theleader

OCTOBER 1984 VOLUME 15, NUMBER 2

Project Adam Yellow Hand Gang

Cub Computer Badge

# ZERO in on GIANT PROFITS for your scouting group



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COVER: Spooky October, a great month for the return of the Yellow Hand Gang and a fun-scary adventure for Cubs in Brandon. In Prince George, Scouts launch an "operation identification" to help parents prepare against the event of a real-life scare. Some Venturers find challenging themselves on the Chilkoot Trail pretty scary, but make important discoveries along the way. Plus, more on computers, which often scare adults but delight boys, and Beaver fun making spooks 'n things to decorate the Pond for Hallowe'en. Happy haunting.

OCTOBER 1984

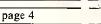
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# the leader

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# Project Adam

by Linda Florence

No parents like to think that something might happen to their child, but today's world is filled with hazards and children are often the victims. Growing numbers of child abductions make parents fearful, and they have other concerns as well. Children do wander away from home and sometimes are too young to tell people who they are and where they live. School buses have been involved in serious accidents. Arena and school roofs have caved in under heavy snow. Crowded bleachers have collapsed. Violent storms, floods and fires can hit any town.

When a child is lost or missing, it becomes important to have a means of positive identification. The 15th Williams Lake Scouts and Venturers, supported by the R.C.M.P., developed Project Adam to fingerprint children in Williams Lake, B.C. and provide parents a complete set of prints for their files.

Scouter Dick Hessler, a member of the R.C.M.P., aware of parents' fears and the growth of businesses that offer to fingerprint and photograph children in shopping malls, asked his Scouts and Venturers if they wanted to learn the fingerprinting process and undertake a project to fingerprint children in the community. "Needless to say, they were very enthusiastic about the challenge," he reports.

To reach as many children as possible, they decided the best approach was to process children at school.

They launched a public relations compaign. Their first step was to inform the public about their proposed project through an open mike radio show. They explained why they felt it was important and stressed that it would be a joint venture between Scouts and the R.C.M.P. They pointed out it would be an entirely voluntary program to produce sets of fingerprints for parents' files only. Neither Scouts nor police would keep copies, they said. The reaction to their pitch was very favourable.

As a second step, "We approached the district school board and obtained permission to attend the schools, one by one, to fingerprint the children during school hours," Scouter Hessler says. Then, the R.C.M.P. trained Scouts and Venturers in the proper method of taking prints, a very simple process according to Hessler.

Trained and equipped with police fingerprint forms and ink, the 15th approached the principal of 150 Mile Elementary School, who "was ecstatic about the program".

The group addressed the school's parent association and asked for their cooperation. Teachers sent home with each of their students an information package and permission slip. The package invited them to bring in pre-school children for processing as well. On March 15, 1984, fingerprinting began.

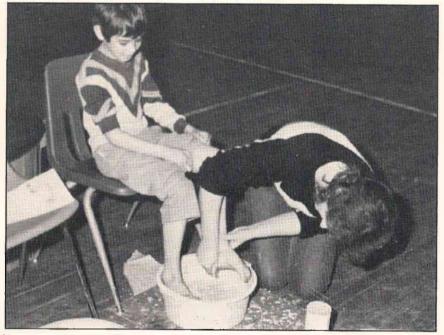
"Two Venturers, two Scouts and eight mothers of students started about 9:30 a.m. and fingerprinted 150 students in one day," Scouter Hessler con-



Venturer Darren Winkleman takes rolled fingerprint impressions.



This is gonna be fun! Children get ready for footprinting.



Parents pitch in at the post-printing "baths".



After their children have been fingerprinted, parents fill out information on the fingerprint forms.

tinues. "This was actually very slow and, in the future, I plan to have at least six boys fingerprinting at one time and the parents washing hands and feet."

The 15th was encouraged by the response in that first school. They successfully fingerprinted 75% of the pupils enrolled, as well as 15 preschool toddlers and one infant. In the process, they learned a few things particularly how difficult it is to take good quality prints from small children. Little children have little fingers, and tend to wiggle them while they are printing, Scouter Hessler says. The boys took both finger and foot prints of kindergarten and grade one volunteers.

The form Scouts gave to participating parents includes a complete set of the child's prints and an information section for the parents to complete. "Parents are asked to include the names and addresses of their family doctor and dentist on their information forms," Scouter Hessler says, because it's not always possible to obtain fingerprints.

The Scouts also gave each child an identification card with his or her right thumb print on the front.

Project Adam does not include photographs because they quickly become outdated. Instead, the Scouts urge parents to keep a current photo of the child with the fingerprints and, because children are photographed in school each year, this is easy for them to do.

"Future dates have been set to continue the project," says Scouter Hessler. "Once all the schools have been visited, it will be an easy task to process new pupils as they enter the system." Scouts can occasionally visit to update the program, or the R.C.M.P. can train teachers to fingerprint newcomers to the school, he explains.

Jim Smith, provincial field executive with the B.C./Yukon Council told us the project is picking up speed. "Plans are underway to involve the other Scout troops in Williams Lake," he said. "The R.C.M.P. have made some very positive comments. Their policy is that any group wishing to undertake such a project has full sanction of the Force in B.C. The R.C.M.P. will supply fingerprint forms and ink, and will train any personnel in the process of fingerprinting."

"Public acceptance has been very good," he continued. "The Caribou area has received a lot of good publicity from this exposure."

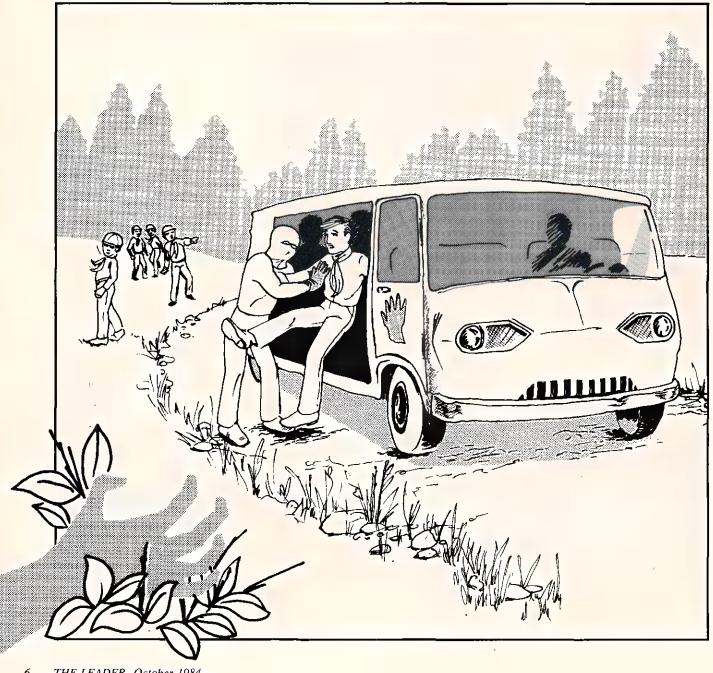
"The R.C.M.P. and Scouts have been associated for many years," Scouter Hessler sums up. "It gives me great pleasure to see boys in the movement get involved in a community project such as Project Adam." X

# The **Yellow Hand Gang Moves to Manitoba**

by Rick Tracy

Maybe you haven't heard, but there's a secret organization afoot. It has a very sinister objective — kidnapping Akelas. The gang was last

seen, yellow-handed, in Brandon, Manitoba, where it had the audacity to kidnap the newest Akela in town.



The scene was a typical choice for the Yellow Hand Gang – the Cubs' wind-up barbecue in a city park. The day was sunny and warm and hamburgers sizzled on the grill.

Picture this. Akela is standing near the road. Suddenly, a mean-looking black van races down the road and screeches to a halt. Three burly men, clad in ski masks and telltale yellow gloves, leap out! They grab Akela, throw him inside and jump in themselves. Before anyone can shout, "Yellow Ha...", the van roars away in a cloud of dust.

The sixers were the first to realize what had happened, and wasted no time in letting everyone else know. "Akela's been kidnapped!" they yelled.

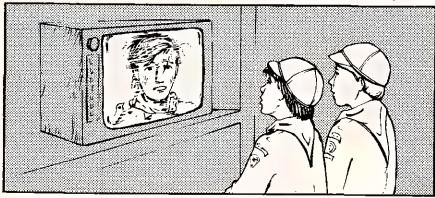
"Now!" one shouted. Hurriedly they opened the locker. And found the second message.

## Exadon is the password. Say it to the manager of the Video Boutique in the Gallery.

They rushed into the Gallery, tripping over each other as each tried to get there first. "Exadon!" they shouted, as one.

A serious look came over the clerk's face as he reached under the counter and placed a video cassette into the player. The Cubs saw a figure appear on a television screen. His shirt was tattered and he was bound hand and foot. It was Akela!

With difficulty - obviously under



It seems that, just the week before, the Cubs had spotted an unusual yellow poster in their meeting hall. "Wanted: The Yellow Hand Gang," it read. "Known to kidnap Akelas. Last seen driving a black van and wearing yellow gloves."

As the others milled helplessly about the scene of the Gang's latest crime, Sixer Cory discovered a large envelope. The Cubs quickly gathered around. Cory ripped it open. Out fell a key and a note.

"If you ever want to see your Akela again, you must follow these directions," they read. "Sixers are to meet at the bus depot Saturday morning at 9:00. The key will open a locker where you will find further instructions. Remember: Sixers Only!"

It was signed by the Yellow Hand Gang.

The sixers huddled. They realized it was up to them. *They* had to rescue Akela.

Saturday took forever to arrive. Phone calls to Akela's wife simply confirmed the bad news.

"No, he hasn't come home from Cubs yet."

At 9:00 a.m. Saturday, five sixers were at the bus depot watching the clock.

duress – Akela told them what they had to do next. "Accumulate 30,000 points at Pac Man," he said. "The manager," he gasped, "the manager of the arcade next door will give you the quarters." The screen went blank.

Without much ado, the sixers hit the arcade. Their mission accomplished, they received an envelope which gave their next clue. "Get on bus #3 and decode the message in the envelope."

Because they knew the trail was hot and wanted to rescue Akela quickly, they decoded the message in no time at all.

## Get off at the Sportsplex. Call the number taped under the fourth phone. Ask for Exadon!

The pleasant voice at the other end of the line sounded vaguely familiar. "Find a common mother having coffee," the voice said. "Convince her to drive you to the L'il Corner Store, but don't tell her why! Remember, Akela's counting on you." They heard a click, and the buzz of a dial tone.

Luckily, Jeff's mother just happened to be at the Sportsplex having coffee. The Cubs convinced her to do as the voice on the phone had commanded and, 10 minutes later, they arrived at the store.

They rushed in and blurted out "Exadon." The owner responded to the password with a snack, and handed them an envelope.

"Under the pitcher's mound," the clue read.

