hold on and pull strongly and steadily until everyone is able to stand. Cooperation is the name of the game.

Partner sit-ups are fun and good for the abdominal muscles. One partner has a volleyball or large play ball. He lies down, knees bent, feet on the ground. The other member of the team sits facing his partner, knees bent and heels hooked gently behind his partner's heels. The first person sits up and passes the ball to his partner. He remains sitting while the other person goes down, then sits up and passes the ball back. If one partner has trouble sitting up, the other person can help him. Partners see how many times they can pass the ball before they're all worn out.

I expect your heads are already spinning with other great ideas for cooperative olympic events. Make the crowning touch a closing ceremony at which every participant receives cheers and a gold medal for helping his team be a winner. Boys can make the medals in a craft session before the event. Cut out circles of cardboard, write or print "Winner" on each one, trace white glue over the writing and press thick cord onto the glue. When the glue is dry, cover the cardboard circles with gold foil — carefully molding it over the letters so that they stand out in relief. Staple or glue a loop of ribbon large enough to go over a head to each medal.

When leaders and parents play alongside boys and just as hard as they do, everyone ends up feeling good. As for who will feel fittest at day's end — I'd hate to hazard a guess. Let us know, will you? X

Niagara Region — **Operation Alert**

by Lynda Koudys

"Fantastic! Super!" — who would have believed Niagara Region's first *Operation Alert* would be so successful that Scouts and leaders would react with such exclamations even months later?

On the first weekend in October, 1983, Byng Park, a 200 acre conservation area on the Grand River, became an early mediaeval Dungeons and Dragons setting circa 1183. Almost 300 Scouts and Scouters, "physically fit, mentally alert and

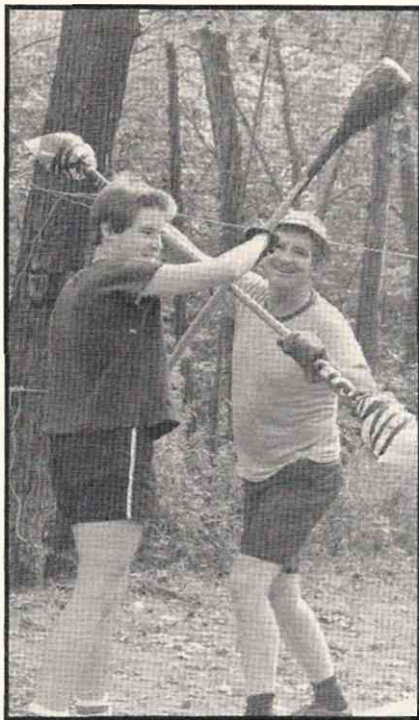
ready for adventure", took up the challenge. Forty-five patrols tackled 33 projects — some demanding they "think things through" and others dependent upon strong backs, lots of muscle and abundant reservoirs of energy. Each project offered scores up to 10 points and the challenge was to accumulate as many points as possible between 6 a.m. and 10 p.m. Saturday and 6 to 8:30 a.m. Sunday.

"Operation Alert was success with a capital S," said head coordinator

Russ Kelk. "It was a terrific experience for boys and leaders, but the surprising part was the numbers who were up before 6 a.m. Sunday to complete as many projects as they could before the deadline."

The projects ranged from the Wizard's Magical Pot, to Crossing the Moat without being eaten by the dragon. Scouts tried their hand at archery, lance throw, slay the dragon, jousting, dragon diseases and disasters, and canoe paddling. Some





"friendly bases" challenged traditional Scouting skills in knotting, lashing and marksmanship, while "enemy bases", which required boys to kill the witch and rescue the enchantress or retrieve the wizard's wand, for example, dished up a whole set of new challenges.

These challenge events were the products of 80 leaders, 38 Rovers and 13 Explorers from Tonawanda, New York. West Durham District rigged a tent with giant spider webs, boobytraps and a captive Indian Princess, and awarded points to those who managed to rescue the princess without getting caught or setting off alarms. For another event, patrols had to cross the Troll's Bridge without being eaten by the Troll. Troll Jim Meyers, whom the boys nicknamed Big Og, put up a good fight. Only a few Scouts made it to the treasure pot.

Boys had to be in good shape to earn points on the cargo net, which chewed up arms and legs of climbers.



In another physical challenge, after making a tedious rope bridge climb about 16 feet up into a tree, Scouts had to swing out over a water-filled wading pool and plan a drop point which, they hoped, would not land them in the water. What's amazing is that leaders report patrols wanted to go through certain projects again, even after they'd earned a perfect score the first time!

Things became a little scarier when darkness put a whole new complexion on the challenges. "I'm not afraid, are you?" one Scout whispered. "You go in there first." Enemy bases demanded stealth, cunning and careful listening. Those who tackled them needed experience, creative minds and courage. Scouts who'd arrived Friday night expecting the typical weekend no longer knew what to expect. They were delighted.

Even Sunday's Scouts' Own was far from typical. Scouts and leaders gathered around picnic tables in an open field for guitar music, meditation and reflection. Scouter Robert Carrier caught his son with a deck of cards and immediately hauled him up before Scouter Kelk, camp chief. How was he to know the young Scout could get himself off the hook by reciting the words from a country and western song called "A Deck of Cards"? ("The ace reminds me there is only one God in heaven..."). Well, he might have guessed, since the boy's mother was the leader of the Scouts' Own. It was a dramatic way to give meaning and direction to the service.

At closing ceremonies, members of 2nd West Grimsby, the winning patrol, were presented leather belts hand-crafted by Scouter Ted Wallace, Fruitbelt District.

Operation Alert was about eight months in planning, partly because the concept was new to the Niagara Region. To introduce it to the region, districts, Scouters and boys, the organizers showed slides taken at Alerts which had been held in Quinte Region. And it worked, because young people, excited by the promise of challenge and keen competition, came from all over the Niagara Peninsula. They got all they came for.

"It was well worth the effort — just a super way to start the fall season," said Scouter Dave Merral, deputy coordinator. "Next year our numbers will double, when the word spreads to groups who didn't come." And he's sure to be right. Nothing succeeds like success. X

Knots for Rescue Work

by V.L. "Skink" Dutton

When an editor prints an article like *Troop Meeting Suggestions* from 1923 (Nov. '83), I like to think there's a reason other than simply to present us a bit of history. At any rate, an item on that page, called "Knots for use in rescue work", piqued my imagination.

When we have our annual pioneering day, we always teach our boys the Spanish bowline. While older patrols assemble monkey bridges, the newest Scouts learn how to "rescue" one another, and hoist each other by means of block and tackle suspended in a tree.

That is only one knot, however. Surely, that Scouter of long ago had more than one knot in mind. I wondered what a 1920's Scouter would find in "the books mentioned elsewhere under the Scoutmaster's Bookshelf". Perhaps it's time for a more detailed look at rescue knots than has been our custom.

I hope the knots described in this article will show that early Scouters ran an exceedingly full program. Remember, however, that these were the days before synthetic rope. Consult the *Canadian Scout Handbook* (pp 162 — 181) on new knots developed for synthetic rope, and use caution when tying "old" knots with "new" rope.

Right or wrong, I've always thought of rescue work as something a Scout does for someone else, but it's obvious that every boy should also be able to help himself out of trouble. The Overhand (Fig. 1), the Figure-of-Eight (Fig. 2) and the Stevedore's knots (Fig. 3) might not, ordinarily, be considered rescue knots. They are stopper knots, usually put in the ends of ropes to help the user hold them. If there is a stopper knot in the end of an escape rope, it may be possible to anchor it by passing it through a hole or slot, or jamming it under a window sash. Of course, then you have to break the window to escape. Stopper knots placed in an escape rope also

can provide hand-holds for the person who is lowering himself.

It's easier to remove a figure-of-eight knot from a rope than it is to remove the overhand knot. I think it's important to show new Scouts the difference between an overhand and an underhand knot. I also like to encourage my boys to use either hand when tying knots. The Founder was ambidextrous and, when we consider the idea of "rescue", we can see how it might be important to be able to use the alternate hand if the favoured hand is injured.

There are a number of knots known as the Stevedore's knot. Your boys will have no trouble learning the two versions shown here. You might

want to demonstrate how to make this knot larger by adding additional turns of rope.

Your boys have learned the bowline (Fig. 4) in Cubs. At least, I've never met a Cub who hasn't heard of the rabbit coming out of his hole to run around the tree although, at a camp some years ago, I heard one new Scout ask another, "Does the rabbit come up the hole first, or does he go down it first?"

At any rate, the bowline should be the first one-loop knot your boys learn. Notice that, whether tied with the right or the left hand, the knot starts with an overhand loop.

The bowline must be tied in the end of a rope. The end of the rope may

Figure 1

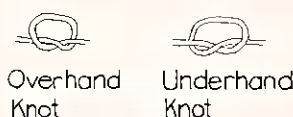


Figure 2



Figure 3

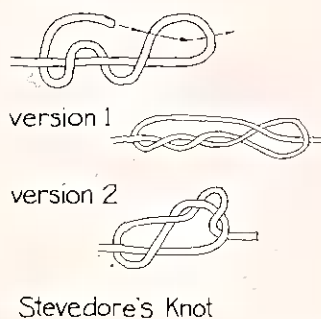


Figure 4 Bowline Knot

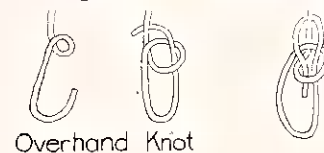


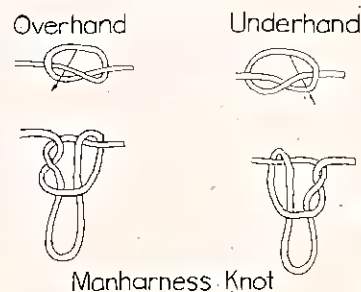
Figure 5



Figure 6



Figure 7



not be available, however, so your boys will want to know how to tie knots along the length of the rope. Figures 5 and 6 show the use of the overhand and figure-of-eight knots to tie a loop using the bight of the rope. For rescue work, where time may be of the essence, these are "quick and dirty" knots Scouts should master.

The Manharness knot (Fig. 7) can be tied anywhere in a rope. It's an essential knot for those who do rock climbing where, they tell me, rescue operations are an important part of the training.

When a person is supported in a loop tied with a bowline, his or her entire weight is carried by the band of rope around the back and under the arms. If you use a knot that produces two loops, you place less stress on an unconscious person. The bowline-on-a-bight (Fig. 8) is such a knot. Because it's a modification of the ordinary bowline, your boys shouldn't have difficulty mastering it. It's the only knot I've been able to find that also provides three loops, as I've noted on the drawing. I leave it to you to judge whether an unconscious or injured person is more easily handled in a three-loop knot or a two-loop knot.

We teach our boys to tie the Spanish bowline by laying the rope on the floor or ground, as in Figure 9. Figure 10 shows an alternate method which, to me, seems easier to handle, but I haven't tried it with 1-inch rope.

The Fireman's Chair knot (Fig. 11) is another standard two-loop rescue knot, with the added feature that you can make the loops different sizes. No doubt your boys will find they can use the smaller loop under the arms. They will need to practise with this knot to learn how large to make the loops.

I always think of the Fireman's Chair as the "opposites" knot. When you start it, the left hand makes an overhand loop while the right hand makes an underhand loop. Then, the left hand pulls under while the right hand pulls over.

This is probably a good place to take a break to mention the subject of safety while testing knots. A failure of any one of the rescue knots will, almost certainly, drop a boy on his back. Make sure your boys understand that horsing around is completely unacceptable when they are practising rescue work.

Figure 12 shows the French bowline, which is also known as the double bowline. The Portuguese bow-

line (Fig. 13) is very similar. Both these knots are what I call "inverse" knots: when you make one loop larger, the other automatically becomes smaller.

Figure 14 shows the Midshipman's hitch which, long ago, I learned as the Tautline hitch. It's illustrated in the *Canadian Scout Handbook*. Today's lightweight flies have special ties and Scouts may not use the tautline to tie down tent flies as much as they did in the past, but I use it 14 times every time I load our canoe trailer.

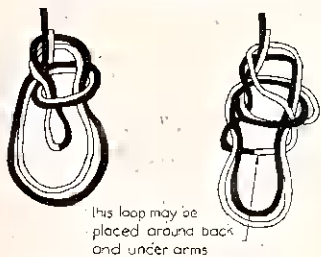
Well, according to my count, I've mentioned a baker's dozen, and there are still many other rescue knots I haven't touched upon. I wonder if that long-ago Scouter would be satisfied with the knots here. Have we kept the faith?

Now, it's your turn to rescue me. At least 10 years ago, I read, somewhere, about the Arnprior rescue knot. I noted it in my Scout Handbook and have been trying ever since to find out how to tie it. Neither the local emergency measures organization people, nor the training officer with the Winnipeg Fire Department have heard of this knot. Was it a figment of some writer's imagination? Or is it a real knot? Help! X

Figure 8

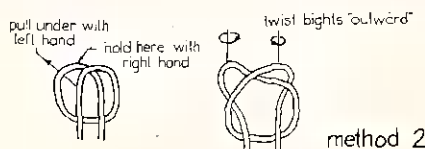
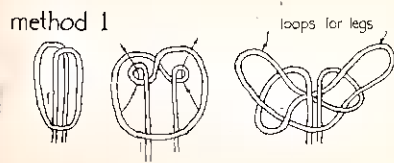


overhand knot as in step 1 of Bowline



Bowline on a Bight

Figure 9



Spanish Bowline

Figure 10

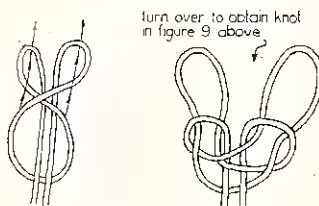
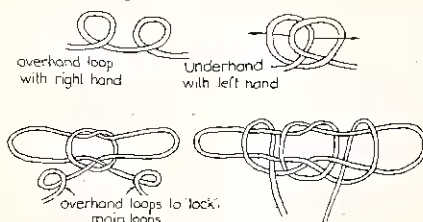
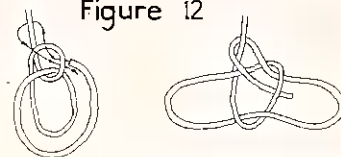


Figure 11



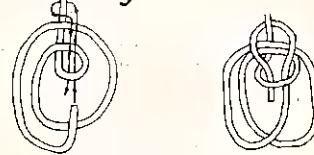
Fireman's Chair Knot

Figure 12



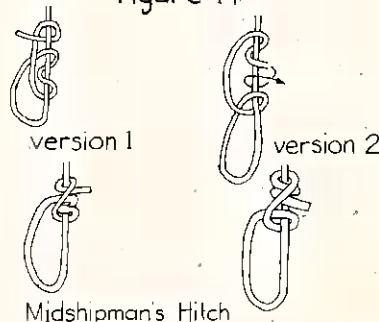
French or Double Bowline

Figure 13



Portuguese Bowline

Figure 14



Midshipman's Hitch

Program Planning for Pack Meetings — 3

Program Ideas

photos & text by Paul Ritchi



Crafts

Once your leadership team has established a basic program frame as suggested last month, the program items you can plug in are limited only by your imagination and available resources. From the endless possibilities, your team can build exactly the kind of program they want to have.

