

the leader

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Cub
JUMP
START
Insert



HALLOWEEN MAGIC • PHOTO CONTEST • PLANNING AHEAD

Tackling the Unwritten Strategic Objective

by Bill Forbes

Re-read our strategic objectives. Does the word "membership" appear anywhere?

No. Yet the driving force behind the studies that led to our seven strategic objectives was a cross-Canada concern for a continuous eight year fall in membership. So universal is Scouting's concern for membership that many felt we did not require a specific objective for it. But we do. If we achieve all seven stated objectives yet do not have members or clients for our product, what is the point of all our efforts?

John Pettifer (our Chief Executive) was the first person to take definitive national action to help provincial councils struggling with the problem. In the fall of 1994, John began urging provincial executive directors to develop an organized approach to the problem. John also addressed provincial commissioners and presidents on this issue at National Council meetings a year ago. Each province or territory responded by agreeing to start some relevant initiatives. Delegates to the May 1995 National Council Meeting devoted one day to discuss membership. Here, councils reported on their activities and ideas, and suggested which approaches they thought would bring the greatest benefits to Scouting in Canada. This forum concluded with provincial executive directors being given specific authority for membership initiatives. Provincial Key 3s also made a commitment to seek new ways for halting membership decline.

Stop-Gap Measures?

Will these actions prove enough to solve the problem? I worry they will not. We have experienced protracted periods

of membership decline in the past. Directly or indirectly related activities implemented to overcome this decline have not led to a long-term solution. Lowering age requirements to include Beavers helped for a while. An enhanced emphasis on advertising and promotion provided some help. Co-ed Scouting was expected to increase membership, though that was not intended to be its main purpose. Fund-raising programs to lower youth membership fees will help; still, this is not a solution.

The Girl Guides are experiencing a similar membership decline. Last year they reorganized at the national level not to directly solve the problem, but to help them deliver their revised program better. To date their membership continues to fall.

Many provincial presidents feel that we must try far harder to draw aboriginal and ethnic groups into the Movement if we hope to experience significant membership growth in the future. This will contribute to solving the lesser part of our two part problem — client recruitment, then client retention.

Halting youth drop-out is another matter. The key issues here, I believe, involve

- placing more resources at the leader-youth interface

- making the delivered program more relevant, and
- making delivery more flexible.

Many people have recommended that a volunteer be named to co-ordinate membership retention and growth efforts across Canada. This will be done at the next meeting of National Council. This person will be expected to interact with Provincial Key 3s and support their efforts. We hope to identify specific individuals within each province to carry this effort to the leader level.

While I recognize that every mature youth movement in Canada is experiencing a membership decline, Scouting has the will to enable it to break from this mould. With the focus, energy, and imagination of each leader directed to delivering a better, more flexible and more challenging youth program, I am confident that within five years membership need not be an issue. It is now up to all council levels to help leaders meet the challenge, and to do so in a manner that we can all say, "Yes, we're working differently, we're growing again and we're having fun!"

Let us know how we can help.

Bill Forbes

Bill Forbes, National President

JUMPSTART Insert!

The International Relations Committee has sponsored the inclusion of the *Around the World* Cub JUMPSTART program insert in this month's **Leader**. Check it out! Your Cubs will love it; so will your leaders.

JUMPSTART offers an easy, field-tested, ready-to-run, exciting theme program covering one month. It's great for new volunteers or busy leaders.

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A terror-ific event!

page 8

"Fasten Your Seatbelts. The Future Is Now!"

Text and photos by Allen Macartney and Garth Johnson

"I'm getting a surge of adrenaline!"

Moments later, Kevin Ackland of the 9th Whitby Venturers, ON, climbed into the cockpit of a tiny wood, metal and canvas ASK-13 glider. A powerful winch hauled him and the pilot up to 400 metres altitude in less than fifteen

seconds. From the ground it looked as if they were going almost straight up.

After the flight Kevin leaped with energy.

"What a take-off! Rocket powered! The view was incredible. We circled over the jamboree site. Wow!"

From August 1-11, 29,000 Scouts, Venturers and leaders from 166 countries gathered for the 18th World Jamboree near Dronten, the Netherlands. Almost 600 Canadian youth and leaders took part, including 23 members from L'Association des Scouts du Canada.

Unprecedented hot, humid weather moistened many brows throughout much of the jamboree, but the heat didn't dampen the enthusiastic spirit.

For most of Canada's contingent, the future started July 28th at Heathrow Airport in London. Their adventure of a Scouting lifetime began when the contingent met for a three-day, pre-jamboree stay at the University of London's Royal Holloway College, near Windsor. In a centuries-old, castle-like setting, Scouts got a chance to acquaint themselves with patrol members, re-pack their bags, see the sights of London and overcome what jet lag

their enthusiasm would allow. Together they cruised the Thames River, toured the Tower of London, visited Buckingham Palace; many walked through Gilwell Park.

Excitement ran high as everyone set off for the jamboree site in Holland. "What a terrific group of young people," beamed contingent leader Jack Sinclair. "They're excellent ambassadors!"

Arrival

After pounding in tent pegs and setting up their tents below sea level, some youth climbed a nearby dike and went for a swim. Just over 30 years ago, the

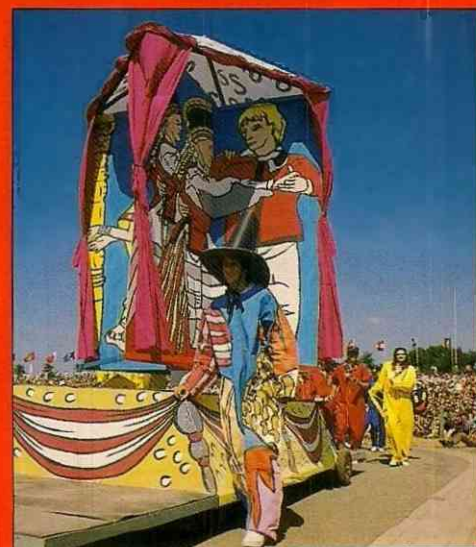


Royal Holloway proved an elegant place to launch the adventure, but soon it was time to load buses and cross the Channel to Holland.



"I'm going to frame mine," said one Canadian after a Japanese Venturer shows how to spell his, and a friend's, name in Japanese script.

The opening ceremonies brimmed over with exciting pageantry and colour.



jamboree site was covered by two metres of water.

Queen Beatrix of the Netherlands opened the jamboree. A stunning display of colour, dance and singing followed. Excitement peaked as a group of parachutists landed in the midst of a brilliant, interwoven tapestry of flags, costumes and giant skipping tulips. Afterwards, youth dispersed throughout the huge site to begin experiencing the many program activities.

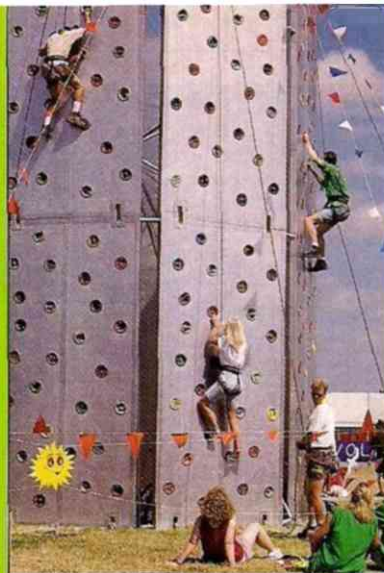
"I love it here!" said Marshal Wong of William's Lake, BC. "There's lots of variety, lots of things to do. The place is hopping from early morning to late at night."

What activities were available?

At the Sea Scout Centre youth could hone navigation skills, sew sails, practise their knots, learn about water rescue or help build a boat.

The two Action Centres attracted everyone's attention. Here youth could ride a racing kayak down a steep water slide into a lake, windsurf, explore a medieval stone fortress, go roller-blading or try skin diving. They could build pole structures, improve their archery, ride a hot air balloon or scuba dive.