The store owner explained how they could get to a baseball diamond beside a nearby firehall.

Over the fence and across the field the Cubs flew. They attacked the pitcher's mound with a vengeance. They knew they were close. Jubilant, they pulled out what was to be their final clue.

#### You'll find Akela at Chicken .....

As it turned out, the father of one of the boys owned a restaurant just around the corner. "That has to be it!" they thought, and raced towards the spot. They approached the restaurant just in time to see a mean-looking black van pull away.

Well, wouldn't you know it. The sixers found Akela sitting quietly at a table inside the restaurant. Seeing that it was lunch time, and the Cubs had spent so much energy in their search, lunch was Akela's treat.

The Yellow Hand Gang had put him there, and warned him not to move or they would return, Akela explained. "I think they knew you were close," he said. "And now – now that you're here, I'll be safe!"

Until the next time!

#### **Analysis of the Crime**

Obviously, this successful sixer outing didn't just happen. It took a fair bit of advance planning.

Just to make sure no one got the wrong idea, leaders gave the plans to the parent committee and the local police to review and approve. The group also advised the media that the kidnapping was not "the real thing".

Unknown to the sixers, "spies" who were friends of the leaders had been conveniently located all along their route. The spies and the people at each of the stops were, of course, in on the stunt

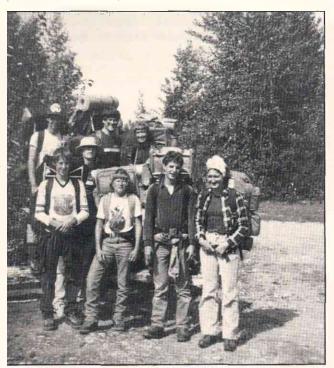
Most boys of Cub age dream, at one time or another, of solving some great mystery. This escapade gave them the opportunity to live out the fantasy. Yes, to stage something similar will take a little work. But, it will be an event your boys will never forget.

Why don't you invite the Yellow Hand Gang to your neighbourhood?

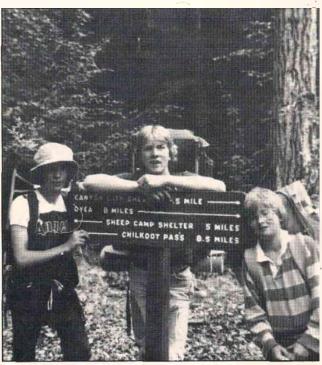
Rick Tracy, whose contributions to the Leader are always welcome, is a field executive in the province of Manitoba.

# Discoveries on the Chilkoot Trail

by Linda Florence



Fresh and raring to go.



Chris, Scott, Kenton: How much further?

When Venturers tackle something as demanding as a trek retracing the gold seekers' route on the Chilkoot Trail, they usually are a company – a cohesive group who know the strengths and weaknesses of all members because they've planned, worked, hiked and camped together before.

How does such an ambitious hike work when you put together an advisor and two Venturers from different groups in Edmonton with a Venturer from Calgary, another from Elora, Ont., and one from Whitehorse, and a variety of adults, including two females, one of whom was an instructor of survival courses at Brigham Young University in Utah? As it turns out, it works very well, and both Venturers and adults learned something about themselves and each other while on the trail.

The group arrived at Whitehorse at

different times by various means – car, bus and plane. While there, they had time for some fishing and hiking, an evening at the Frantic Follies, and a service at their church. They also had a chance to explore Skagway, Alaska, before starting on their trek.

It wasn't all easy going. In some ways they weren't as prepared as they might have been. They ran short of fuel and found, because of the popularity of the trail, wood was scarce. Early in the hike, a Venturer twisted his foot and, for awhile, it was painful going; some of the others were not well conditioned physically for the demands of the trek; and one of the tents didn't stand up to the fierce rainstorm that struck at Deep Lake.

But the rewards were great, as adult helper Anita Meek describes in her report of their summit assault.

"Now only steep slopes of tallus rock

were before us and it was sometimes necessary to climb over them on all fours. Some of us felt as if our packs would pull us over backward. When we looked up and saw the first summit ahead of us, we thought it was the top of the pass. But alas, when we got up there, we discovered it was a false summit – and ahead of it was another just like it. We were to discover several false summits during that day and soon learned not to anticipate being on top until we actually got there. We crossed patches of snow and I'd take a handful to put on top of my head – a pleasant way to cool off.

"At last, we arrived... What an exhilarating feeling. This was what we came for. This was what we'd psyched ourselves up for early this morning. This is what I'd dreamed about since spring. Out came the cameras..."

After an easy boot-ski in the snow

down the Canadian side, they had more

hiking to do.

"The scenery was beautiful," Anita writes. "Here we were above timberline and one would think that nothing would grow. But all around us were the most beautiful miniature alpine plants and flowers. It was easy to feel close to the Heavenly Father up here in the midst of nature with no man-made constructions other than the simple trail.

"It was here too where we learned nature can be harsh. We looked back toward the pass and saw the gathering storm heading straight for us. Even exercising at noon. "When the rainstorm came, I was amazed to see (advisor) Dave (Dorward) and Sharon create a shelter out of practically nothing. I was grateful when Rob took my pack, and later on when Dave and Sharon offered to carry some of my gear."

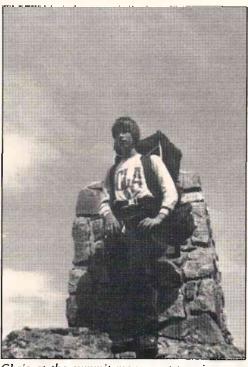
"I learned a lot about what to bring and what not to bring," said Venturer Kenton Harmer of Edmonton. "I'm glad I had this experience while I am young enough to learn. Even though some of us were fast and some of us were slow, the group did start and finish together."

feeling of accomplishment. The body feels good – the feeling that even though we were spent, we could still go on."

"My ankles and pulled groin muscles made me wonder if I could get to Sheep Camp," said Janice Dorward, wife of the advisor. "I became so angry and upset with my body that it couldn't go on for the pain. I began to realize my attitude was bad just before the rain. I determined to change the next day: ... I saw Scott coming back without his pack. It meant so much that Scott carried my pack over the pass."



Anita: delight in nature's beauty and the easy descent down the Canadian side.



Chris at the summit monument to miners, constructed some years ago by Boy Scouts.

though we were dead tired, we quickened our pace..."

The final five mile walk to Mallet down railway tracks almost did them all in. "Those tracks stretched endlessly. Our feet had disintegrated into hamburger it seemed...," Anita says. But a car was waiting – and real food after days of freeze-dried nourishment.

The physical rewards were one thing but, when the group got together for a sharing time and evaluation, they talked about some important, less tangible things – the kinds of discoveries about themselves and others that turn a number of separate individuals into a team.

"I felt as if I walked to my limits but I know I could have gone on if I had to," said Anita, who'd conditioned herself for the venture by climbing with full pack up and down 10 flights of stairs at her office building every morning, and

"I've never been that tired before," said Venturer Chris Gillespie of Elora, Ont. "I was totally wiped out. I enjoyed the hike."

Sharon Derricott found it a good experience "especially during the rainstorm, which was very reminiscent of our Utah survival courses. It was important to me to be able to help set up. I like the closeness to the Lord you feel in nature. In the episode with the rain, it made our prayers more sincere. We had a group spirit; all were willing to share and help carry the load."

"When I twisted my foot, I didn't think I could make it that first day," Venturer Robert Davies of Edmonton said. "By the second day, I realized I could make it."

"I loved the beautiful scenery and I loved the trip," said Venturer Scott Dorward of Whitehorse. "I had a good

"It was a big challenge in my life," said Venturer Mike Roth of Calgary. "The summit was not bad at first, then I thought: 'I'm about to expire and become an artifact', but I saw the group ahead of me. After I got up there, I looked back and thought: 'Look what I've done. I can make it.' I've grown in lots of ways."

Perhaps, as Anita said earlier, reaching the Chilkoot Pass summit was what they came for. But it seems they also came for a whole lot of other things – things to do with the spirit of Scouting and the challenge of Venturing. And I think they found them.

Anita Meek, who sent us a hike report, is a member of Bonnie Doon service team (Edmonton) and Stake Blazer Scouting Director for the Church of Jesus-Christ of Latter-Day Saints.

# **Novelties for November**

by David Goss

Using special programs for special days isn't a new idea in Scouting. All colonies, packs and troops mark high days and holidays like Christmas and Easter with special games, stories, songs, crafts and activities. Over the past few years, my columns have included many ideas to make special days special times and, in the course of my research, I came across dozens of other auspicious occasions that can become part of your section's program.

November in Canada is a rather dreary month. Fall has passed, Christmas is still a long way away, and nothing much is happening. Well, only if you want it that way. November is filled with special occasions around which you can build programs.

#### Guy Fawkes Day

You can start the month with a bang by celebrating Guy Fawkes Day on November 5. The holiday arose from religious conflict in England. Fawkes was chosen to destroy the government of the day by exploding six barrels of gun powder set under the House of Parliament. The plot failed when he was caught in the act on Nov. 5, 1605. and he and his collaborators were hanged.

Every year, on Nov. 5, British Beefeaters search the vaults under parliament and people light bonfires and burn straw dummies of Fawkes and the other conspirators. Is it possible to have a Beefeater from the St. George's Society greet your boys as they arrive at the meeting hall? As a craft, construct straw or corn husk dolls and end the evening by burning them in an open fire and toasting marshmallows.

You might give over part of the meeting to a search for "gun powder". Or hide a straw doll representing Guy Fawkes and cinnamon sticks wrapped in red crêpe paper with a string fuse. The boys search for the dynamite and are awarded an edible treat. The person who finds Guy Fawkes gets a special

reward.

#### Celebrate Basketball

November 6 marks the birthday in 1891 of James Naismith, inventor of basketball. Most boys probably assume basketball is an "American" invention. Although the assumption is technically



correct, James Naismith was from Ontario and a graduate of McGill University who, while at Springfield College, Mass., developed the game to occupy students during the long winter months.

In the original game, players shot a ball into a peach basket nailed to the side of the balcony at each end of the gym. After each score, a janitor had to retrieve the ball from a basket. You might try to duplicate this original game with your group, then follow up with a local team demonstrating basketball skills or an inter-troop challenge or a father and son game on Nov. 6. You can, of course, use a basketball for any number of other games suitable to include in an evening program devoted to Dr. James Naismith's game.

#### Super Special November 9

November 9 marks two special days. Beavers may want to arrange a program to honour Smokey the Bear. The tiny bear who became the symbol of forest fire prevention was found wandering in the scorched remains of a New Mexico forest in 1950 and died on November 9, 1976. Although the forest fire season may be over, you can never tell youngsters too often about the dangers associated with matches and fire.