Badge and star work and games offer exciting program ideas for Cubs and leaders, and are described in detail in future articles in this series. In the Oct. '83 issue, I wrote about *Parents' Night* and, in March '83 (*They Ought to be in Pictures*), I talked about the value of slide shows in reliving recent pack activities or promoting future ones. In a future article, I'll show how guest speakers can add to your program. Here are other ideas.

Story-telling — Tell tales from the Jungle Books and other sources. Our Cubs particularly like a "cliff-hanger" approach.

Crafts — short, simple, useful.

Pack Survey — It's a good way to get Cubs' ideas about activities or a camp

you're planning. Every year, the Cubs in our pack fill out a survey form which enables them to say what they'd like to do at their summer camp. The survey includes questions like:

What do you want to eat for breakfast/lunch/dinner?

What time do you think you should get up/go to bed?

Which of the listed activities would you be interested in?

Which of the listed badges or stars would you like to earn at camp?

What should leaders do with a boy who won't go to sleep at night? (and what interesting answers leaders get!)

Community Activities — Try community oriented projects on which Cubs and leaders can work together: e.g. make anti-litter posters or get-well cards for boys or leaders; plan a schoolyard cleanup, etc.

Six Sessions — A leader or two works with a specific six on a project of interest to that group of boys. It can be something the boys want to do simply for the fun of it, and need not

necessarily be badge work. It can involve leaders and boys outside of weekly meetings as well as during them. There are plenty of ideas.

- Build a large plastic model.
- Make a model of a local Scout camp.
- Put together a kit or a jungle dance.
- Explore areas of mutual interest (space; nature; the outdoors).
- Learn to play chess.
- Help plan a pack meeting, outing, camp or menu.
- Construct a six project for the local hobby show.
- Design and make displays for Scout/Guide Week.
- Make anti-litter campaign posters.
- Develop pen pals and exchange letters with other Cubs in Canada or throughout the world.
- Learn photography basics.

Six sessions can be as wide as the imaginations of the Cubs and their leaders. Help boys along by stimulating their interests, but set realistic



Films



Kub Kars



Guest Speakers

limits. At least one Cub in each six will want to build a rocket to go to the moon!

At weekly meetings, a six session of 20 minutes minimum and 30 minutes maximum is a good length of time to schedule. As much as possible, try to keep sixes separated so that the Cubs don't distract each other.

Pack Discussion or Question and Answer Period — a good way to review coming pack activities.

Invite in the Scouts — and try some of these ideas:

Scouts join sixes for the evening's activities.

Scouts perform troop ceremonies for the Cubs (see also, *Make Scouts of Your Cubs*, April 1983).

Inspection: Troop Scouters inspect Cubs; Pack Scouters inspect Scouts. Or all leaders work together to inspect all boys.

Scouts set up and run an obstacle course.

Scouts build indoor pioneering projects with Cubs helping.

Cubs and Scouts put on skits for

each other. Cubs might do a few jungle dances.

Hold a joint campfire program with a singsong.

Play games but, particularly for rougher games, make teams a mixture of Cubs and Scouts so that Cubs play with the Scouts, not against them. If the Cubs outnumber Scouts two to one or better, let them challenge the Scouts to a game of crab soccer.

Invite in a guest speaker who will be of interest to both age groups.

Such an evening can be highly successful when leaders, Scouts and Cubs plan and work together and the special feeling of brotherhood is encouraged.

Invite Final Year Beavers to a Meeting — to learn more about the fun and excitement of Cubbing. You might consider placing each Beaver into a six and having the sixer or second take responsibility for ensuring his Beaver friend has a good time. It's important not to overwhelm visiting Beavers with the ex-

uberance of Cubbing, but it can be a great way to encourage the younger boys to "swim up" into the pack.

Pack Photo — Have one taken and make copies available to parents.

Make a Special Gift — Find someone with a good camera who knows how to take a photo. Take individual photos of Cubs in uniform, perhaps standing beside pack flags or some other suitable background. Cut pieces of wood just slightly larger than the photos. Boys sand and stain the wooden plaques, glue on their photos and varnish the whole. The result can make a surprise gift for parents, for Christmas or to be presented at your Parent & Son Banquet.

Joint Meeting with another pack — The program opportunities are almost unlimited and it's a great idea to help your Cubs realize they are part of a large organization.

Tumbling Program — Boys love to tumble, if there are proper facilities. Front and back rolls, rope climbing — all of these can be stunts they learn to do. Close supervision is necessary.



Acting



Games



and you'll want to help Cubs who don't have the motor control to accomplish some of the moves. Better still, boys who are proficient can help those who find it difficult. Just remember that you are not running a gymnastic club, and avoid very complex stunts.

Bring a Friend Night — Encourage your Cubs to bring to a meeting one friend of Cub age and plan a fun-filled evening. Send home a note for each boy to give to the parents of his friend so that they have all the pertinent information about the pack and about the program you're planning. This kind of evening gives your Cubs an opportunity to "show off" their pack to their friends, and is a great way to encourage new members to join the pack.

Kub Kar Run-off — A way to "test" the Kars. Encourage supervised "pit stops" which allow the Cubs to make adjustments to their vehicles (You'll

be amazed at the quantity of WD-40 one boy will use on one Kar!). This is a good kind of activity to hold jointly with another pack.

Outdoors — Take Cubs outside whenever possible for: a campfire around a real fire; a scavenger hunt; a wide game; a hike; a visit to a community attraction; a bicycle hike (as part of their Cyclist badge); a game of soccer, baseball, hockey; badge work (e.g. World Conservation; Woodsman).

Acting; Skits; Jungle Dances — Boys truly love acting. Spend time in small groups to prepare, and allow time at a meeting for presentations to the pack or guests (another pack, troop, parents, etc.).

Parties — Christmas, Hallowe'en.

Movies — Check with your local library. We've shown *The Jungle Book* and *Mowgli's Brother*, for example. We try to show movies re-

lated to Cubbing or Scouting. The boys can watch more common fare at the theatre or on television.

Group Badge or Star Sessions — for things like the Cyclist badge and First Aid badge. For the latter, invite someone from St. John Ambulance to bring in a "victim" and guide boys through treatments using the skills in the Cubbing first aid requirements.

Sixer/Second Activities — After planning with leaders, sixers and seconds run segments of an evening's program. Another idea: without warning leaders or boys in advance, invite sixers and seconds to "inspect" leaders' uniforms.

These are only some ideas you might use in your program. As you try things, keep a record of strong and weak points. In that way, you can learn from your experiences and build a better program for tomorrow.

Down in the Swamp

by Gerry Giuliani

There's something about a swamp that sends shivers up the spines of many of us. It may have to do with the stories we've been told about bottomless bogs that can swallow a person whole. Perhaps you remember a story about the creatures of the marsh, vividly told to you by a Scouter when you were a Cub.

Maybe it's the feeling of muck as it oozes up over your boots and into your socks to settle between your toes where it squishes away and heats up until you feel like you're walking on liquid sandpaper. As for me, I've always been uneasy about the huge dragonflies, the ravenous horseflies and other six-legged beasts which use the local swamp for a landing pad and seem intent on making my life miserable.

But, you know, the swamp is the home of a wide variety of this earth's creatures, and it plays an important part in the ecology and evolution of our lands and seas. It's a good idea for you and your colony to become

better acquainted with a swamp. Discover which animals make it their home and learn something about the important role it plays on our planet.

Did you know that a swamp is one essential phase in the process by which a lake becomes a meadow, and that this phase may take thousands of years? During that time, there's a build-up of a thick layer of fertile soil which, if left untouched, will nourish a healthy forest. Trees provide 75% of the earth's oxygen.

Did you know that, over millions of years, oil and coal form from decaying vegetable and animal matter which collects in bogs and then is covered up by other vegetation and soil? Because bogs can become thick enough to cut off a supply of oxygen, creatures which fall into them often are preserved like pickles in a jar until some archaeologist discovers them and puts them into a museum.

Beavers are so eager to learn and experience, they will revel in the discoveries they can make down at the

swamp. Give them a chance to run feet through a marshy area, just to know what it feels like. Have them pick a skunk cabbage leaf, crush it in their hands and take a whiff of the very distinctive odour.

Take along a dip net, capture some water insects, put them in a jar filled with the water from their pond, and take them to the next meeting to identify them.

Collect some frog's eggs and place them in a fish bowl filled with water from their pond (but no fish). Watch them develop into tadpoles and then young frogs.

Sneak up on some wood ducks, or a beaver, or a blue heron, and take a picture.

A day outing to the swamp will give you and your boys the chance to smell new smells (methane gas escaping from a bog), hear new sounds (the gulping of a bittern) and feel new feelings (a cattail brushing against a cheek or the excitement of stumbling upon a muskrat). In other words, you will experience a whole new world which, even though in your neighbourhood, is all too often overlooked.

Ask everyone to wear an old pair of sneakers and plan to get his feet wet. Bring along a camera, insect repellent, plaster of paris to make castings of animal tracks, binoculars, lunch, a good field book to identify birds and plants, a dip net, jars and anything else you may think useful.

It's an excellent kind of springtime activity. Take the usual precautions and enjoy yourselves. Let me know about all the interesting experiences you are sure to have. X

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Being National Commissioner of Boy Scouts of Canada is a rich and challenging experience. The riches come in meeting and working with thousands of you across the country who have caught the Scouting spirit and devote endless hours to making your corner of God's world a happier place for all. The challenge is to help you strengthen the movement so that the Scouting spirit reaches and influences many more people.

The exposure to the vast world of Scouting given us by the XV World Jamboree was extraordinarily stimulating. It's a pity that the thousands of you who were involved in planning and carrying out the jamboree, the Home Hospitality program and Operation Left Handshake could not have personally received the moving words of appreciation expressed to me at the World Scout Conference in Dearborn, Michigan — particularly by Scouters from Third World countries who felt that the warmth of Canada's hospitality had added a new dimension to the spirit of Scouting in the world.

Soon after the jamboree, Jim Blain, Stephen Breen and I spent a day at the Montreal headquarters of Katimavik to learn about its greatly expanded Youth Service Program. We discussed how Scouting and Katimavik might be of mutual help to each other's objectives: Katimavik by providing job opportunities for young Scout-trained leaders and Scouting by supporting more community work projects for Katimavik groups.

After Scouting meetings in Ottawa in September, as Venturer Coordinator for P.E.I., I spent time developing an experimental extension of the Trees for Canada program. Under a joint federally-funded upgrading program, Venturer companies can undertake supervised selective thinning and cleaning out of privately owned, low-quality woodlots in cooperation with the P.E.I. Depart-

ment of Forestry. The Venturers are assigned jobs professional foresters will not take and, by doing them, have a chance both to learn forest management and earn money.

In October I visited commissioners and other Scouters at a Thanksgiving Workshop weekend held in Sydney, Nova Scotia. Later in the month, my wife and I attended Yarmouth District's lively annual dinner, where I had fun and a chance to do some media interviews.

A mid-October visit to Alberta included a meeting with Calgary's commissioners to learn about their membership retention experiment. The next day, Edmonton Regional Commissioner Gordon Smith filled me in on their Police Venturer program and the organizing of group committees in new apartment developments. The Alberta visit concluded with two days of meetings with the provincial and regional presidents and commissioners at Innisfail.

While enroute to the November meetings of National Council in Ottawa, I met Father Denis Prescott of *les Scouts* in Montreal to talk about Boy Scouts of Canada representation at an international conference to explore means of making the spiritual presentation of the Scout program more effective. I am pleased that Claude Taylor, our first vice president and man in charge of Partner Relationships, will participate in the week-long event to be held in Rhode Island this August.

National Council meetings provide a valuable opportunity for us to meet as a large group. Even more important for me, however, was the chance I had during this time to visit individually with provincial commissioners and discuss each one's specific priorities for the year and how National Council might be of more help.

In early December, Vice President Rick DesBrisay, Syd Young and I met with the Deputy Minister of the

Secretary of State to determine the extent of federal assistance we can expect in the translation of our material into French, as approved at the May 1983 National Council meeting. Because of the cooperation we are receiving, particularly from *les Scouts*, this large task should be underway soon at a much lower cost than we'd anticipated.

Under the able leadership of Sandy Stalker and Harry Coulson, the first general meeting of the CJ'85 planning group was held in early December. The plans for Futureworld and the marvellous water and land events developed by the program committee are tremendously exciting. We expect to be able to recruit help from many who haven't been involved in Scouting before, thereby reducing the load on already overloaded volunteers and staff.

Aside from meetings in Ottawa in January, my Scout activities in the new year have been in P.E.I. where I worked with Venturers to combine a Hunter Safety course with executive training. With the purchase of a two-seater twin motor Lazair Ultralite kit by Seaman's Beverages of Charlottetown, an Ultralight aircraft program is now being made available to the Venturers. Glen Marsh, with occasional help from one or two Venturers at a time, is assembling the craft in a corner of Hangar No. 2 at CFB Summerside. The out-of-pocket cost of the Student Pilot Program will be covered by some of the funds the Venturers are earning on their Trees for Canada forest management work.

Although we sometimes complain about inadequate media coverage of Scout activities, unless they involve a controversy, Joel Nasimok and his 3rd York Downs Cubs certainly gave us national coverage on Feb. 27 when they did the Grand Howl on CTV's *Thrill of a Lifetime*. It was a good example of how Scouting provides more fun and more hope for a world which sometimes appears to have a bleak future. It also showed us how our own initiative can encourage the media to make Canadians more aware of the tremendous potential the spirit of Scouting offers for all.

— Donald Deacon
National Commissioner

Burlington Venturers — Niagara & Back by Bike

by Harry Godau

It was only about 15 years ago that bicycling became a very popular thing to do again. Before then, bikes were for kids to ride on sidewalks. Now, the 10-speed racer is a common sight, although few people do more than ride it around the block or down to the local park for a baseball or football game. Even for the younger generation — Scouts and Venturers — a longer trip is quite a feat.