The Global Development Village offered experiences dealing with environmental and social issues. Scouts and Venturers could bake bread in earthen ovens like millions of Africans. They could build a solar cooker or learn how to make paper from recycled paper



The ever-challenging climbing wall. Thousands of hands and feet gripped whatever holds were available to scale this vertical wall.

scraps. Many saw the "Scout toilet of the future". This invention recycles human waste solids into fertilizer, and purifies liquids to such an extent that goldfish can swim in it.

Those seeking creative expression, could try silk-screening, mime, stone sculpturing or get theatre make-up lessons. Others made toy sailboats from wooden shoes.

Throughout the jamboree Canadian contingent staff manned "Canada House", a bright yellow and white tent where youth from around the world

learned more about our country. Here they tasted popcorn, played table hockey and watched Canadian Scouting videos.

Standing beside a large space shuttle model in Canada House, Canadian astronaut, Steve MacLean signed autographs and answered questions for several days. Whether visiting Scouts in their sub-camps for dinner or wandering the grounds, a crowd of excited youth followed Steve's every move.

Survival of the Fittest

"Wet and muddy; that's the survival track in two words," said Robert Duchesne of the 5th Yellowknife Troop, NWT. "There's nothing easy about it." In multinational teams of eight, youth worked together to conquer this physically taxing obstacle course. Huge cargo nets draped over log pylons above water traps blocked the path in many places. Great fun, but a lot of very hard work. In many places youth had to drag themselves through water-filled ditches.

"I give the survival track a double thumbs up," said David Caddy of the 12th Red Deer Special Needs Troop, AB. "I went through it twice." An excited sparkle lit his face as he relived the challenge. "I liked the last ditch the most — cold and deep."

Pretty impressive for a determined youth with only one leg!

"We made it!" Scouts and Venturers from Manitoba and Saskatchewan worked hard at fundraising to get to WJ. They raked lawns, plowed snow, raffled off a boat, even sold tickets for an autographed Wayne Gretzky jersey.



Who says you have to be in Canada to roast bannock over a fire?



Swop Shop

What jamboree would be complete without trading a few badges, pins or woggles? This was one of the main reasons drawing New Brunswick Venturer Patrick Proctor to Holland. Wherever he went he carried a bag of "swoppers" to trade.

Everyone wanted Brazil's beautiful contingent badge. It showed a colourful parrot playing soccer. Canada's contingent badge ran a close second among serious traders.

Toward the end of the jamboree people were swapping almost everything. One leader approached two youth wearing Canadian contingent jackets and caps as they watched at a bucking bronco exhibit.

"What part of Canada are you guys from?" he asked.

Turning around grinning mischievously, one said through a thick Nordic accent, "Ja, Ja. Vee're Kanadians!"

Two others sitting nearby wearing blue and white striped Finnish hats, said in Newfoundland accents, "You won't find Canadians here. We're from Finland."

Failure To Communicate?

"I came to meet people from all over the world," said Kyle Huibers, of the 1st Comox Venturer Company, BC. "Now I have friends from Finland, Israel, Holland, Korea, Italy and Britain."

Is communication difficult with so many different nationalities and languages?

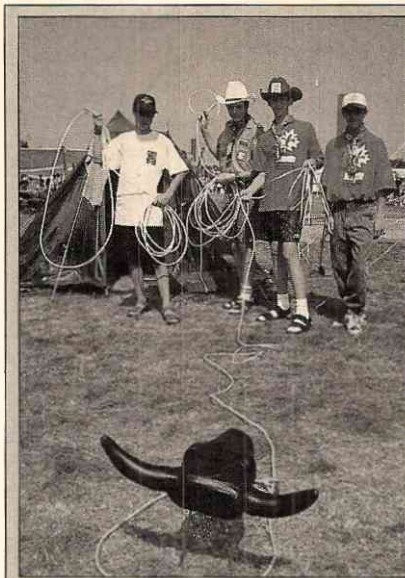
"Not at all," said Robert Howatson (4th Barrie Troop, ON). "Most people here know English. If that doesn't work we get to try out our school French. When all else fails, there's always sign language."

"The atmosphere here is amazing!" added Kate Lamothe, a Venturer from Sherbrooke, PQ. "Everyone is so friendly. Last night we asked some strangers for a can opener. They ended up giving us Swiss candies. Oh... they also opened our apple juice can."

Hey We're Canadians!

The jamboree kindled a new awareness of national pride among many youth.

"Everyone here loves Canada," said 83rd Regina Venturer, Tara Green. "Once people find out you're Canadian, it's incredible. They shake hands, they smile, they just want to say 'Hi'." Dutch people especially want to meet Canadians, often just to say "thanks" for liberating them during World War II.



"Rope that calf!" Three Alberta participants show a jamboree friend the fine art of western lasso tossing.

On August 8, almost 200 from the contingent chose to visit the Canadian War Cemetery at Holten. Approximately 1,200 Canadians are buried there. Most died in the spring of 1945. Walking in small groups between the headstones, a reverent silence fell upon our Scouts and Venturers as they read the names and youthful ages of the dead.

Here Comes the Future

True to the jamboree's theme ("Future is Now") participants could immerse themselves in space age technology for days. They could send e-mail to other Scouts, compose troop songs on a synthesizer, create and print their own colour cartoons, or learn how to program a small crane so it would pick up boxes. Scouts could even 'fly' an airplane in a flight simulator.



Alberta Rover, Jason Gosior, takes a break from helping Scouts build electronic windmills by tuning in the world.

Those wanting to keep in touch with friends back home in Cape Breton could simply go to the ham radio tent, tune in the frequency and start talking.

After each day's activities, action switched to the sub-camps. Here youth could enjoy a rock concert, try karaoke, or learn traditional Dutch folk dancing. Some youth went on guided night hikes through the countryside. "That's how I got the world's most enormous blister," said one Scout, nursing her foot.

Sharing, sharing, sharing characterized most jamboree activities. Ontario participants from Waterloo and Mississauga ate a meal with Japanese Scouts from Osaka. The Japanese served soup, stir fried vegetables, chopped beef patties and traditional tea. The Canadians provided dessert: dollar-sized pancakes with real maple syrup.

British Columbian Venturers invited Canadian astronaut, Steve MacLean over to eat one night. "It's pretty cool having a real astronaut for supper," said Sea Venturer, Adrian Wladichuk. "Hold it! We didn't really have *him* for supper! We had him over as a *guest* for supper!"

Jeremy Luciwi, a Toronto Venturer, spent much of his time helping Ukrainian Scouts. Ukraine has never before sent an official delegation to a World Jamboree. Jeremy, whose grandparents came from Ukraine, speaks the language fluently. This proved very helpful to Ukraine's 48 excited participants.

Winding Down And Up

"This is a lot more than I ever expected," said one tired, but happy, RCMP Venturer. "Just fantastic!"

After closing ceremonies on August 11, everyone boarded buses. Most Scouts headed for the airport. Others left to spend several more days in the Netherlands enjoying home hospitality and culture with a Dutch family.

What did people talk about as they left the jamboree site?

"Fantastic," "great," "hilarious," "terrific" speckled the conversation in most groups. Everyone spoke of new friendships — both in Canada and abroad. Others looked forward to exciting program activities at our 9th Canadian Jamboree in Thunder Bay, ON, planned for July 12-20, 1997. (At CJ'97 they will hear the legend of the Sleeping Giant and visit the Canadian Ski Jump Training Facility. See page 38 for more details.)

"Hey. Where's the next WJ?" someone asked.

"In Chile. See you there?"

"You bet!"

Annual Meetings: *Turning on the Spotlights*

John Rietveld

Anual meetings can become the highlight of the Scouting year for most councils.