Perhaps the Beavers can bring their teddy bears dressed as Smokey. Maybe you can arrange a visit from a forest ranger. At the least, show a film on fire safety and finish with a film or story about bears. Check the forestry office, the school board and the National Film Board for resources.

November 9 is also Sadie Hawkins Day, the invention of cartoonist Al Capp, creator of the once popular L'il Abner comic strip. On Sadie Hawkins Day, every maiden in Dogpatch could lawfully chase unattached males of the village and drag them to the altar to be wed. Wouldn't it be fun to have a few well disguised females visit a pack or troop on Nov. 9? The purpose would not be matrimony, of course, but simply to see if they can get away with it.

#### Remembrance Day

Every boy in Canada should be involved in Remembrance Day observances on November 11. In 1984, it falls on a Sunday when Scouting can be highly visible at commemorative services.

Last June, veterans marked the 40th anniversary of D Day. Many of them visited the Normandy beaches where they landed to begin the assault on Hit-



ler's army in Europe. Many brought back memories and photos they may be willing to share with your group. Invite in some local veterans to talk about the experience and how they felt when they revisited the site where many Canadian soldiers lost their lives.

#### In Honour of Edison

It was on November 21 that Thomas A. Edison perfected his wonderful invention, the phonograph. Imagine Edison's delight if he could see how far we've come with the reproduction of sound in less than a century. You might be able to show this contrast during your meeting by having someone demonstrate an old phonograph and early records and an old table radio. Perhaps you can build a crystal set to show how people listened to radio long ago.

How about a taped treasure hunt for Scouts? Leave cassettes hidden in various places around the community—each giving a taped clue leading to the next. Cubs might enjoy a Kim's Game based on sounds. Tape easily recognizable sounds from around the house and let the Cubs identify them. Another idea is to send boys out to tape certain sounds or messages from people in the community.

#### St. Cecilia's Day

November 22 honours St. Cecilia, the patroness of music who, so the legend goes, invented the organ. So sweet and soaring was her voice, it's said she drew down an angel from heaven when she sang.

In the past, Scouting groups were well known for their singing and boys still like to sing. St. Cecilia's Day is a perfect opportunity to encourage your guys to learn a few traditional Scout songs before they're all forgotten. If you're not a singer, find someone who can strum a few guitar chords to encourage the boys. Sometimes it takes a stranger to get them going. Join in the singing yourself and lead by example.

You can often encourage Beavers and Cubs to sing with diversions like rhythm bands. I'll be the first to admit, however, that no amount of coaxing will get Scouts going unless conditions are correct. They want privacy for the first few sessions, small groups and short, snappy humorous songs with lively choruses or lines the leader shouts out for the boys to repeat. On Top of Spaghetti is a good example, as are Grieve My Lord, Vive La Compagnie and Green Grow the Rushes O.

#### Two on the 30th

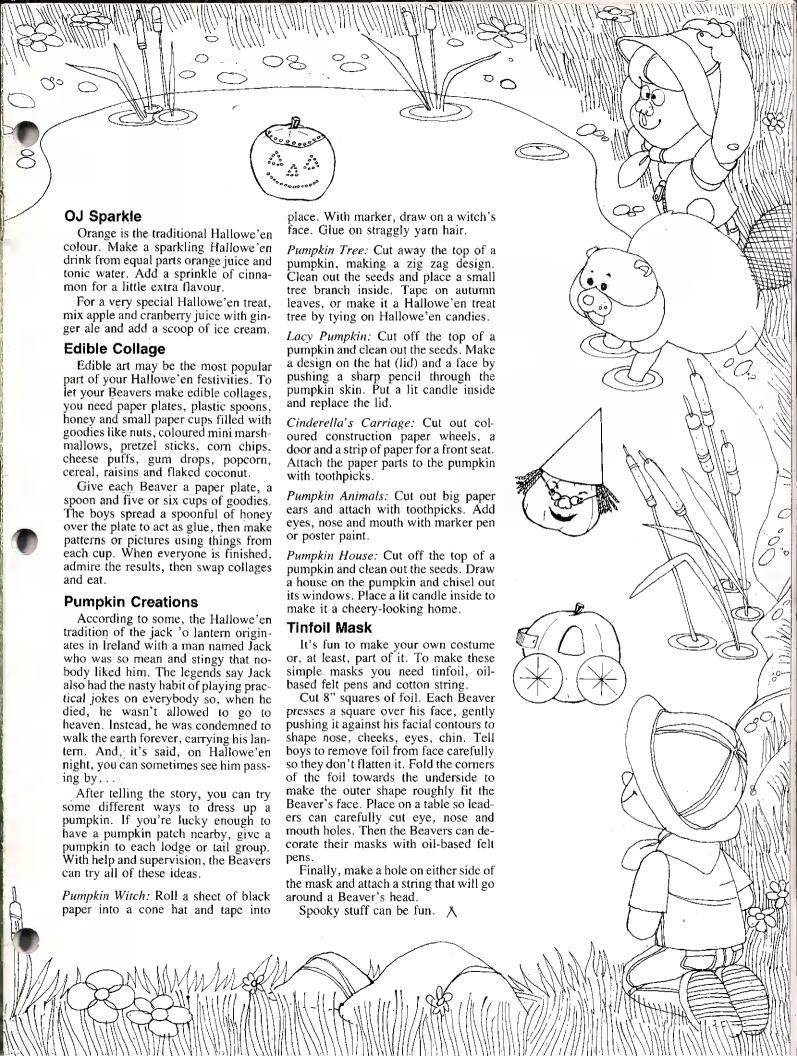
Special November days continue right until the 30th when you can choose between the saintly or the secular world for a program theme.

Most people know Nov. 30 as St. Andrew's Day, and the Scottish connection leads to all kinds of possibilities: pipers and drummers; visits from Scots settlers; traditional Scottish food like haggis, oatcakes, shortbread; an indoor Highland Games where boys compete in modified versions of Caber Tossing, Putting the Shot, and so on.

Nov. 30 also marks the birthday of Mark Twain, as good a reason as any to hold a Huck Finn/Tom Sawyer Night. Have boys wear their best "rafting down the river" clothes. Provide poles for each six or patrol to lash together to make a raft which they adorn with suitable Mississippi River decorations created from construction paper. Play games like *Ships and Guns* or *Blind Pirate*. Hold casting competitions with fishing rods and conclude with suitable southern food.

That's November. The ideas are only sketches but, if any of them catch your imagination, it'll be easy to flesh them out into November novelties your boys will long remember. X





#### Program Planning for Pack Meetings - 5

## Games



photos & text by Paul Ritchi

"Games give me time to relax," one of our Cubs told us. "They also give me a little competition in the Cub meeting, and competition sometimes stirs up a little bit of excitement. And – it's a lot of fun!"

Fun. adventure, excitement and a chance to blow off steam – games add all these important elements to your weekly program. When they are well planned and properly run, games help boys develop leadership and motor skills, a sense of fair play and sportsmanship, discipline and control. They also help Cubs learn the importance of teamwork, sharing and doing their best.

A Cub can sit and listen for only so long before he gets ants in his pants and needs an outlet for his pent-up energy. Games offer physical activity, program variety, new challenges and new experiences.

#### Types of Games

A quiet skill game, such as a Kim's game, isn't too suitable at the start of the meeting when Cubs are excited and raring to go. In order to make games a successful part of our program, we divide them into six classifications.

Steam-off: lots of physical action, noise and excitement

Relay: competition between sixes; normally very active

Skill: games which help individuals develop skills; not usually very active

Quiet: quiet and slowly paced to prepare Cubs for a quiet activity such as a craft or instruction session

Wide: active outdoor games involving all Cubs over a wide area

Circle: quiet or active games involving all Cubs sitting or standing in circle formation

#### Leader Responsibilities

"I expect the game to be organized and not all around the place, and not people doing the wrong things and cheating." So says a Cub. What he tells us, in his rambling way, is that boys expect leaders to be prepared, to lead the game and to set the example.

If a leader is enthusiastic and interested in the game, the Cubs will be. Encourage them to do their best and have fun.

Know the game thoroughly – names, rules, playing area boundaries.

Prepare all equipment in advance and make sure the space available is large enough to allow everyone to play.

Check the play area for potential hazards. Remove all the hazards you can and point out the ones you can't. To reinforce the warning, it's a good idea to place an assistant leader in front of the danger spots.

Avoid "wearing out" a game. Even if the Cubs are thoroughly enjoying themselves, stop the game when time is up. Stop immediately if things are getting out of hand or the boys are breaking rules or they don't seem to understand.

If a boy says he isn't feeling well; if he is just recovering from an illness; or if he has an injury the game might aggravate, use him as a scorekeeper, judge or umpire. Don't insist he play, but keep him involved.

If a Cub hurts himself, determine the extent of injury before moving him. If in doubt, do not move him. Seek help. Have a leader sit with a Cub who is recovering from an injury so that he knows the leaders care about him.

When leaders play games with Cubs – a good idea at times – make sure they keep their superior size and weight under control and remember that these games are for boys, not adults.



#### Explaining a Game

How often have we wanted to kick ourselves in frustration when our Cubs just don't seem to understand the game, or we start to lose control, or the game's purpose seems to disappear, or it simply bombs out?

In most cases, we can trace back the problem to our explanation of the game. Successful instructions usually mean a successful game, and we've found that, by following these basic tips, we ensure success more often than not

Stand where all Cubs can see and hear you. Insist on silence and undivided attention from leaders as well as Cubs.

Show enthusiasm in manner and voice and make instructions as clear, simple and brief as possible. Speak slowly and distinctly.

Be sure you understand the game. Explain it in simple steps. A new game may call for a short demonstration given by leaders or pre-selected Cubs.

Allow Cubs to ask questions, but don't let them drag you into a discussion about the game.

Assign leaders to key roles in the game and have all other available leaders help supervise or keep score. Make

sure all leaders know what they are to do before the game starts.

Allow allikinds of noise and shouting during the game, but make sure you can get the pack's attention to maintain control. It's better to use a command such as "Pack!" than a whistle.

Make it clear you hold high expectations for sportsmanship and fair play. Insist boys obey all rules.

If the game is not going well, call a halt to clarify hazy areas and then carry on.

#### General Tips

Plan a minimum 10 minutes, maximum 15 minutes for a game. Cut when the time is up so that boys will want to play it again. Stop the game earlier if it seems to be bombing.

Use all available leaders in a game. Assign one to run the game, one to be his assistant, and a third to be a back-up who can jump in and fill the gap if one of the other leaders is absent. Actively involve all other leaders who are not tied up with other parts of the program. This makes the game more fun for boys and leaders because the closer supervision ensures control.

Try not to fall into the "routine" trap. It's pretty easy to find yourself playing

the same games over and over again – floor hockey, murder ball, dodge ball. "The boys like these games," we argue. But do they? Or is it that we simply haven't given them any alternative?