To the experienced cyclist in our group, the two-day 240 km round trip between Burlington and Niagara Falls didn't seem like such a big deal but, for the others, it was a real challenge and a satisfying accomplishment.

I'd been hesitant to allow some of our boys to take part, wondering about their physical readiness and the mechanical fitness of their bikes, but we took along a back-up of a couple of vans and a trailer to pick up possible stragglers. They fooled us, though. We had to admire the determination of some of these kids. Our youngest Scout, barely 12 years old and 80 lbs. soaking wet, was usually one of the front riders. Mind you, the trip was no race and the pace, an average of 14 km/hr, didn't break any world records. Our frequent stops, both voluntary and involuntary, used up time.

For five weekends leading up to the ride, it had rained. As we started on Saturday morning, it appeared we were in for another wet one. A light mist covered us for the first 40 km but, as the sun appeared and rain coats disappeared, spirits rose and the pace picked up.

Our route took us through Burlington, along the beach-strip to Hamilton, and on to Grimsby for our first major stop. We chose secondary roads wherever possible, but couldn't completely avoid highway traffic.

After our stop, we followed the very scenic route along the bottom of the Niagara Escarpment into the midst of the Niagara vineyards. Too bad it was the wrong time of year for sampling the grapes.

On the first hill out of Jordan Valley, the sound of breaking spokes brought us to a crunching halt. Al-

though we thought we were prepared, the spare spokes we had in the toolbox were the wrong size for the stricken bike. One of the vans set off on a sidetrip to a bicycle shop to rectify the situation.

Our lunch and ice cream stop at the scenic town of Port Dalhousie was a long one because the van drivers lost their bearings after having to leave the prescribed course to reach the



bike shop. Finally together again, we wheeled off along the lakeshore, keeping Lake Ontario in sight most of the way, across the Welland Canal, and into Niagara-on-the-Lake. A visit to Fort George provided a nice break from riding, and gave us a chance to learn a bit of history to boot.

The Niagara Parkway, with its smoothly paved road bordered by manicured lawns, was the nicest part of the trip — spoiled by only a single obstacle in the form of Queenston Hill. Our stop at the floral clock was short because everyone was eager to reach the campsite near the whirlpool of the Niagara River. A few tired souls opted out of our after-supper ride, but most of us biked down to see Niagara Falls lit up at night.

A heavy thunderstorm cleared off just in time for an early breakfast Sunday. By 8:45 everyone was packed and back in the saddle again, raring to go. Our route headed south past the falls to Chippawa. Aside from a few sore muscles, mainly in the area where the bike-seat makes contact

with the body, everyone was in good shape and the ride along Chippawa Creek and inland to the Welland Canal took less time than expected. We were disappointed by our stop at the canal's multi-locks because the ocean liners we thought we'd see weren't there.

We were ahead of schedule and it was too early for lunch, but Thorold was the last speck of civilization we'd see for awhile so we rode in. A few bleary-eyed stares from local pedestrians in this sleepy town didn't keep us from invading a bakery, apparently the only place open at this time of day on a Sunday.

Then it was on to DeCew Falls, a quiet little place you'd never find by car. A winding coast down the escarpment exacted its dues in a short but steep upwards climb which took its toll. For the first time during the trip, some riders had to dismount and push.

We followed the top of the escarpment to Ball's Falls for some more education in the form of a tour of some buildings preserved from pioneer days, and then took the scenic route to the top of Stoney Creek. There were many places to stop for a good view of the lower peninsula and Lake Ontario, and we stopped. Sunburned backs and weary muscles, as well as a nasty headwind and a flat tire, slowed us down.

We've recommended some map reading skill practice to the navigator of our escort vans. Some of our riders blindly followed the vans and found themselves prematurely at the bottom of the escarpment. They cheated by using the vans and trailer to help them get back up the hill. We regrouped just in time for a wild descent to the Stoney Creek dairy bar, famous in these parts for its delicious ice cream.

The final 20 km back into Burlington were a drag for all but, even on the faces of the kids who were most tired, the satisfaction of accomplishment showed through.

Harry Godau is advisor of the 1st Kilbride Venturers in Burlington, Ontario. A

Land Ho! at CJ'85

by Bob Milks

We've talked about Futureworld and the fantastic water activity plans for CJ'85. This month, the land-lubbers have a turn!

CJ'85 will offer eight land activity centres for Scouts and seven for Venturers, all of them designed for fun, challenge and opportunities to explore new skills and try new crafts. Many are activities Scouters can develop at home with the help of troop or company. The jamboree will include special sessions to show them how.

Scout Activity Centres

Mediaeval Daze

In days of yore at King Arthur's court, knights undertook a variety of quests. This centre gives Scouts an opportunity to brush up on their knightly skills.

Try out the longbow and learn the ancient art of archery. With the patrol, enter in the Jousts — contests involving steed and lance. Choose a partner, enter the tilting lanes and practise with a battle axe. It's a great contest — if you win! Construct a siege catapult and demonstrate your ability to bombard a fortification. Design a personal heraldic shield and create a mediaeval vest.

Because knights were no more enamoured with the idea of "all work and no play" than Scouts, there will be games like Pig's Bladder Fut Ball and Tug-O-Stream to lighten the load. And, if that isn't enough, try the Soggy Stocks. After surviving all this, you will be awarded a scroll and the title of Squire.

Operation Space

It takes a full day to retrace the first visit of E.T. to earth — back in 1908! As patrols follow the alien's route during that visit, they will encounter many of his experiences: blasting off into space; moon and space walks; a ride on the E.T. Orbiter; and the chance to do some Gour-moon cooking.

See if You Can

Here Scouts can test themselves physically and mentally and have a ball while doing it.

It takes teamwork and a real abi-

lity to communicate in order to pitch a tent blindfolded. Try the mental challenges posed by Mission Impossible, Minefield Maze and Crisis Challenge. Accept the team challenges of completing the obstacle course and the BMX.

Canadiana

Learn about Canada and its people. As a patrol, travel across the country. Build an igloo or help construct a Bow House. Try your hand at gold panning. Learn how to spin and to weave a fabric. Try carving and leathercraft.

And, for fun, play Inuit games. Some require strength and others require agility. How do you stack up?

Hobbies and Crafts

Here's a good chance to take a rest from the more strenuous activities. Make a personal pennant as a jamboree souvenir. Make a kite and fly it or build a "yacht" and sail it. Carve a block of wood, sand cast candles, try some wood burning, or make yourself a leather headband or a pair of sandals.

Pandemonium

Have a lot of fun in a series of competitive and cooperative activities.

How many people can you get into a phone booth? Ever played Conkers? You may have to check with your grandfather to find out how. If that doesn't suit you, how about a blind obstacle course, or mud games on stilts, or Octopus. Of course, there's also Brian's Bolo, Hunker Hawser, Tweezli Whop and Jacks on a Raft. Sound intriguing? Try them!

Environment

Scouts will be able to complete most of the requirements of the World Conservation badge as they observe the effects of flood and drought, study urban wildlife, follow a nature trail and investigate stoves that need little or no fuel.

Venturer Activity Centres

O'Nite Challenge

This mentally and physically challenging tour will provide Venturers the opportunity to meet experts in

the fields of cycling, hiking and sports shooting. They'll cycle 65 km, hike 18 km and spend the night at a campsite overlooking the Elora Gorge. Enroute, they can tour historical buildings and an agricultural research centre, try trap shooting, kayaking and photography and enjoy some great evening activities.

Sky-Hi!

Explore the world of flight. View the camp from a balloon. Try radio-controlled model aircraft. Take a look at the whole area of Ultralights. Construct and launch a rocket.

Canadiana

Explore parts of our past by trying some of the activities our ancestors were involved in as they opened up the country. Learn how to build a log cabin. Make a walking stick. Grind your own flour and bake biscuits from it. Make and eat ice cream. Play Inuit games or join a game of field lacrosse.

Urban Orienteering

Here's an opportunity for a company to use mass transportation systems and communications techniques to explore vocations and education opportunities in one of Canada's largest cities.

Environment/Nature

A number of key resources will be available to help Venturers take part in conservation and environmental programs. The Ministry of Natural Resources, Environment Canada, the Conservation Authority, the Ministry of the Environment, SESCA and Micro Hydro will help them learn how weather is forecast; why there are conservation areas; how we are dealing with acid rain and waste materials; how to harness solar, wind and water power; and what is happening to our natural resources. There will also be opportunities to look at possible careers in these areas.

Hobbies and Crafts

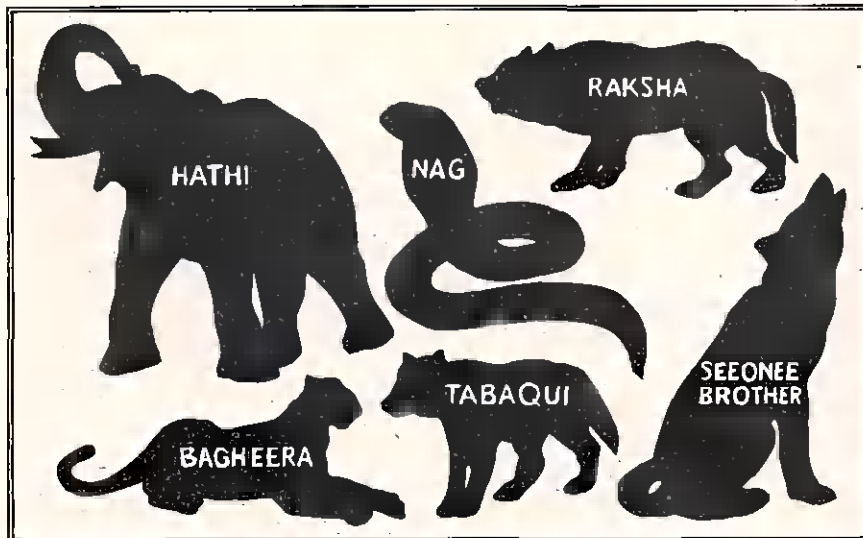
Try a hand at welding, silk screening, metal stamping, hat making and engine tuning — skills useful for now and the future.

Wonderland

For an additional fee, both Scouts and Venturers will have the opportunity to spend a day visiting Canada's Wonderland.

Keep your eye open for more information about CJ'85 activities in future issues of the **Leader**. You won't want to miss out on the tremendous opportunities offered by the VI Canadian Jamboree. Start planning for it now. X

Chil's Game



May's *Swap Shop* offers craft ideas, a game and a puzzle you can pack in your grab-bag of "things to do on rainy days in camp".

John De Blauw, assistant Cubmaster of the 1st Acton, invented a card and board game that has become very popular with Cubs in his area of Ontario.

Designed for sixes (up to six players can play), it can also be played in a six-team relay.

You need six "boards", which can be simply large pieces of paper, and a set of 53 cards.

As the illustration shows, each board contains the outline of six of the 13 characters which make up the game. A different combination of characters appears on each board. The illustrated board includes Hathi, Bagheera, Nag, Tabaqui, Raksha and Seonee Brother. The other combinations are: Akela, Shere Khan, Seonee Brother, Kaa, Baloo and Chil; Tabaqui, Mowgli, Akela, Baloo, Shere Khan and Raksha; Chil, Kaa, Bander-log, Seonee Brother, Bagheera, Hathi; Hathi, Nag, Bander-log, Tabaqui, Raksha, Baloo; Mowgli, Nag, Kaa, Chil, Baloo, and Bagheera.

To make the cards, write the name of the characters on 2"x3" card — four cards for each character. Write Lord Baden-Powell on one card. It is the wild card.

Each player has his own board,

and each six a deck of cards. In turn, players draw a card. If the card corresponds to a character on his board, he covers the character with that card. If not, he places the card in a discard pile which, after the original deck is depleted, is reshuffled and gone through again. The Lord Baden-Powell card can be placed on any character. The first player to cover all the characters on his board is the winner.

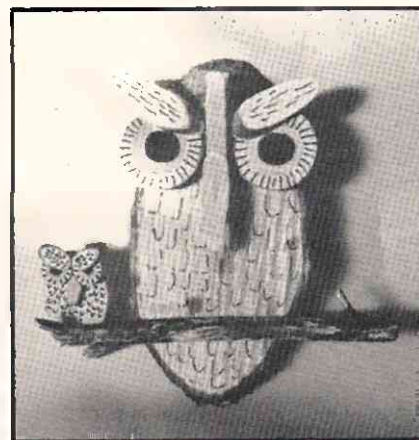
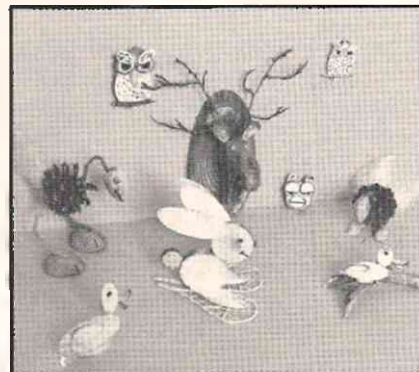
If you play in relay form, each team has a board. One boy from each team, in turn, draws a card.

More Wacky Animals

In *Swap Shop*, February 1983, we featured wooden rabbits made from branch slices by 1st Rivers Cubs. Scouter W.K. Wolstenholme of the 1st Rivers Pack, Manitoba, recently wrote to say, "our collection of wacky animals has grown".

He sent along photos of "snowshoe" rabbits, "wood" ducks, magnetic memo holder, owls and a clothespin-beaked owl which also holds memos, Garfield, pine cone birds made with pipe-cleaner legs and nut-shell head and feet, and "our world-famous cross-eyed moose trophy, which is suitable for many special Cub events".

The moose head is carved from soft wood, while the other craft items are made primarily from branch slices or wooden dowelling, and decorated with marker pens.



More Puzzling Phrases

Last year at this time, we introduced "puzzling phrases" to you. Robert Millar of Victoria, B.C., took up our challenge and sent us a few of his own, as did Daphne Strowbridge of Riverport, N.S. Try some of these.

gnikool years	school staying	WALK	WALK
u s	Vacation ccc	eb dark	
S U N	AFFAIR	1235.	

As for those who found some of our original phrases "impossible", here are the trickiest ones to match to your May '83 puzzle: paradise; double or nothing; no end in sight; paradox; calculated risk; Ohio; a bad spell of weather; paraffin; t'anks for everything!; a long letter from home; arch-enemies. X



Fun at the Pond



by Kay Warren

Many colonies and groups plan to get together for day-long outdoor activities in the spring and summer. At these events, a parachute is the piece of equipment that causes the greatest excitement. You may have already had some experience with parachute games. For those who haven't, this month's *Fun at the Pond* gives suggestions and tips about acquiring equipment and starting games.