Annual meetings should be more than just events held to meet the legal requirements of an association and give approval to the budget. They should also provide a chance to recognize those who have performed outstanding service, a place to discuss new ideas, a platform to discuss issues, and a chance to tell Scouting's story to the media.

Public relations people invariably find themselves deeply involved in their council annual meeting. From the writing and production of the annual report, through to recruiting a guest speaker, PR and annual meetings go hand in hand.

For the National Council annual meeting held each November, the Communications Committee helps in many ways. We develop displays, design program folders and other information pieces to be handed out during the meetings, arrange entertainment (which often takes the form of some kind of an audio visual presentation), and even help clean up after the event ends. Of course we also edit, design and arrange production of the annual report.

Sound familiar?

If you are the council PR volunteer or group publicity member, it's likely you perform these same tasks at your council annual meeting.

Focus Your Spotlights

Did you ever think annual meetings could help generate media coverage? Here are some ideas to focus local spotlights.

- Take advantage of your guest speaker. Is the message something unusual, thought provoking or controversial? Does it focus on regional or local issues? Ask your guest speaker in advance, then write a release that will tease media and draw them in.



- Will your annual meeting feature special or unusual displays? Find out. Get a list from the meeting organizers, then choose some of the more visual displays and "pitch" those to your newspaper reporter or television assignment editor.
- Most annual meetings recognize both youth and adults for some form of achievement. A 50-year service award presented to a senior Scouter might interest a community or neighbourhood paper. A bravery or fortitude award presented to a youth member will almost certainly guarantee good local coverage. Check with your Honours and Awards Committee and play up the award angle.
- Officers are elected and the district commissioner is appointed at annual meetings. Contact each of the nominees. From a brief over-the-phone interview, write a paragraph about each. Why did they volunteer? How long have they been involved with

Scouts Canada? Where do they work? This makes interesting local reading.

- Prepare and send out your first media advisory at least one month in advance. Include some story ideas based on the information you've gathered about the agenda of the meeting. Follow up with a more detailed release one week before the meeting, and then by phone the day before with those journalists you feel should attend.
- At the meeting be sure to have a member of your PR team available at all times to greet journalists and help them get their story. Whether your annual meeting is attended by 50 or 500 people, reporters can get lost in the crowd. Help them get the story.
- Be sure your event is properly signed. Scouts Canada logos should be prevalent at the entrance to the hotel or meeting hall. Cover the hotel's name on the podium and hang a Scouts Canada banner behind the speaker's head so that pictures or television coverage include the logo. Of course, all handout materials should include our logo.

Don't despair if the media cannot attend or fail to show up. Bring a concise report and a picture of the guest speaker or one of the presentations to your newspaper soon after the meeting. Weekly community papers wanting to report local events may use it. A daily newspaper might still find space even several days after it takes place.

Effective PR involves trial and error. Find out what works in your area and keep hitting the switches. ^

Reference

S. Cook, *Public Relations Tactics*, April 1995.



A Night Steeped in Magic by Lynn Johnson

"No costumes or food. Please arrive at 7:00 p.m. sharp."

The Halloween notice sent home with our Cubs sparked real interest. "What's going on?" some asked. "It's a surprise," we answered.

At 6:55 p.m. Cubs (and a number of curious parents) were pressed against the meeting hall's locked doors, trying to peer through the darkness into the building. At 7:00 p.m. exactly, a leader came to the door wearing a silver robe with a crescent moon on the front, a silver mask and glitter on all exposed skin. She carried a small light in her hand. Unlocking the door, she let the Cubs into the vestibule.

"Tonight the church lies under an enchantment," she said. "You must help us break the spell. Follow me *in absolute silence*."

The Cubs followed their leader down a long dark hall and into a lounge. Soft music from Disney's *Fantasia* filled the air. Lying on a couch was a teenaged girl in a long robe, apparently asleep. Glow sticks bound to her wrists, ankles and neck cast an eerie green colour. This provided the only light in the room. Beside her stood four leaders dressed as an owl, a magician, a witch and a wizard.

"To break this enchantment, you must each pass six tests. When you have faced each test, you will receive a jewel. Five of these are magic and will free her bonds."

The owl strode up to the first six. "I summon you to the Test of Strength," he said. "Follow me." The other leaders came forward, summoning the other sixes to the Tests of Memory, Intelligence and Luck, Alchemy and Stealth. Each challenge took place in a separate room so Cubs didn't know what to expect next.

The Test of Memory

While Cubs worked on Halloween puzzles, a leader took one youth out, gave him a magical message to memorize and a blank piece of paper. The secret name of the wizard could be made to appear on the paper. But... the Cub had to run an errand to another place in the church, then return and pass the message *from memory* to an-

(based on Red Star #2), but each related to creatures (e.g. wolf, owl, snake). The totem's wolfish challenge showed stalking strength (spider walk) and cooperative strength (the whole six carrying the largest Cub from one point to another).

The Test of Intelligence and Luck

Flickering candles and glow sticks stood around a treasure of sparkling jewels. These were placed in the centre of a room-size board game laid out as an "X" inside a circle (based on compass points). Rolls of the dice determined where each Cub started. To move from one compass point to another, they had to answer riddles. Upon reaching the centre, Cubs had to make up a riddle to stump the magician.

The Test of Alchemy

The witch ushered Cubs into a kitchen lit by an ornate candelabra. She trained them in the ancient art of brewing a magic potion. While combining bat droppings, graveyard dirt, wolf milk and dried maggots, Cubs chanted, "Double, double, toil and trouble, cauldron boil and cauldron bubble. Brew and stew and stir a lot, let our gruesome mixture clot." (Ingredients: chocolate pudding mix, milk, chocolate chips, and mini-marshmallows.) The Cubs mixed it in clear plastic cups, then tasted delicious (gummy) worms.

The Test of Stealth

Stealth is a most desirable trait — you never know when you might have to sneak up to a dragon! This task involved following a trail of 'bloody' hand prints through the church. Cubs had to keep hidden from everyone. They couldn't deviate from the path until they reached a yellow rose with a single drop of blood on it. This they were to bring back along the same route. The path wandered down halls, under furniture and through dark cloak rooms.



"There's nothing like a great Halloween party!" Cub Erin Madill loves them.

Photo: Don Curtis

other Cub. Last they transferred the piece of paper. After all had passed the message, the paper was heated over a light bulb to reveal the secret name "Nedab Llewop".

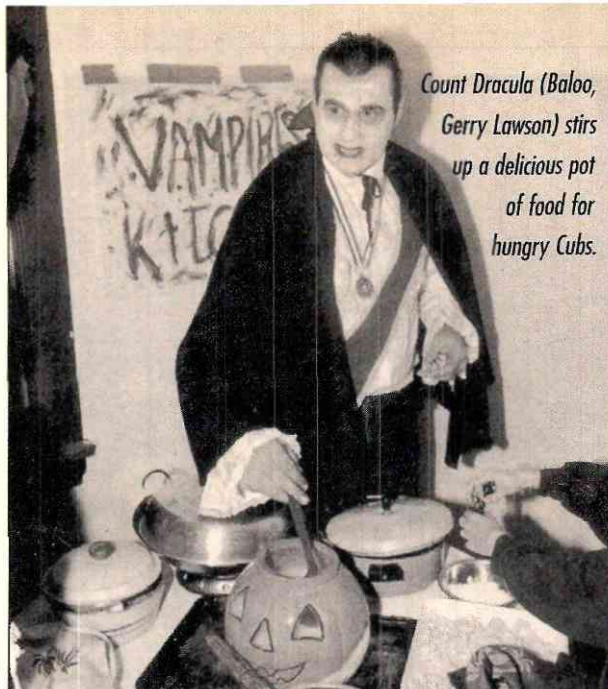
The Test of Strength

The room was lit by a flickering "campfire" and presided over by our totem. Upon entering, the owl used some tricky physical "tests" to puzzle our Cubs. Five challenges followed

When all five sixes had completed these tests, a leader led them back to the lounge. Now, they were told, came the final test: the Test of Integrity. Each six decided among themselves who had performed the best good turn that day. (One Cub actually had helped an old lady across the street. He couldn't understand why I laughed!) The Cub with the most impressive good turn chose one magic jewel from his collection. Carefully touched to the glow sticks, the spell of each was broken and our enchanted lady stood up.