In our pack, we try to stay away from floor hockey and other games boys can play anywhere, anytime. Believing that Cubbing games should be unique, we save games like floor hockey for a treat every 10 weeks or so. Neither boys nor leaders like to do the same things over and over again.

When planning weekly programs, plan specific games and assign leaders to run them. That way you ensure a variety of games, allow leaders time to learn and prepare for the games before they arrive at the meeting, and give your program an even flow because everyone knows what will happen next.

Two or three games each meeting is a sufficient number. Choose games appropriate to the time slot – active to start and quiet to end or to introduce a quiet activity. The cycle of game types for four weeks might look like:

- Week 1 steam off, relay, quiet
- Week 2 steam off, skill, relay
- Week 3 relay (active), relay, skill (quiet)
- Week 4 steam off, circle, quiet Once or twice a year, it's a very good idea to hold an all-games meeting.

### Games Information Booklet

Many games books are available through Scout Shops and from public libraries but, most often, you'll find only a few games in each book are suitable for your needs. Not only that but, in order to prepare for meetings, every one of your leaders needs access to the game instructions. It simply isn't feasible to buy three or four books for each leader. So, what do you do?

A few of our leaders scan the available books and note or photocopy and cut out descriptions of good games. Then we sort them in alphabetical order and according to type (circle, steam off, etc.), and tape or glue them to a piece of paper, leaving a margin down the left side. After labelling the sheets with the game classifications, we make enough copies to give a folder of games to each leader. That way, everyone has what he needs to be prepared and we have such a large choice of games, we could run different ones every single meeting of the year.

#### **Quiet Games**

Mowgli, Where are You? Equipment: blindfold; roll of newspaper All but two Cubs sit in a circle. The two, Mowgli and Baloo, go to the centre. Blindfold Baloo and give him the roll of newspaper. Baloo calls, "Mowgli, where are you?" Mowgli replies, "Here I am, Baloo!" Guided by the direction of the voice, Baloo tries to hit Mowgli once with the paper. If he's successful, the two change places. If he hasn't caught Mowgli after six tries, he changes places with another boy in the circle.

Jehosaphat

Equipment: blindfold

All but two Cubs form a circle and hold hands. The two take the centre, and one is blindfolded. The blind Cub cries, "Jehosaphat" and the other must immediately answer, "Yes, sir!" The blind Cub judges his direction by the sound of his voice and tries to catch him. When he's successful, the two change places with two Cubs from the circle.

#### Steam Off Games

Devil's Tail

Equipment: one rope

To form the "devil", one six lines up in file, each holding the belt of the Cub in front. Tuck a rope under the belt of the last person in the line so that it trails on the ground. The other boys arrange themselves in groups of three and link arms to chase the devil, trying to stomp on his tail. The devil is finished when the tail comes off. A trio is finished if they break arm-hold while chasing the devil. Continue until all sixes have had a chance to be the devil.

Chair Pass Ball

Equipment: football, whistle, two chairs

Cubs form two teams. Place a chair at either end of the hall as goals. The goalkeeper of each team stands on the appropriate chair. To make a goal, a player must throw the ball to his own goalkeeper and the goalkeeper must catch it. The ball must be passed by hand. There can be no running with the ball, and no snatching from another player.

#### Clear the Deck

Give each side of the room a different name: Clear the Deck; Man the Boat; Shore leave; In the Galley. When a leader calls out a command, Cubs rush to the appropriate side of the room. Add the commands Boom coming over (lie flat on the floor) and Admiral arrives



(stand and salute). The last Cub to obey an order loses a life and either rolls down a sock or rolls up a sleeve.

#### Guards and Guerrillas

Arrange the pack in two teams. The "guards" stand facing the wall in a line at one end of the room. The "guerrillas" form a line at the opposite end of the hall and begin to creep quietly up towards the guards. When the guerrilla leader thinks his team has approached as near as they dare, he gives a signal. His guerrillas make one loud hand-clap and turn to race for home. As soon as the guards hear the clap, they turn to chase the guerrillas. Those who are caught become guards. When all guerrillas are caught, the teams change roles.

#### Games of Skill

Ball-Throwing Practice

Equipment: tennis ball for each six

Cubs line up in files. One Cub in each (preferably the best thrower) becomes the leader and stands facing his team. He throws a tennis ball to the first boy, who throws it back and squats. Leader throws over his head to the second boy, who throws it back and squats, and so on down the line. The last boy in line throws the ball back to the leader and, instead of squatting, touches the head of No. 4, who immediately jumps up ready to catch. This continues until the first boy is on his feet again. The first team back on its feet is the winner.

#### Hunt the Rabbit

While all are out of the room, hide a "rabbit" (a toy rabbit or any other object) in plain sight somewhere in the hall. Boys return to try to locate the rabbit. When they see it, they sit quietly to watch the others continue the search. Give the last man to see it three groans. The first man to spot it can hide it next time.

#### **Circle Games**

Wolf!

Equipment: blindfold, log, coloured stickers

A blindfolded boy stands in the centre of a large circle with a log or some other solid object beside him. Some Cubs in the circle have pieces of sticky paper the colour of their groups. On hands and knees, they try to crawl up to place their stickers on the log. If the boy in the centre hears a noise, he calls, "Wolf!" and points in the direction of the noise. The boy he catches returns to the circle and gives his sticker to another member of his group to try. Set a time limit and award points to the group that places the most stickers on the log.

#### Japanese Balloon Game

Players stand in a circle. Prepare a half dozen balloons by inserting a message into each before inflating them. Cubs pass balloons, one at a time, around the circle. When a whistle blows, the boy holding the balloon comes into the centre, bursts the balloon by sitting on it, and performs the action or answers the question written on the paper inside.

#### **Relay Games**

Izzy Dizzy

Line up in relay formation. On signal, the first player in each team runs to a line, puts a finger on the floor and circles seven times around his finger before running back to tag off the next player. Fingers must stay on the floor. First team finished wins.

Kangaroo Hop

Equipment: a tennis ball and a chair per

Cubs in relay formation, a chair in front of each team. The first Cub in each team grips the ball between his feet, hops to the chair and around it, then back to hand the ball to the second boy, who repeats his actions. First team finished wins. A

# Variations On a Theme

by Gerry Giuliani

An effective way to plan a program is to use variations on a theme. Beavering centres around four main elements: learning to play together; creative activities; nature; and spiritual fellowship. With these four elements as guidelines, it's easy to develop specific activities for any theme. Let's go through five basic steps you can follow to develop a theme program, and come up with a program for one October meeting.

- Plan to plan. As a leadership team, colony leaders need to spend some time together to plan a program. You can arrange to do this at the end of each colony meeting to plan for the next one, or you can schedule a special meeting each month to plan programs for the following month.
- 2. Select a specific theme. First, brainstorm a list of general program themes: e.g. special days; animals; space; seasons and weather; etc. Then, select one of the general themes (e.g. Special Days) and make it more specific (e.g. Thanksgiving).
- 3. Select features of the theme. Brainstorm a number of features special to your chosen theme. For

Thanksgiving, ideas like turkey, food, prayer, family and fall are a few that come to mind.

- 4. Select activities. Using the four elements of the Beaver program as a guide, build the features you've chosen into activities for the Beavers. For example:
  - Spiritual Fellowship: Gather around a table with family and friends to share food.
  - Nature: Hold a scavenger hunt outdoors to find things representing the fall season; evergreen cones, coloured leaves, nuts, acorns, etc.
  - Learning to Play Together: Turkey Strut. Beavers put wrists under armpits, flap elbows like wings and walk, gobbling like turkeys, to a cache of apples in a central location. Each picks up an apple and returns to his lodge where he places the fruit on a paper plate on the floor and, using no hands and gobbling all the while, eats it.
  - Creative Activities: Make acorn turkeys from acorns collected on the scavenger hunt. Cut head and tail feathers from coloured paper, glue them to the acorn, then set acorn on a clay or plasticine base.

 Build your program. Work your chosen activities into your program. Have each member of the leadership team select one activity to organize and run.

#### **Program Outline**

6:30 Gathering Activity: Each Beaver brings some food to share and takes it to his lodge's Thanksgiving table.

6:35 Riverbanks and Opening Ceremony, including promise, motto, Thanksgiving prayer and feeding the Beaver.

6:45 Nature Scavenger Hunt: Each lodge has a list of fall items and 15 minutes to find them to decorate the Thanksgiving tables.

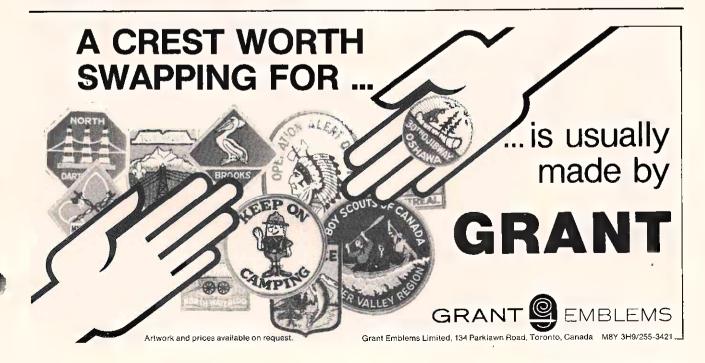
7:00 Game: Turkey Strut

7:10 Craft: Make acorn turkeys to decorate each place at the Thanksgiving tables.

7:35 Gather with family and friends at the tables. Song: *Thank You*, *Lord*. Enjoy snack and talk about Thanksgiving.

7:45 Closing Ceremony and home.

You'll find more detail about how to use themes for planning in Chapter 10 of the new Beaver Leaders' Handbook.



### **Computers Catch On**

by Phil Newsome

It's as we suspected. Our youth members seem to have a growing interest and involvement in the computer field, particularly as it relates to the world of Scouting. Since the appearance of the article Computers and Scouting and the outline of the new Scout Computer badge requirements in the April '84 issue, we've received numerous inquiries about computer programs. Scouter James Tobin of Sydney, Nova Scotia, recently sent us this Commodore 64 computer program written to teach Scouts the basics of using a compass.

"The program is the old Scout compass game once available in card form," Scouter Tobin says. When you input the first compass bearing, it automatically gives you the next two bearings that will return you to your starting

point.

For those who have a Commodore 64, here it is. Scouters who have other hardware might want to rewrite the program to run on their computers.

### Program Library Seeks Donations

The Boy Scouts of Canada Computer Program library offers a bank of public domain home computer programs with applications to Scouting. The present contents of the library, published in the April '84 Leader, consist of cassettes and listings.