Finding a Parachute

Because parachutes are hardly likely to be a common part of Beaver colony equipment, finding one may be your first problem. It isn't an impossible one.

The obvious starting point is your telephone directory's Yellow Pages. Look under *Parachutes* or *Sky-diving*. Sky-diving clubs may have used parachutes available. As long as you have a leader who can sew and is willing to give it a try, a ripped chute isn't a problem. Repair the tear with a French seam.

A local Canadian Forces Base or surplus outlet is another logical source of used parachutes. If your group is associated with a Canadian Forces Base, your search may be over.

The chute which best suits your needs is light and manageable. Avoid parachutes with wide webs like those of a spider. Special gymnasium parachutes are available from sports equipment outlets. Check with your local school. Someone there will likely be able to recommend a source of these chutes. You may even find you can borrow gym parachutes from the school for special occasions.

If you can't find a place to buy or borrow a parachute, try making one from nylon. Basically, a parachute is a piece of circular material, at least 4 metres in diameter, cut and stitched together in the shape of a pie with a hole in the middle. Sew a rope around the

circumference for a better grip. This is a good idea for any parachute. If you can, borrow a chute to use as a pattern.

Getting Ready to Play

Parachute play is a good way to encourage Beavers to cooperate as a group. It takes some practice to control and manoeuvre this large piece of material. You may prefer to practise with it a few times indoors before going outside where wind might be a factor.

To start, lay the chute flat on the ground or floor. Beavers sit around the outside, holding the edge with both hands. At a signal, they all stand up and raise hands above heads. The chute gradually fills with air and "lofts" up.

To deflate the chute, the boys sit down and bring the edges to the ground. The air gradually escapes from the centre hole until the chute lies flat again.

After the colony has mastered chute control, start some simple games. Here are a few suggestions.

Under Cover

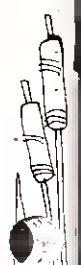
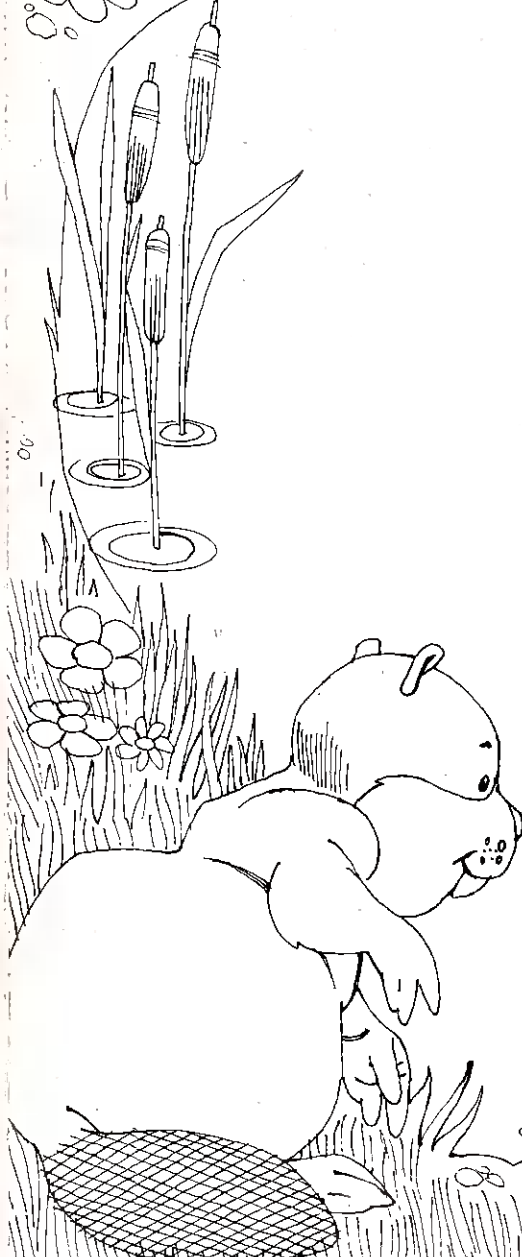
Boys hold onto the edges and inflate the chute. Still holding on, they walk under the chute to the centre and then back to their original positions. Or, have them meet in the centre and then all let go so that the parachute gently floats down to cover everyone.

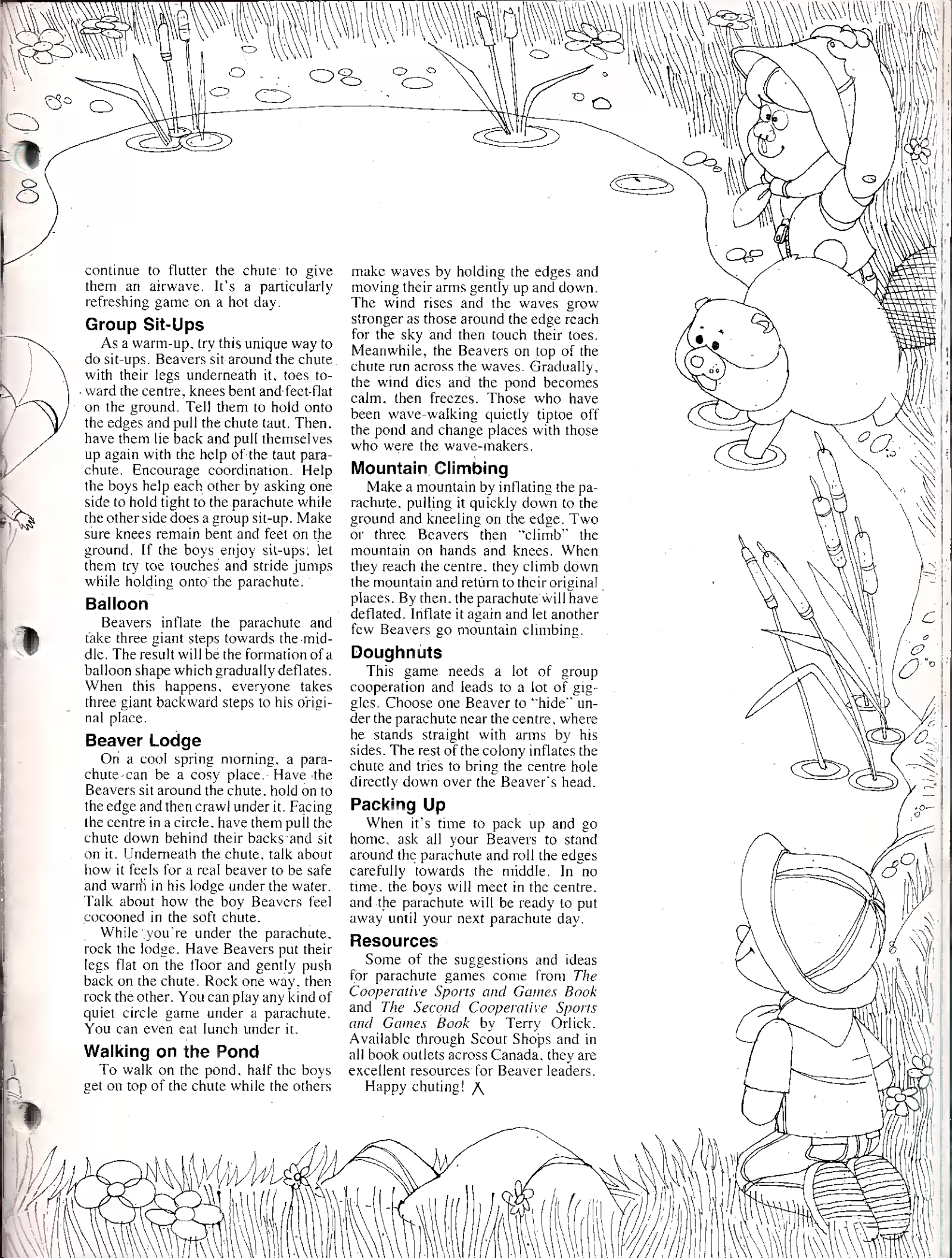
Under the Waves

For this game, place leaders evenly among the Beavers. Raise the chute to waist height and use a gentle fluttering motion to start waves. When it's in motion, lodges take turns to walk, hop or skip under the floating chute to the other side and back again.

Airwaves

Arrange lodges scattered around the chute. Hold it at waist level and start it fluttering. When a leader calls out the name of one of the lodges, those Beavers lie on the ground in a star shape, face up under the chute. The others





continue to flutter the chute to give them an airwave. It's a particularly refreshing game on a hot day.

Group Sit-Ups

As a warm-up, try this unique way to do sit-ups. Beavers sit around the chute with their legs underneath it, toes toward the centre, knees bent and feet flat on the ground. Tell them to hold onto the edges and pull the chute taut. Then, have them lie back and pull themselves up again with the help of the taut parachute. Encourage coordination. Help the boys help each other by asking one side to hold tight to the parachute while the other side does a group sit-up. Make sure knees remain bent and feet on the ground. If the boys enjoy sit-ups, let them try toe touches and stride jumps while holding onto the parachute.

Balloon

Beavers inflate the parachute and take three giant steps towards the middle. The result will be the formation of a balloon shape which gradually deflates. When this happens, everyone takes three giant backward steps to his original place.

Beaver Lodge

On a cool spring morning, a parachute can be a cosy place. Have the Beavers sit around the chute, hold on to the edge and then crawl under it. Facing the centre in a circle, have them pull the chute down behind their backs and sit on it. Underneath the chute, talk about how it feels for a real beaver to be safe and warm in his lodge under the water. Talk about how the boy Beavers feel cocooned in the soft chute.

While you're under the parachute, rock the lodge. Have Beavers put their legs flat on the floor and gently push back on the chute. Rock one way, then rock the other. You can play any kind of quiet circle game under a parachute. You can even eat lunch under it.

Walking on the Pond

To walk on the pond, half the boys get on top of the chute while the others

make waves by holding the edges and moving their arms gently up and down. The wind rises and the waves grow stronger as those around the edge reach for the sky and then touch their toes. Meanwhile, the Beavers on top of the chute run across the waves. Gradually, the wind dies and the pond becomes calm, then freezes. Those who have been wave-walking quietly tiptoe off the pond and change places with those who were the wave-makers.

Mountain Climbing

Make a mountain by inflating the parachute, pulling it quickly down to the ground and kneeling on the edge. Two or three Beavers then "climb" the mountain on hands and knees. When they reach the centre, they climb down the mountain and return to their original places. By then, the parachute will have deflated. Inflate it again and let another few Beavers go mountain climbing.

Doughnuts

This game needs a lot of group cooperation and leads to a lot of giggles. Choose one Beaver to "hide" under the parachute near the centre, where he stands straight with arms by his sides. The rest of the colony inflates the chute and tries to bring the centre hole directly down over the Beaver's head.

Packing Up

When it's time to pack up and go home, ask all your Beavers to stand around the parachute and roll the edges carefully towards the middle. In no time, the boys will meet in the centre, and the parachute will be ready to put away until your next parachute day.

Resources

Some of the suggestions and ideas for parachute games come from *The Cooperative Sports and Games Book* and *The Second Cooperative Sports and Games Book* by Terry Orlick. Available through Scout Shops and in all book outlets across Canada, they are excellent resources for Beaver leaders.

Happy chuting! X

Spring Barbecue

by Gerry Giuliani

What's better than a barbecue to celebrate warmer days? Plan this outdoor activity for an evening near the end of May, when the days are longer and the air has lost its nip.

An activity like this gives your Cubs a chance to cook outdoors — a skill they will develop and practise as they progress through a variety of outdoor camping experiences in Scouts. Your more skilled Cubs can help the less practised ones.

Mind you, an evening barbecue is a far cry from cooking on a one burner stove in the middle of the wilderness on the seventh day of an eight day outing, but it's an introduction to the kind of experience a boy will later have as a Scout, Venturer or adult. Success now will encourage Cubs to try new and greater challenges in the future.

Have the Cubs assemble, cook and clean up their own meal. The activity meets many of the requirements for Green Star #10.

Equipment

- Barbecue and tools for each six
- Charcoal and starter
- Garbage bins
- Paper plates and plastic cutlery
- Paper cups
- Containers for ingredients and drinks
- Wash-up ingredients for tables, utensils and hands, if facilities aren't available
- Paper towels
- Sandwich bags
- Aluminum foil (60 to 120 cm per person)

Menu and Recipes

Main course:
shishkabobs or foil dinner.

Dessert:
baked apple or chocolate banana.

Beverage:
drink made from flavour crystals.

It's best to have ingredients prepared beforehand and refrigerated until use. You can have your Cubs prepare everything under supervision on the site, but it will take much longer and perhaps will be too much for an evening program.

Recruit parents to get one of the



ingredients ready for each six or perhaps, with adult help, have Cubs prepare the ingredients at home and bring them to the meeting. Be sure each item is in its own container.

You may want to plan for one recipe only, or you may decide to give an option. Ask your Cubs what they prefer for a menu and involve them in the planning.

Shishkabobs: (for each person)

- 3 — 1½" cubes beef
- 3 — medium mushrooms, cleaned
- 3 — 1½" chunks green peppers
- 3 — cherry tomatoes
- 3 — small onions, halved
- 1 — skewer
- 1 — sandwich bag

Alternate ingredients on the skewer. Place in bag for protection. When ready, place kabob on the grill. Grill 10 minutes, turning every minute.

Foil Dinner: (for each person)

- 2 — strips bacon
- 1 — 115 g (¼ lb.) hamburger patty
- 3 — slices potato .5 cm (¼ in.) thick
- 4/5 — slices carrot
- 1 — slice cheese
- 1 — teaspoon water
- 1 — sheet aluminum foil, 30 cm x 45 cm

sprinkle chopped onion (optional)
Place on the foil in sequence: bacon, potato, hamburger, cheese, carrots, water, onion. Seal foil and place on coals. Cook 15 minutes on one side. Flip and cook another 10 minutes.

Baked Apple: (for each person)

- 1 — large cored apple
- 2 — tablespoons brown sugar
- ¼ — teaspoon cinnamon
- 1 piece aluminum foil 30x30 cm

Mix sugar and cinnamon and pack each apple with mix. Wrap tightly in foil. Place on coals for about 10 minutes.

Chocolate Banana: (for one person)

- 1 — ripe banana
- 1 — teaspoon chocolate chips
- 1 piece foil 30x30 cm.

Peel one side of banana and cut out a 1 cm trench along the length. Insert chocolate chips and replace cut-out banana. Replace peel, wrap tightly in foil. Place on coals for 10 minutes.