Our enchantment now over, the moon, owl, wizard, magician and enchanted lady unmasked. Surprise! Well almost. They became Akela, Raksha, Kaa, Hathi and

two guests. In jubilation, everyone retired to the hall for a very loud game of "Vampire".



Count Dracula (Baloo, Gerry Lawson) stirs up a delicious pot of food for hungry Cubs.

How do you play it?

One child impersonates a vampire while all other Cubs walk around a darkened room with outstretched arms. If a Cub bumps into the vampire, the horrible creature screams out. This scream transforms the second child into a vampire too. Play continues until vampires fill the room.

After this fun game our triumphant Cubs returned home with their "potion", a Halloween treat and some magic memories.

— Lynn Johnson is Deputy Regional Commissioner for Greater Toronto Region, ON.

Program Links

Red Star, Athlete Badge



Ghosts & Goblins Cuboree

A terror-ific event for Cubs or Scouts



by Don Curtis

Several years ago we held our fall, co-ed Cub camp over the Halloween weekend. Leaders wanted to give our Cubs more than just a safe, but exciting, Halloween alternative. We tried weaving the basic Halloween theme into nature and physical fitness activities in as many ways as possible. The camp included all the essentials: a candy toss, bobbing for apples, costume contests, as well as many outdoor sports and games.

But leaders wanted our kids to experience something more... a dash of imaginative drama. Two Scouters set to work designing a haunted forest. Dry ice, eerie music, a few ropes and leafless poplars all added to the dark night to make an unforgettable adventure. Youth had to hike through this forest with friends. Before they set off, we ignited their imaginations with a few not-too-scary stories.

The Cubs loved it. Then someone said, "It's too bad we didn't have a few more kids to enjoy this." Not long after we started exploring the possibility of hosting a huge multi-group camp. Once more we concentrated on adding nature and environmental activities to the primary Halloween theme.

Bigger and Better

Originally we planned for 270 Cubs. Quickly this number soared to almost 400. After booking the camp we started setting up the program activities.

Halloween offers literally hundreds of theme-based program activities like face painting, costumes and prop mak-



"Vee would be glad to attend your Halloween party." A giant pig and the bride of Frankenstein make welcome guests at any event.

Photo: Don Curtis

ing, and puppetry. Cubs can think up their own ghoulish skits and fun songs for the late night campfire.

Instincts of Survival, an animal game, formed one of our outside program activities. Each Cub played an animal in the game, searching for food and water as they tried to catch prey and avoid being captured by predators. Leaders portrayed unexpected elements like disease and man. Camouflaged, they lay in wait for unsuspecting Cubs.

Capture the Flag was another popular game many Cubs enjoyed. Baseball, soccer, volleyball and football (played while dressed in some type of costume) helped burn off excess energy.


A leader from Jarvis Bay Provincial Park created a fun (but very educational) hands-on environmental camping program that helped underline no-trace camping priorities. (Perhaps you can find a parent volunteer to help brainstorm and design a similar program theme.)

Pumpkin carving for 400 followed. Some leaders will never want to carve out another pumpkin in their life!


Magic played an important role during the camp. Our own magician, Robert Omura of Calgary's 207th St. Patrick's Pack, taught Cubs a number of basic tricks.

The Nuts and Bolts

We split Cubs into gatherings of 65 for both their program activities and accommodations. Youth rotated through each station in these groups.



Ghostly Chuckles



Q: "Where do spooks get their mail?"

A: "At the ghost office!"

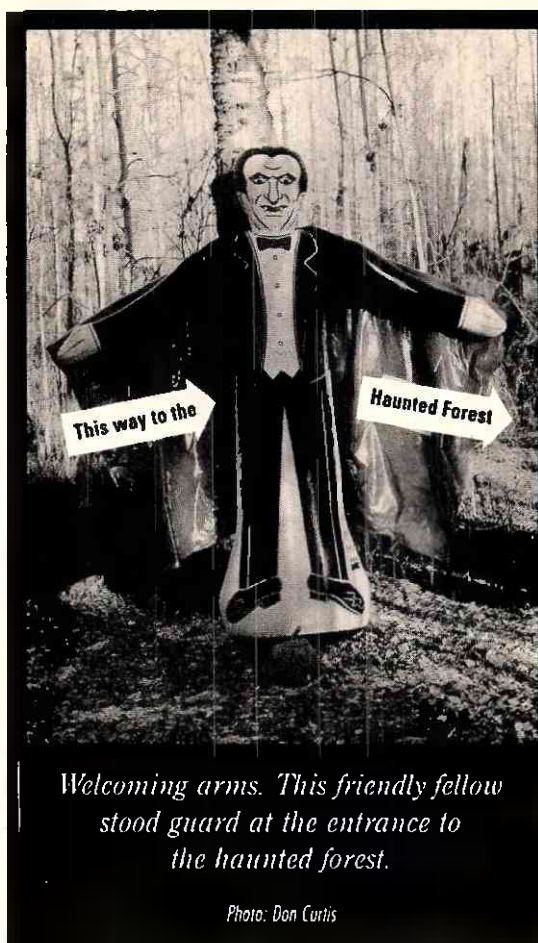
Q: "Where do ghosts go on holidays?"

A: "The Dead Sea."

Q: "What do you call it when a ghost makes a mistake?"

A: "A Boooo-Boooo."

— From Queenie Monk, 1st North Hatley Beavers. PQ.



Welcoming arms. This friendly fellow stood guard at the entrance to the haunted forest.

Photo: Don Curtis

Meals presented some problem. We recruited twenty cooks to feed the hungry Cubs in shifts. The grocery order included 110 kg hot chocolate, 75 kg pancake flour, 50 kg each of bacon and sausages, 1200 hot dogs, 800 hamburg-

ers, 150 loaves of bread and enough spaghetti and meat sauce for all.

Once more we wanted to make a haunted forest. Our team started by building an elaborate Dracula's Lair, complete with strobe lights, fog machine and Dracula himself. The next station featured a skeleton and dry ice smoke. The kids then headed to the witches' cauldron for a "Monster Mash."

A pulley system in the trees helped skeletons fly across pathways, ghosts rose from the forest floor and a comical headless man stood and danced for the Cubs. A fabulous fireworks display put everyone in excellent spirits for our campfire. Entertainment included more magic, delightful songs, pranks and Halloween stories.

On Sunday morning, after a Cubs' Own, the kids could try out any activity they had missed the day before. Before heading home, many asked where they could register for next year's camp.

Next year? We hadn't considered it. Well... why not!

Want to organize your own Halloween extravaganza? It takes lots of planning, but it really knits packs (or troops) together. Start

with a small event to work out the kinks. For more information, call Don Curtis at (403) 242-9149. A

— Don Curtis works with the 76th Westminster Pack, Calgary, AB.



Lori Melham's costume would strike terror into the stony heart of even the most wretched witch.

Photo: Don Curtis



Book Talk

by Dave Jenkinson



October means Halloween, and Halloween means a party!

What do we need? Let's try some costumes, games, food, fun, a haunted house, plus some creepy stories. Why not make it a Scouting family night? Ask senior sections in your group to help plan and carry out the evening.