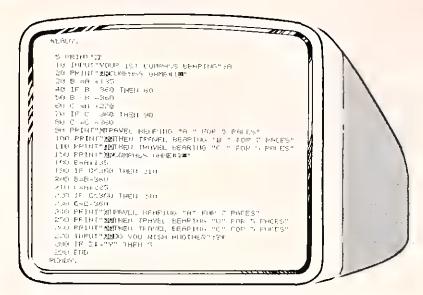
The library needs additions. If you have an uncopyrighted program you feel has a Scouting application, consider adding it to the library. Send your programs and requests for listings to Pete Torunski, c/o Boy Scouts of Canada, PO Box 5151, Station "F", Ottawa, Ontario K2C 3G7. If you want a copy of a cassette, send a blank cassette along with your request.

#### **Computer Challenge**

For Scouters who have access to computers or computer-oriented boys, we offer a challenge for the new Scouting year.

Write a program that will display the Scout symbol or any one of the Scout badges. Or, more difficult: write a program that will show how to tie one of our Scout knots.

If you can meet one of these challenges, send your program to the editor of **the Leader**. Try to keep it as short as possible and, in a future issue, we'll try to print the best entries. A





### Cub Computer Badge

by Gerry Giuliani

In May 1984, the National Program Committee approved a Cub Computer Badge to take effect immediately. Uniform badges will be available from Scout Shops sometime this fall.

Through home, school, camps and other recreational activities, computers are becoming increasingly accessible to young people. Unfortunately, youngsters often get caught up in the faddish elements of the new technology through arcades, games and "gadgety" exercises that aren't particularly relevant to their world. Any experience we can give Cubs to help them learn about and gain control over these tools of the modern age will help them learn to apply computers realistically in their daily lives. To this end, Computer badge requirements are intended to:

- create interest in exploring computers;
- provide challenge within the range of ability of most Cubs;
- give practical hands-on computer experience;
- de-mystify the computer and help Cubs appreciate it as a tool they can understand and use in every day life;
- create interest and lead into Scout troop program and badge require-

ments without duplicating them.

A number of people provided advice on Computer badge requirements, helped pull them together and tested them out. We thank Pete Torunski of Montreal, Jim Lamb of Ottawa, Roger Kingsley of Winnipeg, and Ern Ackroyd and Richard Cleator of Victoria.

#### **Badge Requirements**

- Explain the purpose of three of the following main parts of the computer system. Identify whether they are input, output and/or processing devices: Printer; Disk Drive; Tape Cassette; Screen or Monitor; Keyboard; C.P.U.
- Identify three differences between the design and use of computers in the 1950s and 60s and the design and use of computers today.
- 3(a). Explain how computers are used in (i) Entertainment (ii) Education (iii) Business OR

- 3(b) Visit a local business, community service or research organization that uses computers and report on how they use computers in their activities. (Note: This does not include Video Arcades.)
- Name one computer programming language and explain the function of five commands in that language.
- 5(a). Design and write a program of at least 10 instructions that perform input, output and arithmetic operations. Provide a flow chart of the program's logic or the program listings.

  OR
- 5(b). Using a flashlight battery, some wire, switches and a battery operated device in series and parallel circuits, demonstrate "AND" and "OR" kinds of choices. (Hint: Your badge and star requirements use "AND" and "OR" conditions.) Discuss with your examiner how this is the kind of decision a computer makes.

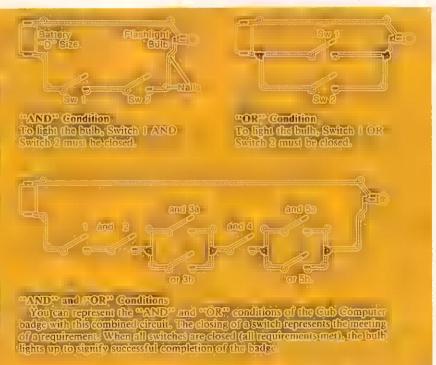
Needless to say, it's preferable for a Cub to meet the requirements for this badge with some guidance from a person who knows about computers and computer programming. A highlight of the Cub's work for the new badge will be the opportunity to use a computer to try out the program in requirement 5(a). You'll find many resource people in the community to help you and your Cubs.

#### "AND" & "OR" Circuits

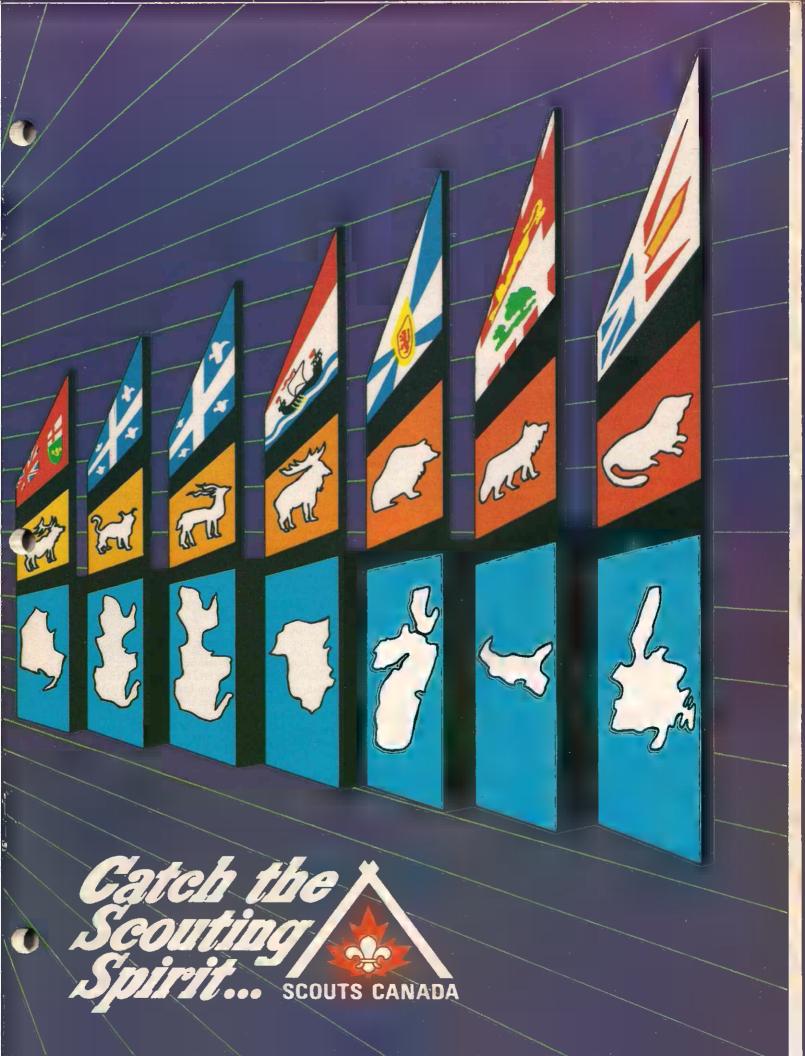
Tihese diagrams show models of circuits for "AND" and "OR" conditions. Cubs can easily make them with:

- 2doz. clean finishing nails (used as switches)
- o 1 piece 12"x12" plywood
- 4/ft. light wire (wife-must be bare wherever it) makes contact with battery, bulb or other pieces of wire)
- masking or electriciants tape (to hold wire in contact with battery and bulb)
- of size D battery
- o Il flashlight bulb

To challenge them even further, suggest they make a model circuit that combines both conditions and reflects the decision combination needed to complete the requirements for the Computer badge.







# 1985 International Events

Canadian Scouting has been invited to take part in a number of events scheduled for 1985. Canadian contingents as such will not be formed. Individuals or groups will be responsible for looking after their own travel arrangements and camping equipment.

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

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

JAMAICA, July 30-Aug. 8: 5th Pan-American Jamboree. Open to Scouts and Venturers 14 years old and over. Camp fee \$200 U.S. Further information about this jamboree will be published in a later issue of the Leader. If you are interested, write now to Relationships Service at the national office.

ENGLAND, July 27-Aug. 3: Peak 85, the Derbyshire Scout & Guide International Camp at Chatsworth Park, offers members aged 12-15 an opportunity to camp and enjoy home hospitality (up to a week before or after camp) with a host unit. The camp fee of £60 includes food, tents, cooking

equipment and fuel, and an adventurous program of activities. Groups are invited to mount a day's display in the Market Place to show off their countries and cultures.

ENGLAND, July 19-27: Charnwood 85, Leicestershire Scouts' & Guides' second international camp, offers members aged 12-16 a week of water and land activities in camp in Stanford Park and a chance to live with local members for a week before or after the event. The camp fee of £50 includes food. Tents will be provided.

ENGLAND, July 20-27: The Greater London North West Scout County International Camp at Chalfont Heights Scout Camp, 50 km west of London, is open to Scouts 11-16. The camp fee of £25 does not include food and campers must be fully self-contained in terms of equipment. Home hospitality after the camp can be arranged.

ENGLAND, July 27-Aug. 3: Cotswold Jamboree in Stanley Park just west of Stroud will offer sailing, canoeing, hiking and a chance to explore the area. The camp fee of £13 does not include food or travel and patrols must be self-contained.

ENGLAND, July 27-Aug. 3: Northamptonshire Natler promises Scouts 11 years and over a mediaeval adventure on the grounds of Everdon Hall, 20 km from Northampton. The camp fee of £60 includes food, camp activities (among them fencing, wrestling, archery and animal husbandry), and home hospitality before the jamboree. Campers must bring their own tents and equipment.

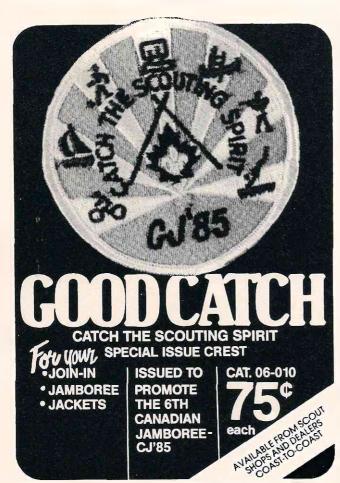
IRELAND, July 30-Aug. 8: Portumna' 85 in the Portumna Castle grounds on the shores of Lough Derg will highlight Ireland's celebration of International Youth Year. The camp fee, still unknown, will include food and a wide range of outdoor adventure activities, among them canoeing, sailing, wind surfing, swimming, fishing, orienteering and backwoods camping. Campers must be fully self-contained. Home hospitality will be available before or after the event.

FINLAND, July 23-Aug. 1: Miilu 85 at Jämijärvi, 250 km NW of Helsinki, offers Scouts and Guides aged 13-17 activity-filled camping in lake-surrounded pinewood wilderness. The camp fee of \$190 U.S. includes food and five to seven days home hospitality after the camp. Tents, stoves and other heavy equipment will be provided. Program offerings include weather forecasting, an overnight hike, charting, aviation, swimming and diving.

**DENMARK, July 8-16:** International Jamboree 1985 near Frederikshavn, northern Denmark, is open to Scouts and Guides 11 and over. The camp fee of about \$100 U.S. includes all meals and program activities – fishing, pioneering, orienteering and hikes. Campers must be fully self-contained. A period of home hospitality may be offered.