Beverage: prepare as per package directions.

Procedure

Keep Akela free to circulate and coordinate. Place one leader or another adult at each six table and one parent or leader at each barbecue. Have leaders arrive early to ensure that space, tables and any necessary outside shelters are available and in place.

Be prepared against insects by ensuring all containers have covers. If the weather isn't suitable, keep the barbecues outside but have the Cubs prepare and eat their meal indoors.

Open the meeting as usual. Before closing ceremonies, hold a good game in which everyone participates.

Here's a step-by-step procedure you can follow.

At a table for each six:

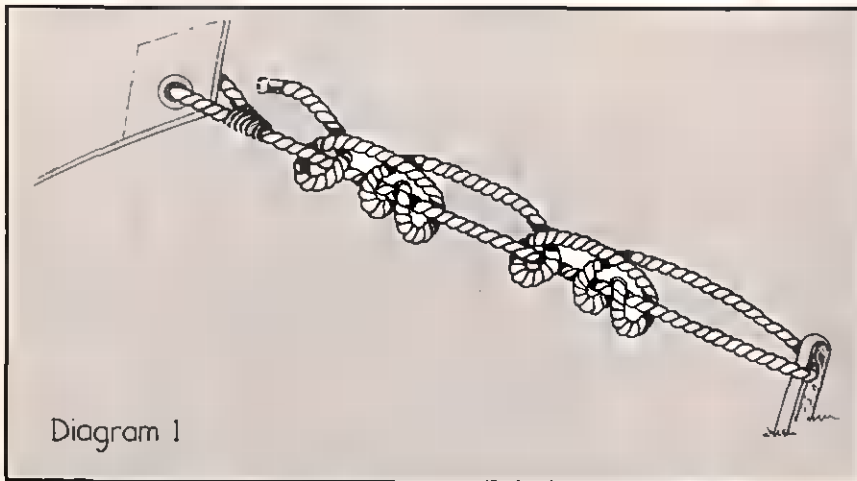
- Boys and leaders wash hands.
- Leader and sixer lay out the fixings for the main course (each in their own container).
- As leader supervises, Cubs prepare main course as per recipe.
- Place main course on barbecue.

As main course cooks:

- Cubs clear table and place fixings for dessert.
- Cubs prepare dessert.
- Cubs retrieve main course from barbecue and place dessert for cooking.
- Clear table.
- Eat, and don't forget — dessert is still on the coals! A

Double Magnus Hitch

by Phil Newsome



Over the past two years, Patrol Corner has featured articles describing knots which are effective in synthetic ropes to reinforce the material on knots available in the *Canadian Scout Handbook*.

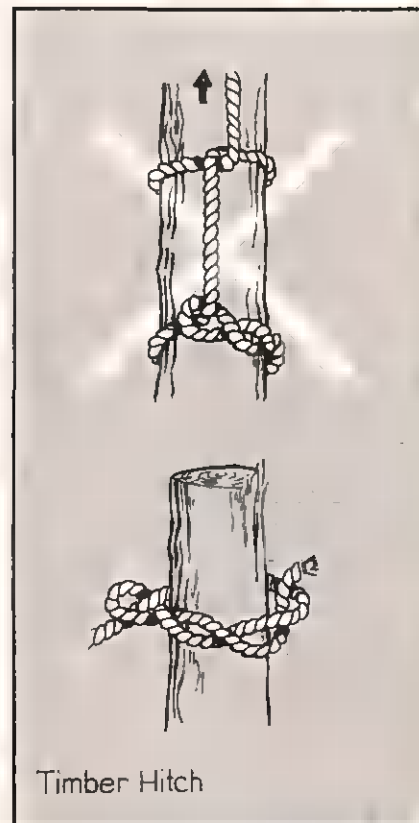
This month I would like to share another "new knot for new rope", tested and found effective by the knotting task group chaired by Carrol Perrin.

The Double Magnus Hitch (*Diagram 1*) is an excellent substitute for our present guyline hitch, which seems to slip quite badly when tied in synthetic rope — especially when it's holding a tent to a tent peg in windy weather.

Timber Hitch Problem

Another knotting problem has come to the attention of the knotting task group. There is a small error in the illustration and tying description for the Timber Hitch, page 170 of the *Canadian Scout Handbook*.

The group's studies show that tying a half hitch or series of half hitches in combination with the timber hitch weakens the knot considerably. In synthetic rope, a half hitch is extremely weak. If put under tension, as the timber hitch would be when pulling logs, the rope will part at the point of the half hitch.



The task group suggests that the timber hitch be tied close to the end of a log, thereby removing the requirement for the half hitch to help provide direction. X

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Service Plus

by Phil Newsome

Is your company looking for a new outdoor activity? Have you run out of community service projects? Perhaps you haven't yet found one that interests the company. Are the members of your company into competitive events? Do they need a challenge to arouse their competitive spirit?

I can think of one activity that can give you a little bit of everything, and promote Venturing at the same time.

Most communities have a children's playground, sometimes surrounded by a fence and usually equipped with the swings and jungle-gyms which are so popular with the younger set during the summer. Set your sights on the local playground and consider cleaning it up for spring as a community service project. Add a little challenge to the project by developing a competition around it.

Issue each Venturer a couple of garbage bags. The town may even supply them, if you fill them in on your plans. You might consider making a few large posters to display in prominent places so that the community will know what's happening when they see all those teenagers running around the park.

After everyone has assembled in the project area, the race begins. The object is to collect the most garbage from a given area in a pre-set time.

Award prizes for the most garbage by weight; the largest single piece of garbage; and any other category that comes to mind as the project proceeds.

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Take pictures while the project is in progress. They may be of value when it is written up in the local paper.

Amory Adventure Award

At this time of year, many companies are planning their summer activities. Remember that the closing date for entering the 1984 Amory Adventure Award competition is December 31, 1984. Logs must be postmarked *not later than* one month after the close of the competition (i.e. January 31, 1985).

Once again, we remind you of the competition rules.

1. Adults (persons 18 years and over) may not take part in the planning, preparation or execution of the project, but may be consulted. They may accompany the team during its activity only:

- when the law demands it (e.g. to drive a vehicle, enter restricted areas, etc.);
- as an instructor or supervisor if learning a skill is required for the activity;
- when safety demands it.

In such cases, these persons must limit their participation to their specific function.

2. Duration: The adventure activity must last a minimum of 72 hours, of which at least 60 hours must be consecutive.

3. Logs: Each company will submit an illustrated log, prepared by the participants unaided by adults. The log will:

- state the company number and/or name, the advisor's name and address, and the name, age and address of each Venturer;
- state the purpose of the activity;
- indicate how and why the activity was chosen;
- record details of planning and preparation;
- provide a day-by-day account of the activity.

The daily account should:

- give an account of the route;
- report the type of country, terrain, bush, waterways, hike trails, flowers, bird and animal life;
- describe features of historical interest, monuments, battlefields, ruins, historical routes;
- describe human life, industrial and agricultural development, local crafts;
- be illustrated with photographs, sketch maps, sketches, leaf specimens.

While the rules of the competition require that the log of the adventure activity be the unaided work of the team, it is suggested that teams seek advice and gain prior experience in log keeping.

4. Judging: The judges are appointed annually by the Deputy Chief Scout, and their decision is final. The judges base their evaluation of the activity on the logs submitted. They assess the activities for:

- initiative in the choice of activity; in preparation for the activity; during the activity;
- effort during preparation and execution of the activity;
- achievement of purpose;
- quality of the log.

5. Return of Logs: Under normal circumstances, the logs entered into this competition will be returned. However, Boy Scouts of Canada reserves the right to retain them once they are submitted in competition. X

a word to chairmen

Go Get 'Em Now

by Pat Horan

Dear Murray,

In the Nov/Dec 1983 *Outlook* published by the B.C./Yukon Council and again in the Feb. '84 *Scoutlook* of the Southern Alberta Region, I read an article about leader recruitment I'd like to share with you.

"Why an article on leader recruitment in the middle of the year?" you ask. What better time is there to get new people involved than when your programs are going full blast and you can offer them an opportunity to join your team?

"But, that's not my job," you say. Recruitment is everybody's job. The best recruiters we have are active enthusiastic people at the group level who are enjoying their work with boys and other leaders. Did you know that only 2% of our leaders are recruited by district personnel?

People are happy to join a team that's going well. Don't wait until your group is in trouble to hunt for leaders. Do it now, when it will be fun for them to join you.

"Who should I approach?" you ask. According to a 1975 national survey, most of our leaders are married, between 29 and 43 years of age, and come from all walks of life. Twenty-nine per cent volunteered, another 13% were volunteered by their sons, 19% were asked by another Scouter and 11% were asked by group committee personnel. The others were recruited by various other means.

Don't be afraid to ask someone who is active in another organization. Over two-thirds of our leaders are active in more than one voluntary organization. Look around you at work, at church, on your hockey or bowling team, or at your lodge meeting. Tell people you're involved with Scouting and it's fun. Invite them to a meeting or along on an outing to see what you're doing.

If you want some more ideas on recruiting, we have a great pamphlet on the topic. Called *Seven Keys to Recruiting Volunteers*, it's available from a service team member or your regional office.

One other item. While we are talking about getting new leaders, let's not forget those we have. A well-deserved "thank you" can't be given too often to all of our dedicated volunteers.

As you know from experience, Murray, the pamphlet mentioned is one of our most popular tools in recruitment. It outlines seven keys, provides suggestions on how to implement each, and comes up with a tried and true approach to obtaining volunteers. The seven keys are to recruit the volunteers you need; retain the volunteers you have; reclaim the volunteers who leave; refer the volunteers who move; recognize the volunteers you have; refuse or reject those who are not suitable; and rotate the volunteers who need more challenging work.

Murray, will you review these ideas with your people at the group and district levels?

Sincerely

Pat x



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Space Probe Capricorn



by Joan Kearley

How do you study the stars when Cub meetings always finish before dark? Out of this problem, which came up at a regular planning session, was born a theme summer camp, *Space Probe Capricorn*. The sign of the Goat seemed appropriate for a pack of boys who were rough and ready, and would eat anything!

These camps require a fair amount of advance planning, a good deal of research, and time to gather materials and make props. But the Cubs love them, and the work isn't wasted. You can usually store the props for use on other occasions or at a future camp with a new group of Cubs.

Preparation

Because we couldn't change the appearance of our camp, we decided to make *Capricorn* a total-environment space probe. We would cover the camp, including forest and lake, with an imaginary "perspex dome" and take it along into space with us. The Lodge, conspicuously labelled, would become the Command Module.

Group Committee members, mothers and staff combined forces to collect liquid detergent bottles for space guns which fire lake-water ammunition; gallon bleach jugs to make space helmets; and enough partly-filled spools of thread to weave webs on the *Asteroid of the Giant Spiders*.

Cub staff members produced tiny Indian artifacts for the *Asteroid of the Pygmy Indians*. The Scouts improvised with brush and branches on

the spot to prepare the *Asteroid of the Fighting Trees*.

We asked mothers to include a plain white inexpensive T-shirt with their sons' gear.

Cartons collected from the grocer were transformed into a control console and a "closed circuit TV" for the Command Module. A giant detergent carton became the control console. To give it a sloped front, we cut wedges from the side panels and gently bent back the box front. We covered the whole box with wood-grain contact paper and cut neat round holes in parallel lines across the front. Into each opening, we inserted a clear coloured plastic bingo marker to make an impressive array of coloured lights, each equipped with a small cardboard shutter attached by a split-brass paper fastener. The console "operator" then could show or hide a light simply by turning the pin on the fastener. The light source was a battery-operated lantern with fluorescent bulb placed inside the box.

The TV was made from an egg box (15 dozen size), also covered in woodgrain contact paper. We cut a window in front and taped behind it a slightly larger sheet of card, leaving an opening at top into which we could drop our space scenes: constellations, a comet, the Milky Way, the solar system, star charts, solar and lunar eclipses, and whatever else seemed relevant to the subject. These scenes were painted onto black bristol board with tempera.

We stockpiled large juice cans and card so that the boys could make their own "telescopes" and pinhole constellation cards. These, powered by their flashlights, they would take outside to compare with what they saw in the night sky.

A local builder supplied sheets of plastic and odd pieces of lath from which we built the "Air Lock", a flat-roofed, straight-sided plastic box with plastic drop curtains on two sides. It was very light, so that we could move it around as needed, from gate to lakeshore to the centre of a pathway.

To simulate the sound of rockets, we engaged the cooperation of a trucker and taped his diesel engine. We set a portable tape deck as near the engine as possible, and turned up the volume knob as our trucker friend revved up to a roar, then cut the engine suddenly to give the effect of crossing the sound barrier. We used the tape both for exit and re-entry.

Our probe "doctor" borrowed a stethoscope from the camp doctor, and a druggist donated pill tubes which we filled with Smarties carefully sorted into colours representing medications of different types. We were set, and now we prepared the Cubs.

During the final meeting before camp, we told the boys we planned to take them on an imaginary flight into space, and outlined what they could expect. As they came through the gate, they would become astronauts

walking to the air lock of a space ship. In the air lock, they would receive a "medical checkup" and take medication to help them adjust to artificial gravity, air pressure changes, and the "G" force of the launch. After these preliminaries, they would board the command module with their sleeping bags, which would become the "anti-G mats" they would lie on for the take-off.

Setting the Stage

Staff arrived in camp the evening before the Cubs. Our Service Scouts set off in the boats, which soon would become "space shuttles", to prepare the various asteroids the boys would explore.

On the *Asteroid of the Pygmy Indians* they arranged tiny Indian camps complete with campfires made from burned matches. The wigwams were furnished with small blankets, strings of wampum, breech cloths, bows and arrows, and other miniature replicas of artifacts.

On the *Asteroid of the Giant Spiders*, they wove spider webs as high in the trees as possible so that the Cubs could not handle the webs and identify them as thread.

They called an area devastated by fire the *Asteroid of Desolation*, and arranged that the Cubs themselves would invent a story to explain its sad condition.

A very productive blueberry barren became the *Asteroid of Fruitfulness*. Cubs would have the opportunity to name the strange fruit they found here and bring back enough for pies or cake.

The final area became the *Asteroid of the Fighting Trees*. Here the Scouts planned to camouflage themselves with brush and wage a space-gun battle with the Cubs. The Cubs would not have to take a space shuttle to reach this dangerous asteroid. Instead, we would move the air lock onto the path and send them on a space walk to it.

The stage was set.