The Halloween Costume Book offers "how to" directions for over five dozen simple costumes (from "Alien" to "Zebra"). Beavers, Cubs, Scouts and adults will find many excellent ideas here. Best of all, the costumes involve little or no sewing. If a pattern requires stitching, the book provides all necessary instructions for beginners. (Cubs: Handicraft Badge)

Depending on what costume you choose, instead of purchasing or making a mask, you might want to use face paint. Jacqueline Russon's superb *Making Faces* offers step-by-step directions for painting over 39 faces. These range from the very simple, such as Jack-in-the-Box or Crazy Clowns, to the more complex Lazy Lion, Terrible Tiger or Dreadful Dinosaur. The book's full-colour photographs show various stages in the creation of each face. The finished masterpieces are guaranteed to make young or old trick-or-treaters want to test their face painting skills. (Cubs: Artist Badge)

Food comes next. Lucy Monroe's *Creepy Cuisine* food names are guaranteed to gross out even the grossest of your youth members. Organized into five sections from "Horror d'Oeuvres" to "Dead-zerts and Sickening Snacks", the book provides all necessary recipes and instructions for creating three dozen dishes and drinks that look disgusting but taste great.

Thirsty? "Ghoul-ade over Gopher Guts" will help. The kids themselves will be able to whip up most of these dishes with only limited adult help. (Cubs & Scouts: Cooking Badge)

Now for some games. *The Halloween Grab Bag* describes "Ghost Bursters", "Bats in the Bell Tower" and other games. As well, it offers a few costume ideas, more recipes, plus some Halloween crafts. The book's final section includes plans for a terrific Halloween party. Here you'll find directions for creating a haunted house and a "torture tape" of scary sounds — just right for setting the appropriate atmosphere. (Cubs: Handicraft Badge)



Spooky Tricks is an "I Can Read Book" suitable for independent reading by Cubs. It includes eighteen simple magic tricks with a special Halloween twist. Set aside a section of your haunted house for a few spooks to perform these tricks. Peter Eldin's *Funny Business* is not specifically for Halloween, but you'll find some of its magic tricks would work very well in a haunted house (e.g. "The Thing" and "The Animated Hat"). (Cubs & Scouts: Entertainer Badge)

Totally exhausted from all the games and shrieking, our bellies full from the ghoulish food, it's time to

gather around the campfire for a party-ending ghost story. The ideal way to present a spooky story is to tell it in the dark with faces lit only by the campfire's glow, but if you're uncertain about your storytelling skills, then simply read it. Select an age-appropriate story that's not too scary for your audience. *World's Most Bone Chilling True Ghost Stories*, *Twisted Tales*, *Scary Stories to Tell in the Dark*, and *More Scary Stories for Sleep-Overs* are just four titles you could choose. For Canadian content, try *The Unseen*. Local libraries will offer more choices that will make the hair on the back of your neck stand up. (Cubs: Reader Badge)

Ooooooh! What was that sound? A

BOOK DETAILS

- P. Eldin, *Funny Business*, Red Fox, 1990: \$4.95.
 J. Lunn, *The Unseen*, Lester, 1994: \$16.95.
 J. Macklin, *World's Most Bone-Chilling True Ghost Stories*, Sterling, 1993: \$5.50.
 L. Monroe, *Creepy Cuisine: Revolting Recipes that Look Disgusting but Taste Divine*, Random House, 1993: \$6.50.
 Q.L. Pearce, *More Scary Stories for Sleep-Overs*, Price Stern Sloan, 1992: \$6.50.
 J. Russon, *Making Faces*, Sterling, 1994: \$20.95.
 A. Schwartz, *Scary Stories to Tell in the Dark*, HarperTrophy, 1981: \$5.25.
 K. Thornton, *The Halloween Costume Book*, Berkley, 1994: \$6.50.
 R.C. Welch, *Twisted Tales: The Dripping Head & Other Gruesome Stories*, Checkerboard Press, 1992: \$4.95.
 F. Wolff and D. Kozielski, *The Halloween Grab Bag: A Book of Tricks and Treats*, HarperTrophy, 1993: \$7.95.
 R. Wyler, and A. Gerald, *Spooky Tricks*, HarperTrophy, 1994: \$4.50.

BUILDING ENVIRONMENTAL STEWARDSHIP Start At Camp

by Hague Vaughan and Paul Whitfield

Stewardship can and should serve as an organizing principle for Scouting.

What is "stewardship"? Basically it involves looking after things under our care.

Despite such appealing simplicity, stewardship is a powerful concept. At the social and economic level, it becomes *citizenship*. At a personal level, it involves *health* of mind and body. At the environmental level, we call it *conservation*.

If Scouting inspired nothing more than stewardship — that it is a person's proper duty to improve things in these areas whenever possible, rather than degrade or exploit them — we would accomplish a great deal. But Scouting is trying to do exactly this, you might say.

True. But perhaps we need to re-emphasize this fundamental.

Camping Opportunities

Scout camp facilities offer an ideal location to develop and practise an environmental stewardship program with youth. Everyone involved share both a vested interest and a commitment to the success of the program. Increasing pressure on camping facilities is also raising our awareness of the need to be good stewards of the environment we use.

The ideas we outline below could apply to every Scout camp across Canada. The youth we serve will benefit from being involved in making the choices necessary to develop the plan. This is the foundation of environmental citizenship: people making informed decisions which directly affect the environment.

A spin-off benefit exists too. Scouts will apply the lessons they learn to many other situations throughout life.

An Action Plan

Scouter "Doc" Vaughan has been developing a conservation program for Scout Camp Nemo. This 66 hectare area of old fields and ravines lies just north of Burlington, ON. The conservation plan involves two challenges: identifying and agreeing on the tasks to accomplish, and designing a process which uses Scouting activities to successfully implement the plan.

This program concentrates on five goals:

- to actively renew conservation, stewardship and sustainable land use as the backbone of Scouting through youth participation
- to demonstrate active conservation at Camp Nemo by restoring degraded areas, enhancing wildlife habitat, developing and implementing a long-term conservation plan

to earn Scout Conservation Badges and the World Conservation Badge

- to encourage similar programs in other regions and other Scout camps by sharing Camp Nemo experiences.

Our action plan consists of two complementary elements: the pilot program and the Camp Nemo conservation plan. The pilot program involves finding out the best way to encourage sound stewardship. It accomplishes this through carrying out short term conservation activities. The camp plan deals with developing a long term commitment to these activities. All Scouting levels will help make it successful.

Scout Troop Pilot Program

Scouts are completing a one year, on-going project to improve wildlife habitat in a remote part of the camp.

Called "the back 40", this area was reforested 18 years ago. The plan relates directly to Conservation Badge requirements.

Twelve Scout troops from the Dundurn Area committed themselves to the pilot program. Last November over 50 youth attended Camp Nemo and surveyed parts of the "back 40." They mapped the vegetation, identified the dominant trees and shrubs, looked for indications of wildlife, dug soil pits and made recommendations for enhancing habitat. At the end of the weekend each troop received its assignment for the investigation stage of the Scout Conservation Badge.

The weekend's findings revealed some facts that will help guide the conservation program.

What did the Scouts discover?

1. A diverse, though small, wildlife community exists. Habitat enhancement would increase the food, cover



Fun and adventure can make environmental projects popular.

- to ensure opportunities for our Scouts and others to learn about ecology, wildlife and conservation
- to practise making informed choices about the environment and to undertake projects allowing youth

and nesting opportunities of the area (i.e. the 'carrying' capacity).

2. Local wildlife seeking cover lack rock outcrops, brush and log piles to hide in. The area needs more examples (perhaps artificially built) of this type of habitat.
3. Sumac, raspberry, black cherry, choke cherry, wild grapes and other plants that promote wildlife grow in the area. We should plant other food species including red osier dogwood and nannyberry to help build a stable and healthy ecology along the forest edges.

Early last winter the Scouts conducted a number of investigations. They studied local wildlife species (their foods and habitats), looked at soil layers (to discover how they might constrain vegetation), and listed vegetation types. The Scouts also discussed conservation objectives in their area (e.g. biodiversity, ecosystem stability, species survival).