DENMARK, July 23-Aug. 1: Blue Summer, near Haderslev in southern Denmark, offers Scout/Guide camping experiences for all members over 11 years old for a fee of about \$100 U.S. Home hospitality will be offered. Few other details are available at this time.

GERMANY, July 26-Aug. 5: BdP National Camp in Haselünne, Lower Saxonia, 50 km west of Bremen, is open to Scouts and Guides 12 and over. The camp fee of DM 48 does not include food. A week of home hospitality before or after the camp is offered. Few other details are available. X





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#### venturer log

### Winnipeg Venturers Take to the Road

by Phil Newsome

Philip Tanner, 33rd Winnipeg Venturers, sent us a report of a successful car rally which we pass along to other companies who may wish to organize a similar program event.

In April, the 33rd Winnipeg Venturer company organized their first annual car rally and got all companies in Winnipeg involved. It was a tremendous

Because our major objective was to familiarize participants with the city of Winnipeg, the route covered as large an area as possible within the city's limits. To make sure drivers followed the proper route, we designed the rally around written directions, landmark questions and time. Six checkpoints were located at various points around the city.

Setting a top score of 210 points, we based scoring on merits for correctly answering questions (point values depended upon the degree of difficulty); demerits for missing a checkpoint and failing to buckle up; and time, which we used to control the speed of the drivers. It took about 20 minutes to



If you're going to do something, do it with style. Philip Tanner (right) and the 33rd Winnipeg Venturers display impressive rally trophies.

travel from one checkpoint to the next and we gave demerits to teams who arrived too early at each checkpoint.

The Royal Bank donated keeper trophies for the winning team, and the advisor of the 33rd Winnipeg donated an annual trophy upon which the winning company's name was inscribed. Second and third place teams also took home prizes, and the others received

consolation prizes, including one for the dirtiest car. All participants received a badge.

Thanks for sharing this material with us, Philip. Readers who would like more information about how the 33rd Venturer Company organized their first annual rally can make contact by writing: Philip Tanner, 427 Thompson Drive, Winnipeg, Manitoba R3J 3E7.





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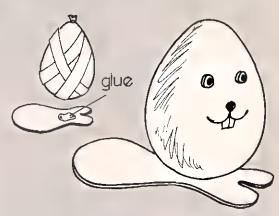
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#### swap shop

### **Balloon Beavers**



Thanks to Scouter Dorothy Miners of the 8th Niagara Beavers. Ont., who shared this original craft with the Leader.

You need a balloon for each Beaver, lots of newspaper, flour and water paste, white card, cardboard, tempera paint, wobbly eyes (inexpensive and readily available from craft stores), glue and a large plastic sheet. Each boy will use about .5 litres of paste, which you can prepare at home ahead of time. Stir a handful of flour into a saucepan of cold water, heat until boiling, stirring constantly, remove from heat and cool.

At one meeting, blow up and tie off a balloon for each Beaver. Start the boys busily tearing newspapers into strips—an activity they enjoy. Then, set out the plastic sheet, put a bowl of paste on it, roll up your sleeves and dig in.

Dip a strip of newspaper into the paste, spread the paste well with the hands, then stick the soggy strip onto a balloon. "The boys were a little timid at first," Scouter Miners said, "but, with leaders lending a hand, they were soon slapping the paper on."

Encourage the Beavers to plaster several layers of paper on their balloons. The thicker the coating, the stronger their beavers will be. Finally, set the balloons aside to dry until the next meeting. To avoid having damp patches where mold might grow, turn them occasionally during the week so that air can get at all parts. It's a good idea to do this craft after the heat has come on at your meeting place, because you can dry the balloons quickly by setting them close to warm air outlers

At the next meeting, finish the craft. First, burst any balloons that are poking out from the hardened paper wrapping, then have the Beavers paint the shells brown. From a 30 cm piece of cardboard, let them cut the foot/tail piece and paint it brown as well. (You may want to provide a pattern for the White Tails.)

When the paint is dry, put a large glob of glue on the cardboard between the foot and tail. Set the beaver body on the glue, and rest it against a wall to dry. When the glue is set, the beaver will stand alone without falling. To finish off, the boys cut teeth from white card and glue them and a pair of wobbly eyes into place.

"We had a lot of fun making this," Scouter Miners said, and each boy took home a big, sturdy beaver to brighten up his bedroom. A

partners

#17

# Elks and Scouting



by Pat Horan

Elks of Canada and their auxiliary, the Order of the Royal Purple, have a pioneer interest in the welfare of young people in general and a special interest in working with children with hearing impairments.

Together, Elks and Scouting have identified four major areas where they can improve and extend mutual efforts to develop a wholesome atmosphere that aids the growth of youth across Canada.

- sponsorship of one or more Scout programs selected to meet the needs of the community and the resources of the local lodge.
- leadership for the program(s) selected, for the committee required to support the leaders, and for specialized instruction which makes effective use of the wide variety of skills found among individual Elks.
- facilities the young people can use and access to other resources in the community.
- involvement in projects and special events: e.g. coordinating Apple Day, Trees for Canada, fund raising, hobby shows, Kub Kar Rallies, etc. In addition, using Scouts and leaders on local Elks-sponsored projects, subject to mutual discussion.

Because of their long experience and special interest in working with children with disabilities, especially those with hearing impairments, individual Elks may help encourage local Scout groups and train Scouters to accept and integrate these young people into their regular programs. The book, *Youth with (dis)Abilities*, will be of help in this area.

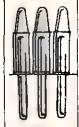
Write for a copy of the pamphlet Elks and Scouting, A Team Working Together for the Future of Canada. It contains a useful "tear-slip" to encourage local lodges and individual Elks to support Scouting.

For further information on Elks and Scouting, write to the director of sponsor relations at national headquarters, or to:

R.K. Coulling President & Chief Executive Officer Elks of Canada 4908 Dewdney Avenue Regina, Saskatchewan S4T 1B8

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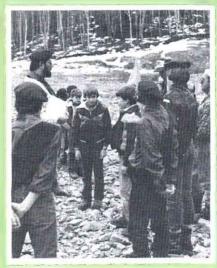
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#### cross-country photo news



AT INVESTITURE TIME, the outdoors provides an ideal ceremonial ground. Robert Johnson and Maurice Richard were invested into the 1st Musquash Scout troop, New Brunswick, on the beach last spring. We thank Scouter Andi Newman for sharing a photo of the ceremony with us.



HERE THEY COME! And the St. David's Beavers of Rothesay, N.B., with their brothers and sisters, are all set to catch them. What are they watching? "I was on the balcony letting the balloons go," says Scouter Dawn Buchan. The balloon drop was part of the colony's family Christmas party and Jim Bishop, one of the fathers, brought along his camera to catch special moments like these.



LAND OF THE Giants? Scouter Bob Ross created a camera illusion when he snapped Ernie Philip of the 1st Toronto Cubs standing on top of a very steep hill while Fred Dickieson runs about at the bottom. The occasion was a June visit to Fort George in Niagara-on-the-Lake, Ontario.

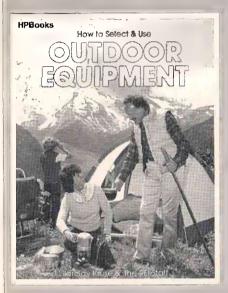


1ST NORTH BAY Beavers Justin Giroux, Robert Tonkin and Darren Lang work together to build a beaver dam for their Riverbank ceremonies. The whole colony had great fun mucking about in the coffee-coloured flour, salt and water mixture. To give their dams an authentic look, they stuck in twigs, leaves and stones they'd collected beforehand. It was a great goopy evening, says Scouter Sandra Hards, who shared this photo.

#### outdoors

# A Book for All Scouters

by Gerry Giuliani



You're in the market for outdoor equipment. What do you buy? How do you choose? Whom do you buy from?

There's such a wide variety of camping equipment available today, but few guidelines to help you choose and use what you need. Oh, you'll find an occasional article in the Leader or one of the consumer magazines, but seldom can you find the specific information you're looking for when you want it, which is when you need to buy something and use it.

Doug Cunnington, member of the National Program Committee for Camping and Outdoor Activities, recently shared with me How to Select and Use Outdoor Equipment, an excellent book by Barclay Kruse and the staff of Recreational Equipment Inc. (REI). After reviewing the material, we both realized it's the kind of reference most Scouters need. Well illustrated and easy to use, it covers a complete range of outdoor equipment and tells you just about everything you need to

know, whether you're interested in the durability and insulation qualities of fabrics used in outdoor clothing and other equipment or you want information on what to look for in a sleeping bag and how to take care of it.

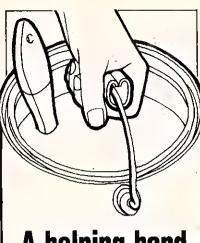
What are the advantages of an external frame backpack – an internal frame pack? How do you select and care for a tent and what are the characteristics of different kinds of tents? If you're in the market for a camping stove, what are the advantages and disadvantages of butane, naptha, kerosene?

There are separate chapters on outdoor clothing; footwear; sleeping bags; packs; tents and other shelters; cooking stoves, equipment and food; crosscountry skis and snowshoes; mountaineering equipment; bicycles and accessories; canoes, kayaks and inflatable rafts; and necessary outdoor accessories like maps, flashlights, sunglasses, first aid kits, knives, binoculars, water purifiers and insect repellents. It's all there: "the necessary facts to ask the right questions, make telling comparisons and, finally, make the most intelligent purchases".

The back pages include an outdoor equipment checklist, a bibliography of references to other useful outdoors books, and an index to help you find specific information quickly.

Many book stores carry How to Select and Use Outdoor Equipment, which retails in Canada for \$12.95. If it isn't in stock, they'll be able to order it for you. Ask for:

How to Select and Use Outdoor Equipment by Barclay Kruse & The REI Staff; HP Books, Box 5367 Tucson, Arizona 85703; 1983 Fisher Publishing Inc. X



A helping hand from a Boy Scout

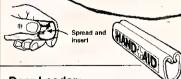
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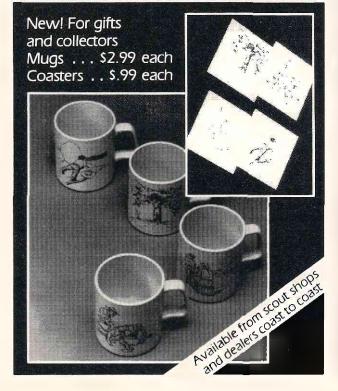
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#### supply news

# Beaver Leaders' Handbook

by Jim Mackie

The new version Beaver Leaders' Handbook is now available from your local Scout Shop and some dealers; cat. #20-110, \$4.95. Much improved, the new book contains 112 rather than 72 pages, with an update on Beavering in Canada today, new illustrations, a full-colour photo cover and pages numbered by chapters so that additions can be more easily made. Once again, the book is pre-punched for a three-ring binder. A must for all Beaver leaders.