The Camp

When the astronauts arrived bright and early in the morning, they were met by their Module Commanders (hut Scouts) who took their packs into the Modules (huts), each named for a sign of the zodiac. Crews lined up and moved through the air lock where they received a checkup and their medication before entering the Command Module and lying on their anti-G mats in preparation for take-off.

We sealed the airlock (closed the lodge door) and started countdown from "Launch Minus Five" while the probe commander checked that all crewmen were lying flat. At "Launch Minus One and Counting", all crew members counted down to zero. Then, the console lights flashed, the rockets fired and the module was filled with sound which suddenly stopped as we achieved height and speed.

Commanders reported their checks: "Artificial gravity"; "Artificial atmosphere"; "All air locks sealed"; and finally, "All systems go!" At this, crews rose and left the Command Module.

Out in the Probe, they went to their own modules to change from earth clothes before reporting back to Command Module to make space helmets and prepare their T-shirts with insignia and names. Using wax crayon, they applied name and the zodiac sign of their module to the plain T-shirts we'd asked them to bring. At the Probe Galley, they placed wax paper over the designs and, in the absence of a hot iron, applied the bottom of an aluminum pot of boiling water to the paper to "fix" them.

Then it was time for a swim to clean earth-dirt from their bodies. Cleanliness in a closed community like a space ship is so important to health.

After lunch and chores, everyone returned to Command Module for a half hour briefing. The commander told the crew about the journey to come and, with the help of the TV, showed them where in the solar system we were headed, what we planned to do and what we hoped to learn.

The briefing was followed by a period of hard exercise to keep us in trim while we were in space. The Cubs covered some of the requirements for the fitness badge each day at this time. Then it was back into the water where the safety officer tested some crew members' swimming skills. It was possible to cover a few of the Swimmer badge tests every day.

As dusk set in, the Cubs made juice can telescopes and constellation recognition cards. Copying stellar groups shown on the TV, they pinpricked them into black bristol board. Then, with their flashlights inside the tins to illuminate the cards, they searched the night sky for the constellations they'd drawn.

A long day one ended with camp-fire and mug-up.

Each succeeding morning, after completing routine chores, the crew donned helmets, space guns and module T-shirts and high-tailed it to the air lock set up beside the lake. From there they embarked for adventure in the space shuttles. Each module pilot took along his log book to record what they saw and did, and crewmen kept him busy by supplying information and specimens for return to the Probe.

They re-entered the Probe in time for a swim before lunch each day. On one occasion, they'd just reached their modules when the alarm whistles warned of the approach of a cosmic storm. One crewman arrived at his storm station in his underwear, shoes and clothes tucked under his arm!

After the storm had passed, we received reports that the galley had been put out of action. Crews had to turn to and build fires to cook lunch but, once the food was on the fire, everyone had time for a quick dip.

All the afternoon activities were held inside the Probe. Each started with a half hour briefing during which the Commander reported on the flight's progress and the module pilots reported what they'd found on the asteroid they'd visited during the morning. This was followed by the athletics session and a swim.

After supper, crewmen went to work to design and built a musical instrument from whatever came to hand so that, just before re-entry on the last afternoon, we could have a band concert.

During the course of this camp, Cubs had an opportunity to earn their Fitness, Observer and Swimmer badges. Many also completed the Artist badge, and we covered requirements for three stars: Red Star 2; Tawny Star 1, 8 and 9; and Green Star 4, 7, 9, 10 and 11.

When we had, at last, completed our journey and were about to take to our anti-G mats in the Command Module, the crew agreed it had been a very exciting trip. Re-entry procedure commenced and, to the roar of the retro-rockets, we touched down again on the pad from which we had been launched.

Truly, a successful mission.

Joan Kearley is a Scouter with the 3rd Thorburn Cubs in Pictou County, Nova Scotia. We welcome her imaginative program ideas back to our pages after an absence of a few years, and hope she'll send us more in the future. X

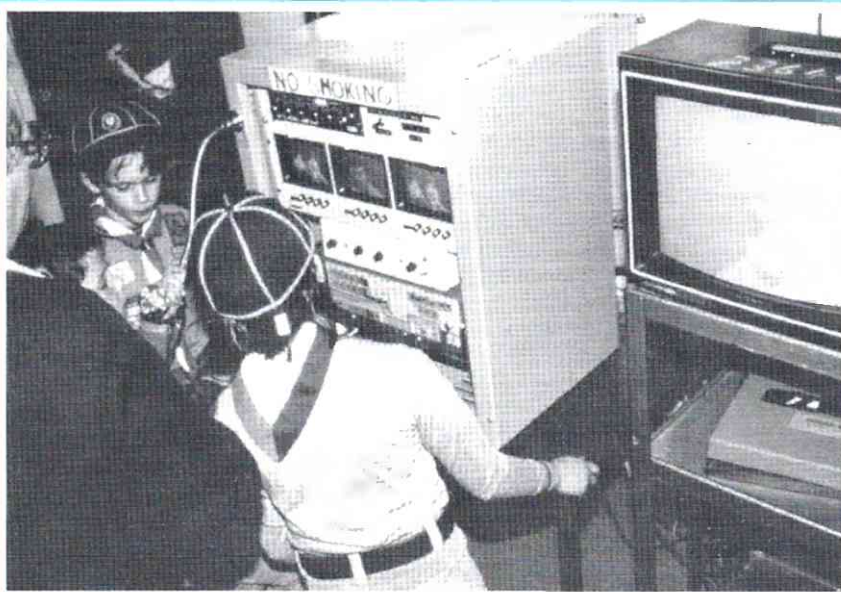
cross-country photo news



EXUBERANT CUBS OF the 4th Georgetown "A" pack, Ontario, tackle a 5 km hike on the Bruce Trail with gusto. You only have to look at the faces in this photo by Scouter Doug Robertson to see the value of putting the "out" in Scouting.



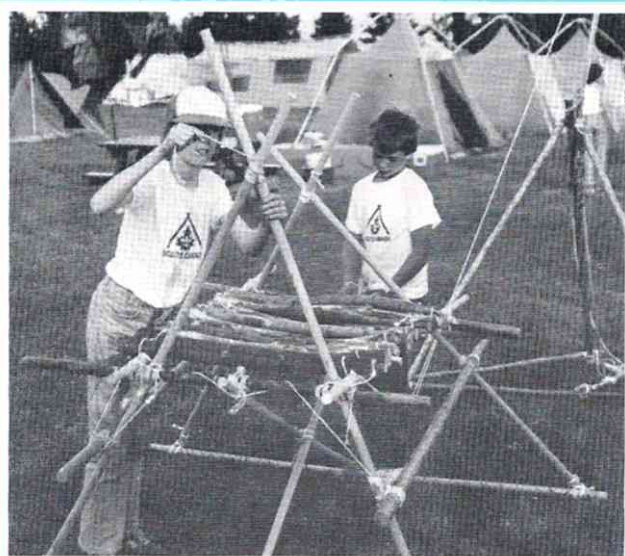
TO THE DELIGHT of Scouts and Guides, representatives of city council and supporters of Scouting, MC John Paquet officially proclaims Scout/Guide Week for the city of Calgary.



REGIONAL COMMISSIONER LEIGH Cotterill accepts his medal as a Fellow of the Calgary Scout Foundation from National President Roy Brookes, as Werner Braun, Honours & Awards chairman, looks on. Nearly 350 people attended the Calgary Region Honours & Awards Ceremony, Feb. 19.



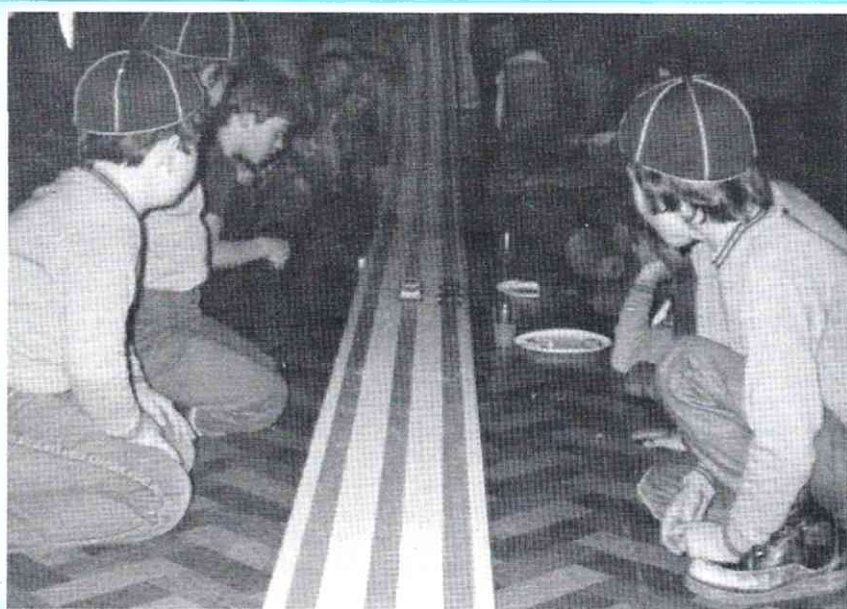
PERHAPS SOME OF the Knox Crescent-Kensington Cubs of Montreal will become TV technicians one day. Thanks to Paul Labelle, chairman of the communications department at Dawson College and father of one of the Cubs, the boys had an opportunity to visit the college studio to operate cameras and control room, and to perform skits on closed circuit TV. The photos by Scouter Garry Bowden show the control room where Mr. Labelle watches Cubs Guideon Crawley, Kevin O'Connell and Peter Labelle as they use equipment for monitoring, fading, switching cameras and giving instructions to the acting floor manager. Cub Ryan Husbands is the face on the monitor.



SCOUTS OF SCARBOROUGH, Ontario, practise a little Scoutcraft while camping last July. Hope the leaders brought along enough rope! Thanks to Bob Ross, who shared this photo. Are you taking your troop camping this summer?

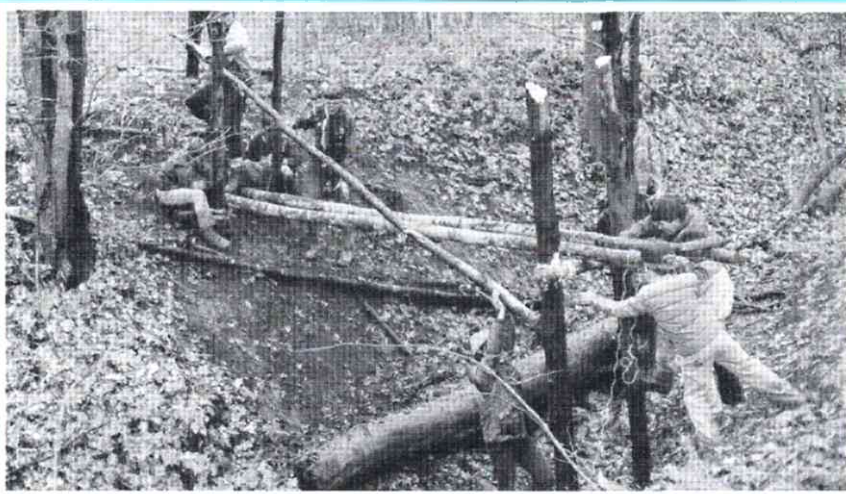


INSIDE AND OUT, it's a great year for the 1st Flesherton Beavers of Kimberley, Ont. Above, bundled against the January cold, they ride on a horse-drawn sleigh through the sugar bush on a neighbourhood farm. Instead of sweets, they met a screech owl at the sugar shack, says Scouter Judy Galloway. Below, Rusty Liz Laird helps Beaver Christopher Strutt listen to his own heart-beat at a meeting focussed on "learning about ourselves".



SCOUTS AND LEADERS of the 1st Glen Williams troop, Ont., construct a lashed footbridge over a gully on the Credit Valley Footpath, part of the Bruce Trail the troop "adopted" and helps maintain. Photo shared by Scouter Doug Robertson.

ANYTIME IS KUB Kar time. The 1st Beausejour Cubs, Manitoba, built Kars for the first time this year and, wanting to test their expertise, invited the 1st St. Andrews Cubs, the Oakland Cubs, the 1st Thalberg Cubs and the 1st Thalberg and 1st Beausejour Beavers to a fun race last January. All the racing and cheering led to big appetites, reports Scouter Normand Belanger, but moms and dads served lots of goodies to satisfy them. Racing wasn't the only source of excitement, though. Five 1st Beausejour Beavers, supported by proud parents, swam up to become new chums in the Cub pack. A special campfire closed the fun-filled family evening.





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supply news

CJ'85 Decal

by Jim Mackie

The first of the promised VI Canadian Jamboree souvenir items is now available from your local Scout Shop and some dealers. It's a colourful 3½" decal of the official CJ'85 logo suitable for jamboree displays, windows or sticking on briefcases and school bags. Catalogue #26-430, 40¢ each.

Pennants

We've added three new shield-shaped pennants to our catalogue line. Approximately 5½" wide by 7½" deep, they are made of satin twill material with silk-screened design and lettering, and a cord for hanging. All three retail for \$1.95 each.

The first pennant is light blue with white border, brown lettering saying "A Beaver Lives Here" and "Beavers Canada", and the traditional beaver silhouette. The second pennant, especially for Cubs, has a yellow background with white border, green lettering saying "A Cub Lives Here" and "Wolf Cubs Canada", and the traditional wolf head silhouette. The third pennant, produced for sale at Kub Kar rallies, has a white background with green border, green lettering saying "Kub Kar Rally", the wolf head silhouette and an illustration of a yellow Kub Kar.

These three pennants will make ideal gifts or presentation items. And, a note to collectors: watch for additions to this line.

Bicycle Flag

It's spring again, and bicycles appear in great numbers on our streets and sidewalks. The Bike-Up Flash Flag is a necessity in this day of heavy traffic. When dropped from its storage position, the 16" plastic Bike-Up arm displays a triangular red fluorescent flag that will immediately draw the attention of car drivers to bicycle and rider. Many police departments and safety associations have approved this valuable bicycle accessory. Make sure all members of your family have one. Catalogue #71-404, \$6.95.

Coming Soon!

Here's news for leaders who plan a sports field day in their section or group — an exciting new four-colour presentation crest for all participants. The new Sports Day crest shows the winning runner breaking the tape at the finish line. Available now, catalogue #03-328, 75¢ each.

Calendar '85

Promotion material for the Scouts Canada '85 calendar should now be appearing in your local council bulletin. When you read it, you'll find you are being offered an easy way to raise much needed funds for your group operation. The easy-to-sell calendar is an attractive and useful household item that tells Scouting's story and, in a very positive way, keeps the movement in the public eye 365 days a year. Call your Scout office for further information.