In late winter the Scouts gathered together and presented the results of their three month investigation. Then they developed a specific plan to improve the area's habitat enhancement strategy. This includes:

- selective thinning of over-crowded stands of white spruce and red pine
- creating log and brush piles from the tree-thinning task
- planting shrubs for food and cover at forest edges between trees and meadows
- clearing a group of low impact camping sites
- mapping, documenting and reporting on the program.

This was carried out on Scoutrees for Canada day. Packs, colonies and troops will use the lessons learned in habitat improvement activities such as establishing cover thickets, planting more bushes at forest edges, and improving nesting sites throughout the camp.

Camp Nemo Conservation Plan

Hague approached the region's Executive Board with a proposal to restore degraded areas, enhance wildlife habitat, make sure the project was sus-

tainable, as well as provide conservation learning opportunities for youth. The Board agreed to support the long term Camp Nemo conservation plan. With the Scouts, a number of camp needs were worked out. The group also hoped to serve as an example for other Scouting organizations, camps and local communities. A tall order.

Such an ambitious plan called for direct leadership. The Board appointed Scouter Vaughan to the new position of Regional Conservation Manager. What do his duties involve?



Design a creative conservation program for your Cubs and Scouts. They'll love it!

- collecting background information (e.g. soil maps, aerial photography, vegetation, stream and wildlife surveys)
- augmenting existing information where needed
- identifying priorities and developing plans
- helping the property committee develop further conservation plans.

Wherever possible, Scouting activities (badges, special camps) will tie in to the work.

Making sure the activities and experiences the camp provides are sustainable over a long period is also a concern of this regional conservation manager position. Scouter Vaughan will identify and present options to designate areas (including trails) for zero-impact camping, intensive camping, as well as restricted/unrestricted recreation. He will help design wildlife corridors and retreat areas within the camp.

Other tasks for study include:

- stream rehabilitation, re-vegetation and bank stabilization
- habitat enhancement including bird and bat houses, food sources, rock or wood piles, brush, undergrowth, stream refuges and spawning areas

- recycling, composting, water conservation
- "gardens" for birds, butterflies or native plants.

The pilot program clearly contributes to many of these responsibilities. We have also been helped by long-time Scout, Mark Aikman. He was looking for a term project for a university course in Geographic Information Systems. His graphic organization of information on existing vegetation, slope and land-use has made a vital contribution.

Camp Conservation Plan Highlights

We plan to display our conservation plan prominently at camp and at Scout House. Overlays on recent aerial photographs will show our progress. Implementing the plan will involve all regional Scouts, Cubs and Beavers. Increasingly it will emphasize conservation. Lists of activities and projects involving various skill levels will be available for all to see at camp and Scout House.

This project will encourage a sense of purpose and progress among youth through intermediate goals and achievements linked to our overall objectives.

Excited Reactions

What do the Beavers, Cubs and Scouts think about all these plans?

That's the most exciting part of the project. Youth love being able to actually *do* something tangible for the environment. They grasp stewardship and conservation ideas easily. An infectious level of participation, involvement and excitement has been unleashed in them. Knowing that taking care of Camp Nemo is partly their responsibility has only fed their commitment.

No leader should hesitate to involve Scouts in an active conservation program for fear they may not be interested. If you wonder where to begin and what to do, start by following our Camp Nemo pilot program.

This project has a great future!

— Hague Vaughan works with the Hamilton-Wentworth Regional Service Team, ON. Paul Whitfield works with the Fraser Valley Regional Service Team, BC.

Theme Planning Basics

by Patricia Anne Gouthro

Have you ever noticed that the easiest nights to plan are organized around a specific theme?

Halloween's a great example. One leader contributes a scary story, another a song, another a game. Soon you have an exciting evening's program.

But you don't have to stick with holidays. Pick a theme like recycling. It's easy to take a game or activity and put a recycling (or any) twist on it. For example, you could change your "Duck, Duck, Goose" game into "Trash, Trash, Can." Leaders can change any song or game to fit their theme.

Where do you start?

Always begin with the children. Find out what they want to do in the months ahead. Let them break into lodges, sixes and patrols to discuss among themselves their interests. Find out what really excites them. If you focus on these, you can't miss.

Filling In the Blanks

Now that you know what your Beavers, Cubs or Scouts want, gather all the adult leaders together to develop weekly programs. Don't forget to invite Keo or Kim. Their insight may prove invaluable.

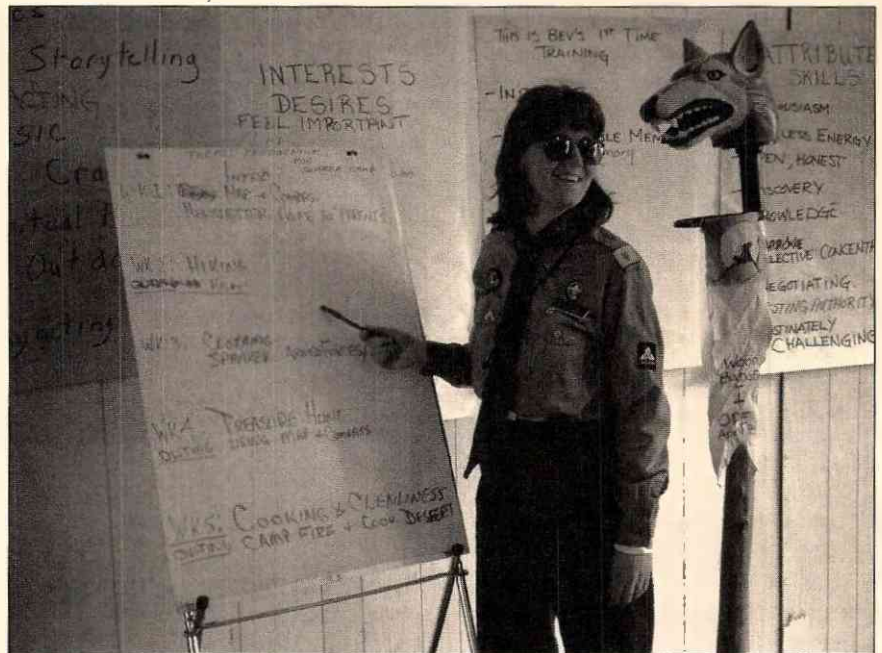


Photo: Allen Macarney

Brainstorming yields amazing results!

Ask the leaders: How can we tie the youth's interests into a specific theme?

Try to include the outdoors in your plans where possible. If your program calls for a game, go outside to play it.

When running your theme organizing sessions, consider these steps:

- Use a flip chart or chalk board to record everyone's ideas.
- Divide your leaders into pairs or small groups. Each group must select one of the displayed themes. Give each group a piece of paper with the headings: games, crafts, songs, stories, and other activities.
- Groups have fifteen minutes to think up as many ideas as possible under each heading. Remind them that they can change the words to well-known songs or games to fit the theme.
- Gather as a larger group and share ideas. Encourage everyone to add their thoughts and suggest resources. Select the best activities.
- Decide who will be responsible for each task, e.g. bringing in costumes, buying craft supplies.

Youth thrive on variety. Try to include as many different types of activities as possible in most evenings (e.g. playacting, music, a story, a game, a craft). Always plan one or two activities *more* than your time allows. That way, if one part of the program fails to interest the children you are prepared with something else.

Using the blank weekly and monthly planning sheets found in JUMPSTART packages, write in your brain-

Use this JUMPSTART program outline to plan your theme night.

Beaver Meeting Schedule Theme: Secret Agents Date: _____		
Time	Activity	Leader
10 mins	Gathering activity: Dress up in secret agent disguises.	Tic Tac
5 mins	Opening Ceremony	Malak
10 mins	Game: Mystery Search	Rainbow
20 mins	Theme Activity: Make a code flasher light	Hawkeye
10 mins	Game: Send invisible ink messages	Rusty
10 mins	Story: A B.-P. spy story.	Bubbles
5 mins	Spiritual Fellowship: Recite Prayer	Rainbow
5 mins	Closing Ceremony	Rainbow and Malak
15 mins	Leader Discussion Time	
General notes: Leaders should be dressed as spies. Have a collection of coats, sun glasses and hats available.		

stormed program ideas. The planning schedule shown (below left) illustrates how leaders would fill the blanks when planning a secret agent theme night.