#### **Rover Handbook**

Just a reminder that the Rover Handbook is undergoing major revisions and will not be available until late 1985 or early '86. Because of the relatively small demand for this book (227 in 1983), and the high cost of printing small quantities, Supply has traditionally ordered a sufficient quantity to cover needs for a number of years, maintaining the inventory and its allied costs in order to keep down the selling price. Because of the very high cost of printing a single year's supply, we will go out of stock until the revised version is available. The Shop at National Office no longer has the Rover Handbook and many other Scout Shops also report they are out of stock.

#### **Maroon Streamer Hat**

As a result of Program Forum discussions and subsequent approval by National Council in May, we have added a maroon ladies' streamer hat to our uniform line. For wear with the grey shirt, it is identical in design to the current green hat and will sell for the same price. The maroon streamer should be available this fall but, at the time of writing (June), a definite date isn't available. Size Medium, cat. #37-505; size Large, cat. #37-506: \$14.50.

#### **New Shops**

In Oct. '83, we announced Greater Toronto Region's renovation of their Bloor Street headquarters Shop and the opening of two new Scout Shops, one in the city's east end and another in the north. To ensure all geographic areas of the city are properly served, GTR has added a fourth shop, this one in the west end of Toronto. Frank Grisbrook, supervisor of the overall Scout Shop operation, invites members of the GTR family to visit the newest Shop. If you're not from Toronto but plan a visit to the city, drop into one or more of the Shops. Consult the Toronto telephone directory for locations, or call the Bloor St. office at (416) 925-3425.

#### **New Leamington Dealership**

Welcome to Neil Fotheringham and staff of the Major Chord Music Store in Learnington, Ont., who have joined the network of official dealerships for Scouting merchandise. Neil, who has had a long involvement in Scouting, opened for business Sept. 1 and welcomes all members of the Scouting family in Learnington to stop by for a visit. X

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Each member of your group should sell at least one case of Sylvania Long Life White Light Bulbs. So we recommend you order one case per mem-

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The average home uses approximately 6-7 packs of light bulbs a year. So with just a little extra effort you can easily double or triple your profits!

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a word to chairmen

# Helping Kids Be Prepared

by Pat Horan

Dear Murray,

I've just seen a draft of an exciting new Scout publication called *Prepared for Today*. It's based on the recognition that Scouting must continue to work with families and family members in their differing situations.

Basically, *Prepared for Today* is a guide to help young people learn some essential skills in and about the home. The guide for Cubs and Scouts focuses on seven areas.

- 1. Prepare to look after things at home when a parent or guardian is absent or ill by learning emergency telephone numbers, how to cope with strangers and what to do when you are the last to leave the house.
- Prepare to fix something to eat by planning and serving balanced meals for one day.
- ·3. Prepare for home safety by knowing something about the plumbing and electrical networks of the home and possible medical, fire and other hazards, as well as what to do if faced with emergencies in these areas.
- 4. Prepare to know your neighbourhood by getting out into the community to learn what services (doctor, drug store, laundromat) are available, how to contact a policeman, and where neighbourhood boundaries are, including bus routes and hazards.
- 5. Prepare to care for younger children by knowing how to handle emergencies, learning and playing games suitable to youngsters, helping young children dress properly, and alerting them to hazards in the community.
- Prepare for problem solving by learning how to make the right choices and decisions in situations in and about the home and community.
- 7. Prepare to feel good about yourself by feeling competent because you've learned to handle situations at home and in the community. This element is based upon the support of leaders, teachers, parents, grandparents, aunts and uncles and neighbours who've helped teach the skills.

Murray, to me this looks like an excellent complementary program in all ways. Let me know how your leaders feel about it.

Sincerely,

Pat

# **Thoughts on Leadership**

by Stephen Breen

"You measure a leader not in terms of the skills he possesses, but in terms of skills he develops in others; not in terms of those he helps, but in terms of those he helps to help themselves; not in terms of decisions he makes but how he frees others to make decisions; not in terms of the power he has over others but in terms of the power he releases in others; not in terms of what he has accomplished, but what they have accomplished. That is the measure of a leader!" (Author Unknown)

One of a leader's most important qualities is the ability to create a social climate that channels the energies and abilities of others. When the climate puts people at ease it creates a sense of belonging so that they want to work together to establish goals and meet them. The success of any group project is the responsibility of all members, not only of the leader, but the expectation is that the leader will give guid-

ance and counsel when required.

Good leaders are sensitive to the people who work for and with them. They motivate by setting a good example, by understanding and caring for those around them, by giving all members an opportunity to take part in the decisionmaking process. Although, in Scouting, most leaders are appointed or elected to their positions, they must be aware they will only be the leader in their area of responsibility as long as other members recognize their ability and permit them to continue.

#### Shared Leadership

How many times have you seen a group completely ignoring the leader as they do a job? When this happens, in most cases the leader has chosen not to consult with other group members about how to do it. Although the group may carry on with the task and complete it, quite often they will not do it well and will not feel good about it. Quite possibly, they will not want to work together again in the future.

The only circumstances people truly understand are those they experience. The only ideas they fully grasp are those they help to formulate. Decisions which are the product of group effort elicit more solid and enduring support than the

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edicts of one person. Shared leadership enables an organization to draw upon all the resources available to it.

One of the reasons Scouting has survived so long as an organization is that it appeals to many types of adults from many different walks of life. Scouting can use almost all talents, be they modest or grand. It is a remarkable achievement when we consider how many great voluntary organizations have broken up during the 20th century to be replaced by smaller specialty-oriented sports and interest groups.

Scouting has a place for the person who relates well to young people; for the person who works well with adults; for the person who has the skills to keep the books or chair the meetings. It can use many other skills and abilities as well and, in each case, the people who have them hold a leadership role and contribute to Scouting's success.

Shared leadership helps create strong, responsible, selfreliant individuals who aren't easily swayed from their decisions. It builds a strong group that won't fall apart when the leader leaves and gives the group a high morale.

Scouting offers many opportunities for us to learn more about leadership through various courses conducted at the local, provincial and national council levels, and through sections of handbooks for both adult and youth members. The important thing to remember is that the success of leaders depends not upon what they do for themselves, but what they do to help others do for themselves. A

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#### scouter's 5 minutes

#### Thoughts for Thanksgiving

As we bow heads in thanks for the bounty of our land and lives, it's important to remember that we truly are the fortunate few. Thank you for friendship and Scouting, which offer hope that, one day, all people will find God's world good.

"There are at least 600 million people worldwide who still go to bed hungry every night of their lives. About 800 million people – one in five – now live in 'absolute poverty'... About 40 per cent of them are children. We are told that food consumption will rise faster than output over the next decade and the number of people starving will double.

"We need to ask ourselves how much longer we can seriously believe that two-thirds of the world's people will sit hungry with folded hands and endure their suffering, while the remaining third of us worry about how we can lose 10 pounds and where we can park our car."

-Albert Watson, in the United Church Observer, June 1983.

#### A Beaver Thank You

Thank you for Beavers; we learn how to share Thank you for leaders who show us they care; Help us to learn to have fun at our play, And how to work hard for our family each day, The world will be much better, we know, For the love and the friendship we learn how to

show. - Mary McCarroll, 1st Dundalk Beavers, Ontario

#### A Cub Thank You

O Heavenly Father, we ask for your blessing For loved ones and friends who are near, We thank you for food and for love and for life And the spirit of Scouting that's here.

#### **Two Special Prayers**

In the March '82 issue of Scouting (UK) magazine, we found some prayers written by Čub Scouts in Co Down, England. We think two of them are particularly appropriate.

Scouter's Five Minutes - page 545 Oct.'84

#### recipes

#### Thanksgiving Fare

#### For the Meeting Hall

- Here's an idea to help your section make the comparison between the richness of our way of living and the realities of life in less fortunate lands. With your boys, make and eat chapatis. the basic diet of children in many countries of South East Asia and Africa. A child of Cub age in these lands might have one or two chapatis for breakfast, one or two chapatis with a few vegetables at mid-day, and a repeat performance, perhaps with some lentils, for supper. Try each of these "meals", and then talk.
  - Chapatis

I cup wholemeal flour

1/2 cup water pinch salt

Mix flour and salt in a bowl and slowly add water, stirring to make a soft dough. Divide the dough into 10 pieces and flatten each into a circle. Cover with a cloth and leave for half an hour, then roll out very thin. To cook, place chapatis in a lightly greased pan over low heat. Turn often. They are done when crisp and

#### For the Outdoors Heavenly Biscuits

- 1 cup flour
- 2 tsp. baking powder
- 1 tsp. salt
- 2 tbsp. butter
- 2 tbsp. milk powder
- I tbsp. whole egg powder
- I tbsp. wheat germ
- 1/2 cup grated cheese
- 2/3 cup water
- Mix dry ingredients, cut in butter and seal in plastic bag. At camp, all you need to do is addwater. Shape biscuits in your hands and place them on a lightly greased foil pie plate. Place a second greased foil plate on top of the first,

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Oct. '84

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clamp together with paper clips, and place plate on moderately hot coals. Cook 10 minutes each side.

Fish 'n Trimmings in Foil

2 or 3 filets fish 2 strips bacon small tin peas potato l tbsp. butter

On foil, lay a strip of bacon, the filets and the second strip of bacon. Add tinned peas, very thin slices of potato, and butter. Wrap and cook on the grill 10 to 15 minutes.

#### Individual Foil Stew

Roll cubes of beef in seasoned flour and place on foil. Add diced vegetables, 1 teaspoon brown sugar and 2 tablespoons water. Wrap, leaving airspace around the ingredients. Cook slowly on the grill for an hour.

#### Sausage-Filled Spud

Scoop out the centre of a large potato and fill with chunks of sausage. Wrap in foil and cook 25-30 minutes on the grill, or 15-20 minutes directly on the coals.

— We thank the Petawawa District Scouters' News (Jan.'83) for the three foil-meal recipes.

#### Super-Quick S'Mores

What could be easier, or more fun. Each boy places a square of milk chocolate on a graham cracker. Then he toasts a marshmallow over the fire or coals and pops it on top of the chocolate as soon as it's done to his taste. The heat of the marshmallow melts the chocolate. Have lots of graham crackers, chocolate and marshmallows on hand.

#### Lemon Drink

Make the lemon syrup at home and carry in a plastic bottle. At camp, add cold or hot water to make a delicious drink. Squeeze juice from fresh lemons into a saucepan. Stir in as many cups of sugar as you have lemon juice. Place on moderate heat and stir until sugar dissolves. Simmer at the same heat until the syrup is thick.