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DAY



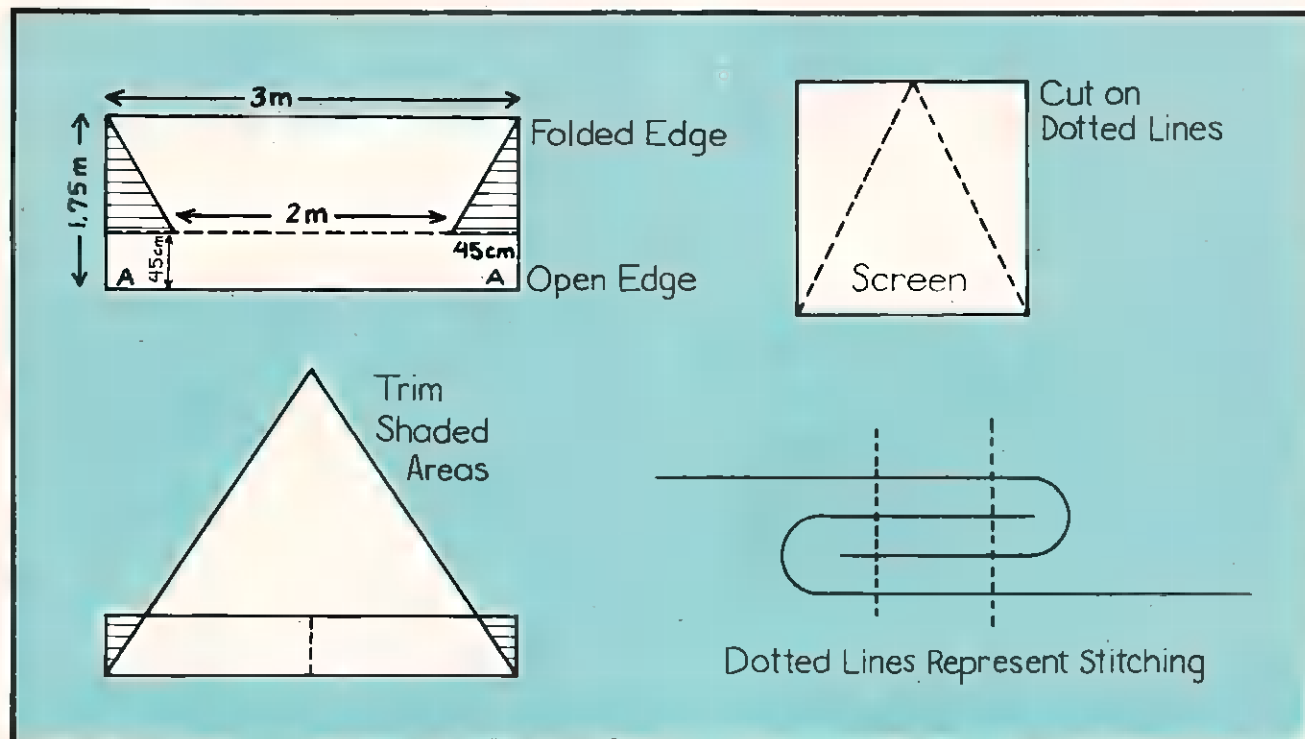
NIGHT



Available from scout shops and dealers coast-to-coast

Polyethylene Tent with Screen

by Gerry Giuliani



Many lightweight campers like to use polyethylene as a shelter material instead of lugging around a tent. The problem in bug-infested areas of the country is that a simple lean-to doesn't keep the wee beasties out.


If the bugs bug you, this design for a tent with screen may be just what you want. Its total cost is \$5 to \$10. Let me know how you make out.

Materials

- 1 piece 4 or 6 mil polyethylene, 2.5 m x 3 m (8'x10')
- 1 or 2 rolls polyethylene tape
- 1 piece nylon rope .3 cm or .6 cm x 13 m (1/8" or 1/4"x40')
- 3 to 5 spring-type clothespins
- 1 piece fiberglass screening, 1 m (3') square
- 1 spool 6 lb. test monofilament fishing line
- 1 darning needle

Instructions

1. Fold plastic to 1.75 m x 3 m (4'x10'), rectangle.
2. Measure 45 cm (18") up and 45 cm in from one of the open corners. Draw a diagonal line from that point to the upper folded corner and, from that point, straight out to end. Do the same at the opposite end.
3. Cut out shaded areas, cutting both thicknesses of plastic at the same time. The long (3 m) fold at the top will be the ridge. The two short (2 m) bottom edges will be taped together to form the floor.
4. Lay the cut sheet flat, then bring the two bottom edges together and tape the seam, smoothing out bubbles and wrinkles.
5. Turn tent inside out and tape opposite side of seam.
6. Fold both flaps A up. Trim and tape to sides of tent, taping both sides of seam.
7. Cut fiberglass screen as follows: from centre point of one edge to both opposite corners. The two right-angled pieces form the door; the large piece the back of the tent.
8. Trim and tape pieces in their proper places, taping both sides of all seams. The door pieces should overlap 5-7.5 cm (2-3"). Trim the top points to make it fit. Do not tape right to the peak. Stop about .6 cm (1/4") from the ridge to allow rope to go through for pitching.
9. Cut open the bottom of both door flaps, leaving them long enough to touch the ground by at least 2.5 cm (1").
10. To pitch tent, string the line under the ridge and secure tent to line with clothespins. Trim four bottom corners to allow rope through. Drive stakes at outer floor edges and run line between stakes to keep tent open. Two or three clothespins are used to secure door flaps.

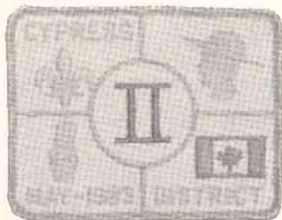
Note: For a better tent, sew all seams with monofilament fishing line before taping them. If you do sew, overlap seams as shown and use one or two rows of stitching. 

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#15

The Lutheran Church



by Pat Horan

Canadian Lutherism is an extension of Lutheran bodies in Canada. The three major synods in this country are:

- The Lutheran Church in America — Canada Section
- The Lutheran Church — Canada
- The Evangelical Lutheran Church in Canada — an autonomous Canadian church body centered on the prairies.

The Lutheran Council in Canada is the coordinating agency charged with those activities, such as Scouting and Guiding, which the churches feel can best be done in a cooperative manner.

Scouting is seen as an integral part of the youth outreach program of the churches in Canada. In July, 1976, the Evangelical Lutheran Church meeting in Saskatoon approved a resolution urging all congregations to support their youth program by participating in and supporting Guiding and Scouting.

The key contact is the minister or pastor of the local congregation. Congregations are organized into districts or conferences under individuals called presidents, who may also be useful people to contact to talk about the support and promotion of Scouting in the region.

The church provides a Religion in Life program which is, at present, being revised. In addition, the church has a Lutheran-only "Pro Deo et Patria" award for youth members of Scouting who have completed Stage Four of the Religion in Life program. You can find details in their Religion in Life pamphlet.

During Scout/Guide Week, the Lutheran Council published a simple sheet emphasizing the value of Scouting and Guiding, and showing how these programs for young people fit into congregational life.

When the book *Let's Celebrate* was first published, the council sent a copy to each registered Scouter and sponsor of Lutheran sponsored groups.

If you'd like more information about the Lutheran Church and Scouting, write to:

Rev. Leon C. Gilbertson
Executive Secretary
The Lutheran Council in Canada
500 — 365 Hargrave Street
Winnipeg, Manitoba
R3B 2K3 Tel: (204) 942-0096

Training Takes Many Forms

by Stephen Breen

Why should we go to the trouble of taking training at all? It is often inconvenient and almost always costs money.

There are a number of good reasons. As Scouters, we need the tools to do our chosen jobs in Scouting; an understanding of people and how to relate to them; a knowledge of Scouting methods, program planning and so on. We need to know how we can help young people grow and we need to share experiences with other leaders so that we can take advantage of the experience of others in our groups or sections.

Basically, training is support — help from local, regional, provincial and national sources in the form of activities, facilities, training courses and meetings.

Although support for a leader as an individual can be difficult to provide properly, all leaders need encouragement and advice as well as regular contact with their colleagues, the commissioner's staff, the service team and so on. Without it, they can become isolated and lose their sense of satisfaction in what they are doing so that they are no longer able to give the proper service to young people in Scouting. This is why it's so important that leader training concentrate on making people aware of the support that various people and teams in Scouting can provide.

Effective training means sections, groups and committees are truly able to serve the interests of their members while they achieve the aims of Scouting. When leaders feel equipped for the job, they gain satisfaction from what they do and their sense of satisfaction rubs off on the young people they serve.

Determining Training Needs Everyone's Responsibility

Training must be based on the needs of those involved, but how do we find out what those needs are?

Many leaders, particularly those new to the movement, find formal training courses helpful. But it's dangerous to assume that "official" courses are all they need, or that official courses can meet all their needs. There are ways other than formal training courses to support leaders.

Service teams in many areas recognize the importance of providing support to adults from the very beginning of their time in Scouting. They encourage Scouters to look to their local area and region for support and to insist upon receiving it. Because different people need different kinds of support, all section leaders need good regular contact with their service team members.

Of course, the many people available to help can provide effective training only if they know the needs of the leaders in advance. How does a leader find out what he or she needs to know? The process starts as soon as the person joins the movement and continues throughout his or her Scouting career. No one is ever fully trained.

Service team visits, Scouters' meetings, reading **the Leader** magazine — all of these outlets provide ideas and information against which a person can check his or her expertise and thus make up a "shopping list" of things he or she needs to know.

The process of finding out what people need to know is encouraged on formal training courses as well, and many of them are flexible enough to build in sessions to answer needs which come up.

Most people take courses led by local or regional trainers. They are designed to meet the standard needs of participants — to provide insights about the way Scouting achieves its aims and how individuals can relate these to their own area of Scouting operation. They also can deal with special needs, but they can only pro-

vide a limited amount of practical experience. After all, the courses don't last very long and the provision of practical skills instruction may depend on help from other sources.

For this reason, all adults whose Scouting role is to support leaders, including council members and group committees, must be ready to help individuals find out what training they need so that, in partnership with trainers, they can meet as many of these needs as possible. It's no good expecting regional and provincial courses to do the job on their own. At the most, courses at this level can only open doors to areas which can be pursued in more detail elsewhere.

Training Resource People

Leaders can look to a number of people for training of all kinds: group committee and council members; fellow Scouters in their group, section or area; members of the commissioner's staff; members of their service team; area, district or regional trainers; and Scout executives.

Working together, these people can do a lot, but individuals still have to play their part by thinking about their Scouting jobs and deciding what training they require in order to be able to do them more effectively.

It's important for leaders to ensure communications between themselves and their service teams are as effective as possible. As important as they are, it's a mistake to rely only on formal courses. Leaders can accomplish much in informal gatherings of local Scouters, group and council meetings, sharing sessions and so on.

To plan more formal courses to recognize individual needs, service team members, participants and course organizers must cooperate so that everyone has available as much information as possible before the course starts. X

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*Port Hope District, Ont.	535.93		
*Prince Edward District, Ont.	54.47		

*Trees for Canada Donations. Fifteen per cent of Trees for Canada proceeds is designated for World Scouting development projects.

scouter's 5 minutes

I love to think of nature as an unlimited broadcasting station through which God speaks to us every hour, if we only will tune in.

— George Washington Carver

The New Pathfinders

Far away from the avenues of asphalt,
From the city smog and the spewing, sooted
smoke-stacks.

There runs a rutted gravel road;

A wooded winding trail no wider than a cow-
path

Breaks away from the road off toward the forest.
It meanders over meadow, glen and river valley,
Often losing itself entirely in the trees

Or piles of glacial rock:

It re-emerges at the base of a crashing waterfall
Or on a bluff overlooking a rapids-chiselled
gorge.

Chipmunks dart from a hollow log along this
weed-choked track

And disappear in a forest of fiddlehead ferns;
Cottontail, box-turtle, partridge —

All stop to stare

At an odd, noisy procession marching along,
Dressed in uniform of sylvan green.

Like a perky little family of bob-white
They zig-zag and hop and skirt around tangles of
briar.

Stopping to inspect rotting logs festooned with
scaly fungi;

Rosy-cheeked and chattering, they're small rep-
licas of their guide

Who breaks trail and leads them in happy song.

Scouter's Five Minutes - page 541 May '84

skits

Christmas is *not* just around the corner, but
this issue is the only one in which *Skits* appear
before Christmas, and Jo Brygider of Maple
Ridge, B.C., sent us a two-man idea you'll want
to clip and put into your Christmas party reper-
toire.

Reindeer Game

Announcer (bursting with enthusiasm):

Good evening ladies and gentlemen, and wel-
come to our program. Tonight, some lucky
member of our audience will win \$10,000 — if
he correctly answers our skill testing question!
(Scans audience and picks out his planted
helper). You, sir, would you like a chance at
this great prize?

Helper:

Oh yes, sir! (Leaves audience and joins an-
nouncer on stage)

Announcer:

Tonight, our question is: "Name two of Santa's
reindeer!" You have 10 seconds to think about
it. No help from the audience, please. (Buzzer
sounds) Time's up! Now, give me one of the
two reindeer names.

Helper:

Would one be Rudolph?

Announcer (jumping with joy):

Yes! That's absolutely correct! You are half way
to \$10,000! Now, can you give me one more
name?

Helper (thinks, scratches his head):

Well, how about Olive?

Announcer (groans):

Olive! Whoever heard of a reindeer named
Olive?

Helper:

Well, they sing about her in the song about
Rudolph. You know! We've all heard them.
They sing, "Olive the other reindeer!"

Skits - page 125

May '84

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The Bouquet

Cast: six Cubs on an outing.

1st Cub (glumly):

I don't think Akela is having such a great time.

2nd Cub (looking at 3rd Cub):

Well, you didn't help much - giving her that garter snake!

3rd Cub:

I was just trying to help her collect stuff for our nature display.

4th Cub:

And, you heard what she said. "Nothing, ever again, that moves by itself!"

3rd Cub:

So, now I know better.

5th Cub:

Don't worry about a thing, guys. I'm going to fix everything!

6th Cub:

Yeah? How?

5th Cub:

Well, you know how she likes flowers? So, I picked her this neat bunch of flowers (holds up bouquet trailing ivy) - see!

6th Cub:

Oh, no! Now we'll never get to go on another hike!

5th Cub:

How come?

6th Cub:

Because, you dummy - that's poison ivy!

(The other five Cubs make disgusted, horrified noises and run off stage. The 5th Cub, left standing, drops the bouquet, starts to scratch and exits)

Skits - page 126

Deeper in they go, until the noises of settlement are forgotten.