At the end of your planning session you should have several thoughtful programs set out for months in advance.

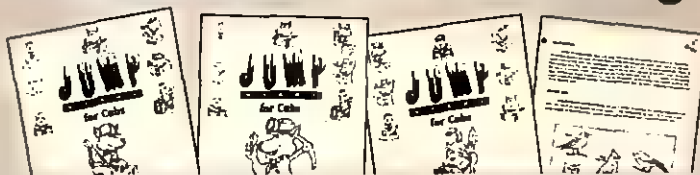
Don't forget to ask parents for ideas too. Send home a schedule so they know when to expect a circus night. Who knows? One of them might be a juggler or unicycle riding expert. Another might love dressing up as a clown.

Planning meetings around specific themes is easy. Just start with the children's interests and build from there.

^

— *Scouter Patricia Anne Gouthro lives in Windsor Junction, NS.*

JUMPSTART Your Planning



Beaver and Cub JUMPSTART program packages are excellent tools for young, inexperienced leaders to use. Seasoned 'veterans' too will find they offer many fascinating and unique programs.

Presently, eight Beaver JUMPSTART packages exist. Eight Cub JUMPSTART programs are also available now at Scout Shops. Check out the free Cub JUMPSTART insert in this issue.

Each JUMPSTART package lays out a single month-long theme. Beaver theme months include Halloween, Space, Beach, Nature, Pirates, and others. Cub JUMPSTART themes will feature Knights of Olde, Emergency Preparedness, Bike Safety, Rock Collecting, Nature, Around the World, Safety First, and Organizing a Camping Event.

Special Dates Calendar

Use this schedule when brainstorming future programs. Can you put a new twist on a well-known holiday? Can you turn an obscure holiday, like Kazoo Day, into a

brilliant program? Invisible Ink Day just begs a spy theme night. Underdog Day offers many opportunities to underscore Scouting's spiritual dimension.

October 1995

- International Music Day (Oct. 1)
- Thanksgiving (Oct. 9)
- Clown Around Day (Oct. 20)
- Mask Making Day (Oct. 22)
- United Nation's Day (Oct. 24)
- Fingerprint Day (Oct. 28)
- Halloween (Oct. 31)

November 1995

- Sandwich Day (Nov. 3)
- Mischief Night (Nov. 4)
- Basketball Day (Nov. 6)
- Remembrance Day (Nov. 11)
- World "Hello" Day (Nov. 21)

December 1995

- St. Nicholas' Day (Dec. 6)
- Pen Pal Day (Dec. 15)
- Underdog Day (Dec. 17)
- Christmas (Dec. 25)

January 1996

- Hot & Spice Food Day (Jan. 14)
- Clash (mismatched clothes) Day (Jan. 26)
- Kazoo Day (Jan. 28)
- National Hobby Month

February 1996

- Pizza Appreciation Day (Feb. 7)
- Different Name Day (Feb. 13)
- Valentine's Day (Feb. 14)
- Baden-Powell's Birthday (Feb. 22)
- Dental Health Month
- Pancake Week (3rd wk)

March 1996

- World Day of Prayer (Mar. 4)
- Panic Day (Mar. 9)
- St. Patrick's Day (Mar. 17)
- Red Cross Month
- National Craft Month
- Chocolate Week (4th wk)

April 1996

- April Fool's Day (Apr. 1)
- World Health Day (Apr. 7)
- Barbershop Quartet Day (Apr. 11)
- Earth Day (Apr. 22)
- Honesty Day (Apr. 30)
- Keep Canada Beautiful Month

May 1996

- Invisible Ink Day (May 4)
- Rhyme Day (May 7)
- Red Cross Day (May 8)

- Good Will Day (May 18)
- Mystery Day (May 22)
- Mother's Day (2nd Sunday)

June 1996

- Donald Duck's Birthday (June 9)
- Five Senses Day (June 24)
- Forgiveness Day (June 25)
- Father's Day (3rd Sunday)
- Amateur Radio Week (3rd wk)

July 1996

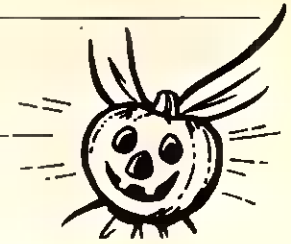
- Canada Day (July 1)
- Stay Out of Sun Day (July 3)
- P.T. Barnum's Birthday (July 5)
- Go Fishing Day (July 31)
- Space Week (3rd wk)

August 1996

- Friendship Day (Aug. 1)
- Relaxation Day (Aug. 15)
- Bad Poetry Day (Aug. 18)
- National Smile Week (1st wk)
- Be Kind Week (4th wk)

— *Special thanks to Jim Goat, Kanata, ON, for providing this schedule.*

Jack-o'-Lantern Slide



Cubs, Scouts and Venturers will enjoy this fascinating necker slide. It makes an excellent party craft.

For each slide you need a piece of carving wood 6.5cm thick, 6.5cm wide and 5cm high. Make sure the grain runs up and down. Carve a pumpkin stem from a 6mm thick piece of scrap wood.

You will also need a small battery, an LED-type light bulb, a *very* small switch, wood glue, thin wire, yellow cellophane and tape — available at electrical supply stores.

Instructions

1. Drill a 1.5cm hole through the top of the wood block 6mm back from

the centre. The thickest part should be at the slide's front.

2. Looking down on the block from above, shave its corners and round it as though carving a cylinder. Round the sides up and down toward the drilled hole. (See diagram)
3. Draw a funny face on the front. Carve the features about 6mm deep into the wood.
4. Saw or split the pumpkin in half down its side. Hollow out the inside front. Carve until you reach the face cutouts.
5. Glue a piece of yellow cellophane to the inside of the face.
6. Assemble the light, taping it inside the pumpkin with the light next to the cellophane. Let the switch hang loose.

7. Glue the pumpkin halves together.

Glue the switch to the back of the pumpkin, taping the wires inside.

8. Draw grooves on the pumpkin. Centre the first at the middle of the nose and mouth, and space the rest at equal intervals.

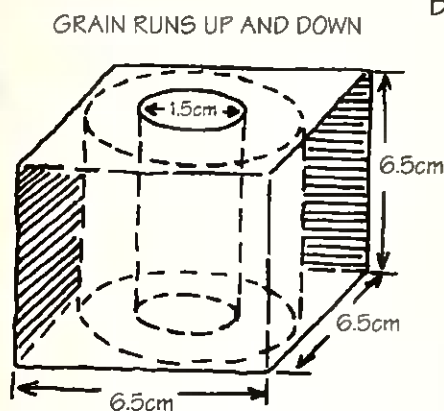
9. Score the lines with a knife. Round them toward the score line.

10. Glue the pumpkin stem to the top *in front* of the hole.

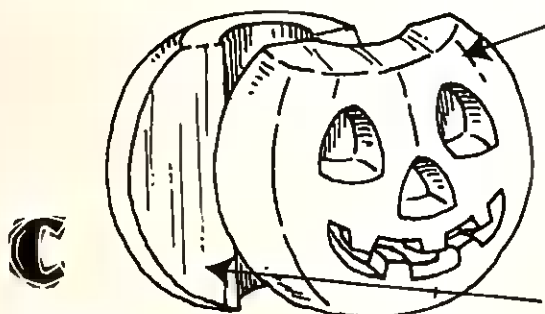
11. Sand the pumpkin smooth and paint with bright orange enamel. Paint the eyeballs black, the stem green and the teeth white.