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God bless Cubs and Scouts all over the world, especially those in troubled countries who cannot get to Cub meetings because of this trouble. God bless those who are short of food. Help all Cubs to be honest and truthful in all their tasks, and help them to keep the Cub Promise.

Gavin Dickson, 3rd Newtownards

Dear God, thank you for my friends who stand by me when I am sad and lonely. Please bless them and lead them through their years on this earth. Oh Lord, bless all the Cub packs around the world and help them be friendly and considerate to each other.

– Richard Kelly, 4th Bangor

Don't walk before me... I may not be able to follow. Don't walk behind me.. I may not be able to lead. Just walk beside me... And be my friend.

Motto of Troop 26, Oklahoma, U.S.A.

#### And Then the Rainbow

They came, Pride in their colours; Their faces showed expectation: They came, The eyes full of wonder Gleaming, sparkling. They came, The smiles – open, sincere; I saw oneness in our fellowship, Friendships that no boundary can contain; A symbol tied us together, A handshake bound our belief, A song joined us in spirit, A promise joined us in our God; We stood together as one body Sharing that moment, Thinking our thoughts, Meeting our minds. And God's promise brightened the sky, Showing hope for the future.

- by Jeannette to commemorate the opening ceremony, XV World Jamboree. Sent by Catherine Held, North Delta, B.C.

Scouter's Five Minutes – page 546



# Check It Out

#### by Garth Johnson

The natural corollary to developing areas of interest within our programs is to learn as much as we can about young people and their environment. One thing we are learning is that, for many of them, daily contact with computers is a reality. In our society today, the numbers of computers and the things they can do are growing explosively. As a matter of fact, the type for this magazine has been set by a computer, but more on that later.

Many Scouters have found adding the challenge of computers to their existing program a fruitful experience. Others see their program as an opportunity to "get back to basics" and prefer to leave the computer age at home. The point is that Scouting allows for this flexibility. Test the wants and needs of your group or section and perhaps you'll find their spheres of interest will work to the advantage of your program.

A challenge like that given by Phil Newsome in Patrol Corner, page 18, may be precisely the sort of thing you need to arouse interest in some of your potential dropouts. Computers amplify creative imagination and, despite the common misconception that working at a terminal is strictly a lone activity, they can help to build peer groups. When a bunch of kids are working on a computer program, the natural outcome is group interaction and problem solving. One may be sitting at the terminal, but the energies of the whole group are directed toward and contributing to the task at hand.

The computer is simply a tool you may or may not choose to use, but check out the idea before you discard it out-of-hand.

At the Leader, we're doing our best to keep up with the times. About a year ago, we brought in a word processing unit that enables us to do all of our writing and editing much more quickly and effectively than before. Once we felt comfortable with the new equipment, we took the next step – inserting

codes into the text so that the magazine can be typeset directly from our word processor diskettes. With the Aug/Sept issue, we've completely eliminated the need for manual typesetting. As a result, we've been able to tighten up our production schedule by a few days so that, perhaps, we can mail the magazine a little earlier each month.

It has also been a year since we computerized our mailing list. There were a few wrinkles to iron out but, despite them, we've greatly reduced our turnaround time for processing subscriptions. Very happy with the efficiencies computers have introduced to Leader operations, we'll continue to explore ways to make more effective use of the technology available to us.

#### Over 50 Follow Up

William Bell of Edmonton is our first "Over 50" submission (J/J issue). He's Akela of the 80th Alex Taylor Community School Cub Pack. It was very nice to hear from him but surely there's someone out there who can beat a 36 character group name! Thanks for writing, William.

#### **Proud Moment**

New Brunswick Scouting has long been famous for innovative schemes and ideas. Troop Scouter Neil Bradbury of the 21st Courtenay-Forest Hills Scouts, Saint John, writes to tell us they've done it again and shares a story of true citizenship in action.

As part of Scouting's 75th anniversary activities, Neil and his wife, Judy, decided to help four Laotian families prepare for Canadian citizenship. With the cooperation of the citizenship court and encouragement from their provincial Scout office, they set about filling out and notarizing applications, taking photographs and providing moral support against May 18, the big day with Lt.-Gov. George Stanley.

It was wonderful to share laughs during a preparatory mock ceremony in the Bradbury livingroom, Neil says, "and one of the biggest thrills of my Scouting days was to see their children, in Beaver, Cub, Brownie and Guide uniforms, become citizens of our great country". X



# A Prayer for Peace

As I look back over the last few years, it's very evident that violence and the threat of world war are rapidly increasing. There seems no solution in

sight

Our founder was very much aware of the presence of God and the value of prayer. Several years ago, I introduced a short and simple prayer for peace that everyone in Scouting can use. I am promoting it in our area and invite all Beavers, Cubs, Scouts, Venturers, Rovers and leaders to join us.

My God and Creator, please accept my prayer for all nations to settle their disputes by peaceful means instead of

war. Amen.

- Herb Wolfson, Willowdale, Ont.

#### **Bringing Skink to Task**

I read with interest Skink Dutton's Knots for Rescue Work (May'84). He should be congratulated for passing along the art of knotting to his boys but I must bring him to task for using the Manharness knot (or artillery loop knot). This is an inferior and dangerous knot because, if yanked out of shape, it's likely to become a running knot or noose. In 1958, Boy Scouts of Canada removed this knot from the Knotter's badge requirements because of its danger, and replaced it with the Butterfly knot. I understand that rock climbers are now using the Butterfly and have done so for quite a number of years.

- Frank Pascoe, Saskatoon, Sask.

#### **Policy Should Change**

In regards to the letter "Policy may kill troop" in the May issue, I think you are 100% right to suggest that some of these old policies should be changed in order that the policy can fit the boy, rather than the boys fitting the policy. I believe the training male leaders receive to run the troop should be the same for female leaders so that sex should have no bearing. But, I also feel that new female leaders must take necessary training courses before leading a Scout troop. Proper training and female leaders could very well have an effect for the better on Scout troops.

- Carlo De Pinto, Pefferlaw, Ont.

#### In Support of Five Stars

In the May issue, a letter strongly denounced the 5 Star Cub program and encouraged an updated 2 Star program. I disagree that the 5 Star program is too deep or difficult for Cubs. It does, however, require thought, time and work. Since each Star has multiple choice requirements, a Cub who finds one requirement too difficult has alternatives.

I agree Cubs may not have instant recall of all they've learned over three years of Star work but they retain most of what they learn and can recall forgotten information with a minimum of

"refresher" research.

Cub-aged boys are much more advanced than they were years ago, and all are capable of 5 Star work over a three year period. It does require hard work and effort, but when Cubs earn 5 Star status, it is an honour and achievement. Along with our Akela's wife, I also think we should award a special badge that 5 Star Cubs can wear on their Scout uniform when they go up to Scouts.

- Wendy Dupuis, Grimsby, Ont.

#### **Cut-Outs and Cartoons**

Is there a book entitled Scouter's Five Minutes, or where do all these ideas (in the cut-out pages) come from? There are certainly lots of thought-starters and useful material.

Re "If the Shoe Fits": A job well done to Fred; a hilarious and thoughtful way to let us know we are not alone in our many Scouting situations.

- Richard Warner Jr., Digby, N.S.

Ed's Reply: The material in the cut-out pages comes not from any one book, but from a variety of sources; Scouters, other Scouting publications, and general periodicals and books. We keep files for each cut-out section and constantly collect what people send us or what we discover. We urge all readers to share thoughts, games, hints, skits and recipes suitable to the cut-outs. The files can never be thick enough.

#### Disturbed by D&D

I am greatly disturbed by the article Dungeons & Dragons Day which appeared in the March '84 issue. In the last few months, I have heard accounts of this particular game on The 700 Club, a Christian broadcast, and on 100 Huntley Street, a Christian television program. It seems the imagery and terms used in this game come directly from real occult practices and, once a young person has mastered the beginner's phase of the game, there are increasingly complicated versions with which many young people have eventually become obsessed. I beg you to retract your endorsement of this game, for I truly believe its effects may be more terrifying than any of us can ima-

Dorothy McIlroy, Toronto

#### Jewish Congress Can Help

Please help us get out the word to all Scout leaders and group committees that the Canadian Jewish Congress can help them obtain written and human resources for the Jewish component of the Religion in Life badge. We are particularly interested in hearing from people who have Jewish members in their troops and find it difficult to help these boys meet their Religion in Life requirements. Please write to: Rabbi Robert Sternberg, Director, National Religious Department, Canadian Jewish Congress, 1590 Ave. Dr. Penfield, Montreal, Quebec H3G 1C5. Or call (514) 931-7531.

- Robert Sternberg, Montreal

#### Rose

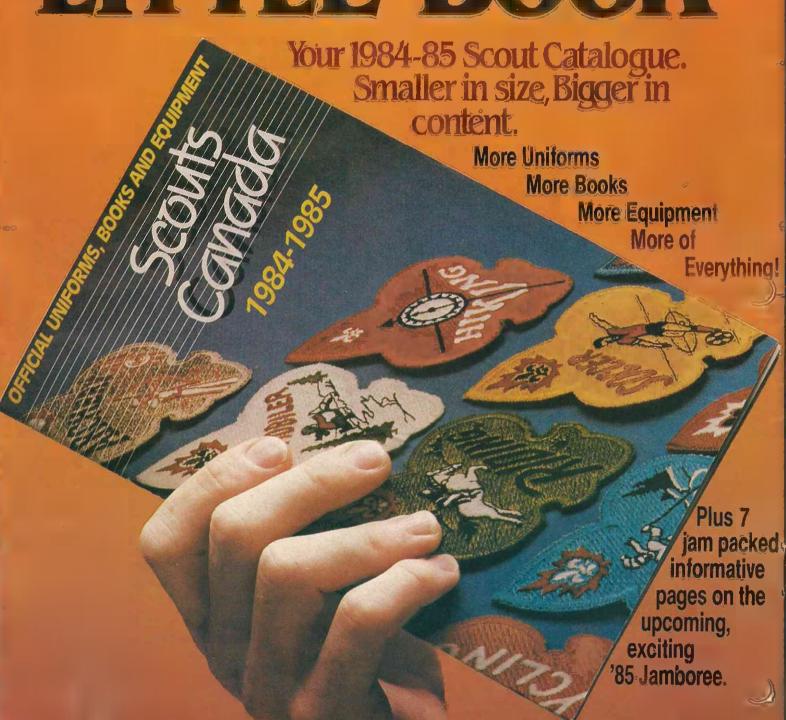
I started reading the Leader this winter when my son began bringing home copies "on loan" from his Scouter for a week at a time. I must congratulate you on an excellent magazine. I am a member of Girl Guides and have served at the Brownie, Guide, District Commissioner and Pathfinder leader levels. I am getting many ideas from your magazine. Keep up the good work.

Jennifer Burnham, Florenceville,
 N.B.

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