Until time and place can only be told in the stars overhead.

Then, in a ritual as ancient as the caves of Folsom.

A spark is ignited, cheeks grow red, eyes widen in wonder:

Small, pudgy hands link in the dark:

Laughter chases away, for a time, all the old fears;

Voices unite, vows are sworn, friendships sealed.

These are the new Davy Crockets, David Thompsons, Thompson Setons;

The blood of the red man and the pioneer runs through their veins:

The forest is their New World: the streams their Nile:

They're the new map-makers, the trail-blazers; So, as they pass in a file, cheer them on their way.

They're looking for old answers: they're hunting for the truth:

They're us and not us: they're everything we ever hoped to be:

They'll clear a path through to morning:

They'll conquer the heights;

They'll carry their spirit to the farthest ends of the earth:

And, if we let them, they'll poke their stubby little fingers

Into the very eye of the universe itself.

- Leslie D. Bachmeier, Leamington, Ont.

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Van Horne Connection

by Garth Johnson

A quick look through my files this month shows me a number of little pieces of news that might be of interest.

As a follow-up to the story *Canada* by B.-P., reprinted in the Feb. '84 issue, Herb Northcott, executive director of the New Brunswick Provincial Council, passed along some interesting information.

It seems that, quite some time ago, after the passing of her husband, Lady Van Horne donated two buildings to the St. Andrew's Scouts of New Brunswick. Although the group had to sell the larger of the buildings to a local school board, they still maintain and use the other for Scouting activities.

Perhaps B.-P. knew Van Horne better than he really let on.

Window Dedication

The St. James Anglican Church in Kentville, Nova Scotia, recently dedicated a stained-glass window in memory of Walter R. Wood. You will recall (*the Leader*, April 1981), that Mr. Wood was an active Scouter



until the age of 103 and received the Silver Wolf before he passed away two years ago.

Don Duncan of Nova Scotia wrote to tell us that the speaker at the dedication service was former Provincial Commissioner and Mayor of Kentville, Wendall Phinney. Mr. Phinney remembered Mr. Wood as "a faithful churchman and true Scout".

We thank *The Advertiser* of Kentville for permission to use the accompanying photograph.

Thanks to Chief Scout

As most of you are aware, the Right Honorable Edward R. Schreyer, C.C., C.M.M., Governor General of Canada and Chief Scout will be leaving his post shortly. In view of this, Scouts Canada recently took the opportunity to recognize his involvement with Scouting.

At a brief ceremony at Government House, February 24, Ian Roberts, honorary president, Boy Scouts of Canada, presented His Excellency a framed letter of appreciation accompanied by a photograph of the opening ceremonies at the XV World Jamboree.

Scouting's "thank you" to an adult in the Scouting movement was probably best expressed by the Chief Scout himself in an address he made at Government House in 1979.

"The Scout Movement is perhaps the most effective antidote to the defeatism which affects the world in these troubled times. Through Scouting, our young people learn to respect and value their environment, to participate in group activities, to become aware of the needs of others.

"To the adults who devote their time and energies to the Scout Movement, I say, 'Thank you.'"

At the time I write this, His Excellency's departure date for his new post in Australia is unknown. Local councils will be informed as soon as this information becomes available.

Pictured with the Chief Scout after the official "thank you" ceremony are Jim Blain, chief executive and Ian Roberts, honorary president. X



B.-P. "Handy"

I may be wrong, but all pictures I have seen of B.-P. seem to show him to be right handed, so I was somewhat surprised to notice the picture on the Feb. '84 cover showing him writing with his left hand. I would suggest this picture was printed from a negative in reverse position. Am I right?

I was at the 1924 Empire Jamboree in London at the time of the Empire Exhibition and well remember B.-P. and the Prince of Wales, later Duke of Windsor, when they reviewed the Scouts in the stadium there. My golly, that's 60 years ago, and I am still Scouting.

— Leslie Eggleton, Surrey, B.C.

Ed's reply: The negative was not flipped. B.-P. was perfectly ambidextrous and, therefore, gave little thought to which hand he was using when he put pen to paper. Our experts tell us that he could, in fact, write with both hands simultaneously, or draw with one while writing with the other. Truly, the Founder was a man of many talents.

Fishell Fans

It is with some dismay that, in recent months, I have been reading the criticism leveled at the cartoons of Fishell. It strikes me as a very sad and not so funny commentary on Scouting that adults would object to any of these cartoons. I have the feeling that, for these people, the cartoons strike so close to the heart that they feel very uncomfortable seeing their innermost thoughts bared to the public.

Feeling I had perhaps missed something, I looked back through 18 months of LEADERS and enjoyed these cartoons over again. I hadn't missed anything. There are many Fishell cartoons which give me a "grin" for days. In fact, there are some which are so effective I cut them out and use them as training aids on Part I and Part II events.

What a gift Fishell has to be able to put a few strokes on paper and come up with a cartoon expressing so much insight into human nature. After all, his cartoons are labelled, "If the shoe

fits..." Keep it up Fred Fishell — we love you.

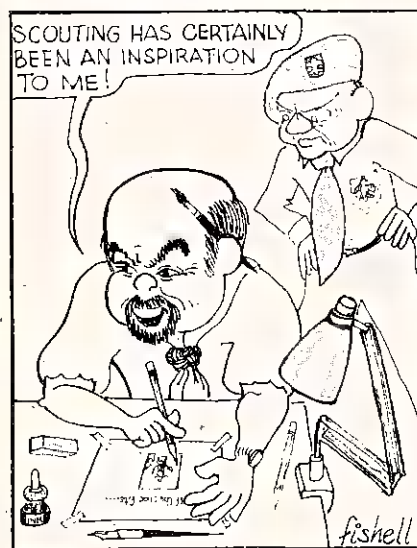
— Pat Warren, D.C. Viking District, St. John's, Nfld.

Thank you very much for publishing our article on the 1983 Scout Tattoo and also the letter about our Gilwell reunion. I have received replies from dedicated Gilwellians from all over Canada and their input will greatly help our reunion.

You may have noticed that our article on the Tattoo referred on several occasions to the most appreciated help from Toronto's infamous Fred Fishell. It is no doubt that Scouts such as Fred are a rarity. His colourful and humorous cartoons greatly add to the overall readability of the **Leader**. Fred is a man of insight. I hope his cartoons will reappear soon despite the negative comments of the minority.

— Ron Warren, Deputy Regional Commissioner, St. John's, Nfld.

If the shoe fits.....



Thanks from England

We started our Beaver colony some 18 months ago with no material at all to refer to. By sheer luck, I was given a copy of the **Leader** and, while chewing my pencil one night for a program, I again picked up the mag and read the letters.

"If only I could get in touch with someone in Canada who runs Beavers," I thought. "What a fund of knowledge they'd have."

So I picked a name with just a village and area and took the plunge. The result was a reply some two weeks later. I had managed to pick someone who lived in a small com-

munity with one Post Office. Since then we've been in regular correspondence. We've received an enormous parcel of literature, another of badges, copies of the Scout Shop catalogue and order forms, and a year's subscription to the **Leader**. This doesn't include the marvellous detailed information on running a Beaver colony, and about the snags which can crop up.

Many, many thanks to Coby Veenstra and Bert Watson of Hampton, Ontario, and to the **Leader**, which began it all, and your Scouting association for providing so much useful material for Beavers.

— Heather Hayward, Suffolk, Eng.

Brownsea Island (B.C.) Update

Thank you for including the *Brownsea Island for B.C.* story in the February issue. We will carry out the dedication ceremony on May 26, 1984 in conjunction with the B.C./Yukon provincial annual meeting. We expect representatives from the provincial government, Scouts Canada (Burnaby Region and B.C./Yukon) and the Lieutenant Governor of B.C. to attend the ceremony. Our Scouts and Venturers plan to hold a camp on the island during the weekend so that they can witness the ceremony.

— Larrie Roosdahl, Burnaby, B.C.

Rose

I am the Brown Owl of the 1st Kelvington Brownie Pack and find some of your ideas most helpful with my group of 19 girls. Our whole family is heavily involved in the Scouting and Guiding movements and, with the help of your magazine, we are able to keep in step with any new developments, events and ideas involving the Scouting movement.

Thank you for a service well done.

— Annette Dubé, Perigord, Sask.

Policy May Kill Troop

I've just arrived home from a group committee meeting and feel a great need to write this letter to you and anyone else involved in Scouting in Canada.

During the past years, we have had problems obtaining and retaining leaders. Our Scout troop was founded three years ago by myself and one other leader. We have had leaders

come and go but, for the most part, the same two leaders, with help from the group committee, kept the troop of 15 to 20 Scouts going by putting in many hours.

This year, we ran into a problem. The other Scout leader was unable to help. I found myself running the troop by myself. I put out a request for help to parents, and inserted a notice into the bulletin. No response.

During those three months, two leaders were available and willing to sign up as leaders for Scouts. Both of them were female. I was told I could not use them. One was involved with Cubs and wanted to help with Scouts. The other also had been a Cub leader. Over half of the Scouts in the troop went through the Cub program with these two ladies.

I found myself becoming disgusted with the Scout movement, even though I have been a member for 11 years. The boys were getting bored because it is hard for one leader to run events and projects. The troop's destiny did not look good.

It would have been nice to have the people who are against female Scout

leaders present at the meeting in which I informed the boys the troop might fold because of lack of leaders. If these people could have seen the faces of those boys, I think they might have changed their minds.

It's about time that somebody started putting some pressure on the district, regional, provincial and national representatives. They are there to express our feelings on subjects such as this. Our group is going to attempt to put this pressure on to change the bylaw which says women are not permitted to be Scout leaders. It is my hope that other groups will also add their voices.

Is a Scout troop worth losing simply because some people are too old-fashioned to accept women as Scout leaders? I would like to hear from anyone who has an opinion on this matter.

— Brian MacDougall, Sydney, N.S.

Esperanto, Anyone?

Does anybody out there speak Esperanto? My son, Michael, who is

a third year Cub, and I (a Beaver leader) would like to correspond with other beginners.

— Eleanor Montour, Box 825, Banff, Alberta T0L 0C0

Keeping Cubs

The 5 Star program must go. Update the old 2 Star program. That's what it's all about. A Wolf Cub with his eyes open (two stars) can see the jungle.

Some Cub leaders feel parts of the 5 Star tests are too deep for a boy of Cub age. Some even admit they don't think they could do some of the tests. I'd like to challenge a Cub who is wearing five stars to see how much he knows and remembers.

Let's go back to the B.-P. way. We could bring up to date the old *Wolf Cub Handbook* and *The Way to the Stars* to give the Cubs adventure and a challenge.

Some leaders with little or no training make a boy's club out of Scouting. This, I'm sure, is part of what turns the boys off.

— Shirley Garnham, Sundre, Alta.

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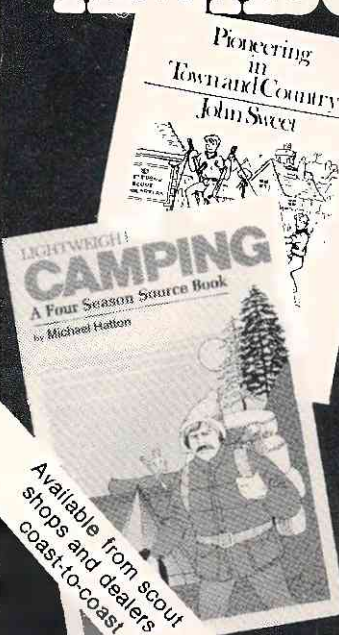
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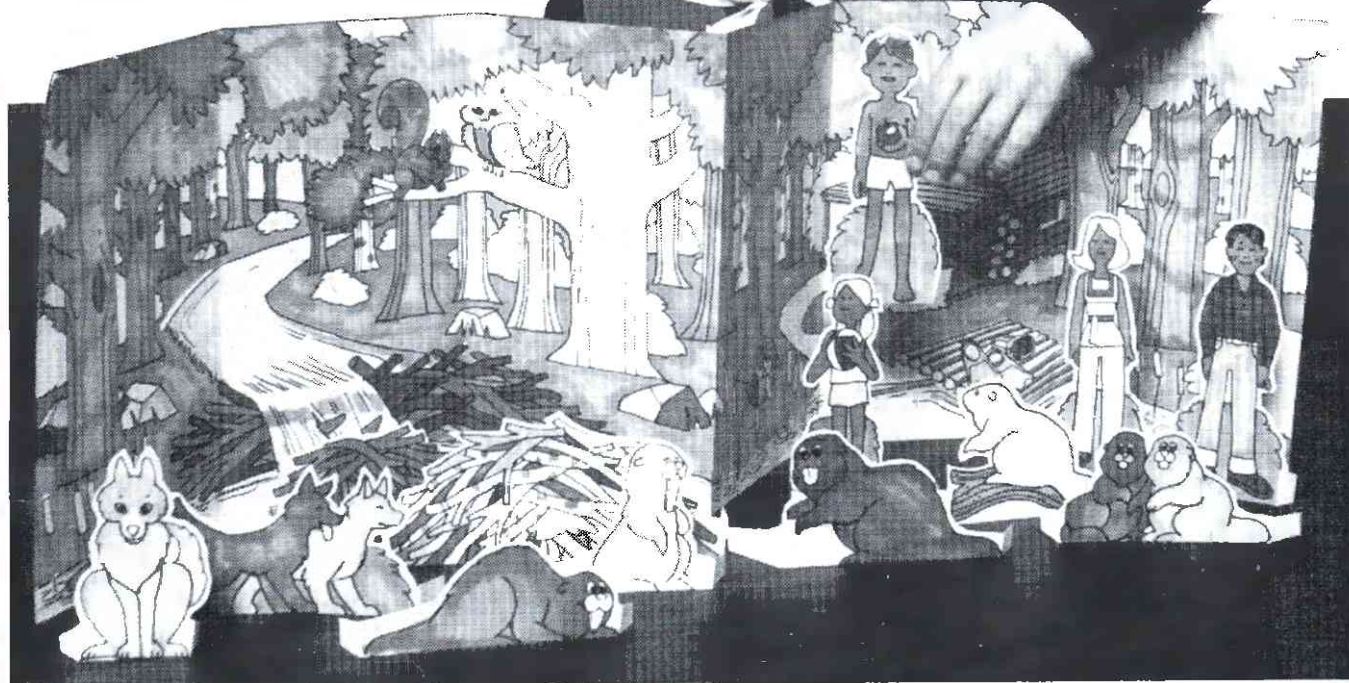
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