— *From Boy's Life magazine.*

A
DRILL A 1.5cm HOLE THROUGH THE TOP OF THE BLOCK 6mm BACK FROM THE CENTER



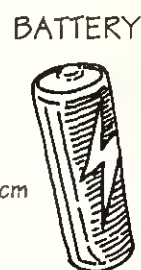
B ROUND AS THOUGH CARVING A CYLINDER



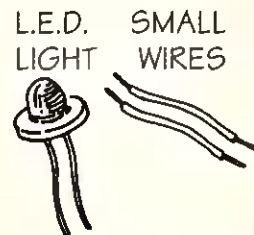
C ROUND THE SIDES UP AND DOWN TOWARD THE DRILLED HOLE; THE ANGLE AT THE HOLE SHOULD BE NEARLY FLAT

D CARVE FACE 6mm DEEP

E SAW OR SPLIT IN HALF

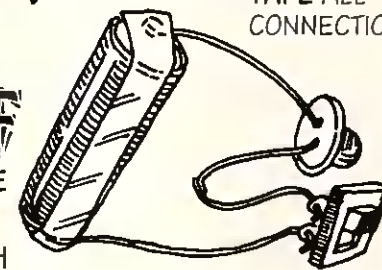


F ASSEMBLE THE LIGHT TO SWITCH

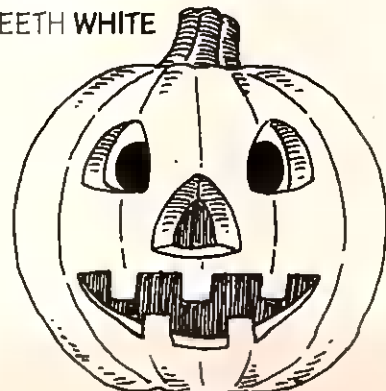


STRIP THE INSULATION FROM THE ENDS OF 2, 5cm LONG PIECES OF WIRE

TAPE ALL CONNECTIONS



G SAND AND PAINT THE PUMPKIN ORANGE, THE EYES BLACK, THE STEM GREEN AND THE TEETH WHITE



GHOSTLY BALLOONS

Each Halloween leaders decorate our meeting area with ghost balloons. The children love them.



Make your own by gathering large, white balloons. Fill them with helium, then cover with crêpe paper. Add two large, scary, black eyes. One leader should fasten a ghost balloon to a back belt buckle so the ghost follows her around. Great fun!

— Thanks to Queenie Monk, North Halley, PQ.



MY FAVOURITE THINGS

When your Beavers and Cubs gather this fall why not ask them to draw pictures of activities they are really looking forward to doing? What are their favourite things?

After everyone has completed the pictures, gather the children around and have a short sharing time. Knowing what excites their imagination will help your team plan outings and activities.

You might even ask returning children, "What does Scouting mean to you?" Use some of the pictures in future adult recruiting posters. The artwork might make a great mall display. Why not let the youth take an active part in promoting their program?

— Jim Wolfe, Thunder Bay, ON.

Don't Forget Remembrance Day

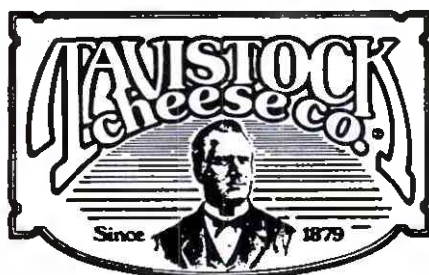
Mr. Pigeon, a World War 2 veteran, visited our Cub pack to help us remember the cost of freedom. He spoke about the horrors, the sadness, the death and destruction. He helped put a human face on this war fought so long ago.

Our Cubs asked plenty of questions. Mr. Pigeon answered all of them with delicate thoughtfulness. Later in the evening he surprised our Cubs when he took a harmonica from his pocket and played wartime songs. Soon our pack echoed with the choruses.

Then two of our Sixers read the poem *Flander's Fields*. After more songs and a bit of history about the war, a Cub presented Mr. Pigeon with a Scout Appreciation Certificate.

What a great evening. Every colony, pack and troop should ask a veteran to visit. They have an interesting story to tell. ^

— Mitch Saulnier, 77th Seton Cub Pack, Toronto, ON.



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Scouting Is... PHOTO CONTEST



Take Your Best Shot! Over 80 Prizes from Supply Services!

Supply Services and the **Leader** are pleased to announce our fourth **Leader** photo contest! The theme: **Scouting is....**

Send us your best Scouting pictures. All members (youth and adults) may enter up to ten photographs each.

What does Scouting mean to you? Is it fun, exploring Canada's great out-

doors? Is it games and crafts? Is it unexpected thrills?

Do you picture friends gathered around a campfire sipping hot chocolate when you think of Scouting? Tell us... through pictures.

"How do I enter?" you ask?

It's simple. Read the contest rules. Pick out your best shots. Label each with your name and address, as well as a brief description of the photo. Mail your entries to the **Leader** no later

than *December 29, 1995*. Winners will be announced in the March 1996 issue.

Even if you don't win, you might find your photo illustrating a future **Leader** article on rock climbing, Beaverees, detective theme nights, or pirate camps.

Share your photos! What a service. Be prepared to do your best with this challenging contest.

Help us celebrate the fun, adventure and spirit of Scouting. Send us your outstanding photos.



PRIZES! PRIZES! PRIZES!



Supply Services is providing over 80 top quality prizes.

First Prize:

A three-person, Premier North Trail Clip Stalker III tent. This square dome, lightweight tent will add greatly to your camping trips. Value: \$140.00.



Second Prize:

A spacious Cherokee Point backpack. Value: \$119.95.



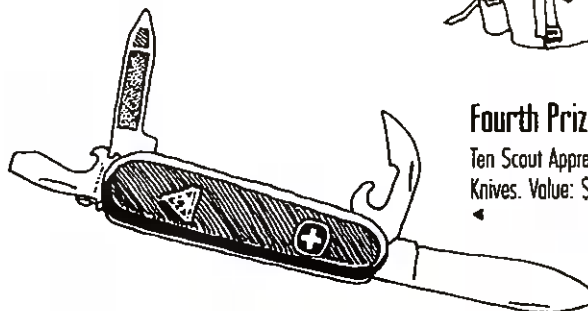
Third Prize:

A cosy Scout System 1 sleeping bag. Value: \$99.95.



Fourth Prizes:

Ten Scout Apprentice Swiss Army Knives. Value: \$19.95.



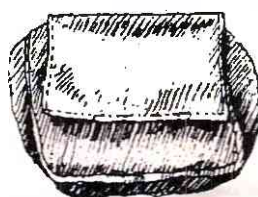
Honourable Mentions:

Up to fifty Scouts Canada baseball caps. Value: \$5.95.



Fifth Prizes:

Twenty Scouts Canada Fanny Packs. Value: \$9.95.



* Prizes not exactly as shown.



Scouting Is... PHOTO CONTEST RULES



1. All Scouts Canada members may submit photographs. Judges will award only one prize per person.
2. **The Leader** will keep all entries submitted. Some may be added to our photo files and appear in future issues of the magazine. Photographers of all published photos will receive appropriate credit. Those wanting photos returned should include a stamped, self-addressed envelope with their submission.
3. Judges will award **one** first prize, **one** second prize, **one** third prize, **ten** fourth prizes, **twenty** fifth prizes and up to **fifty** honourable mentions. Judges' decisions are final.
4. Photo subjects must be dressed in either proper and correct uniform, or appropriate activity wear. Judges will also look for safety equipment

(e.g. lifejackets, helmets) and clothing suited to the activity shown.

5. The contest accepts black and white or colour prints, or slides. Minimum size for prints: 5" x 7".

PICTURE TAKING TIPS

1. Avoid posed pictures.
2. Get as close to your subjects as possible. Fill the frame with faces.
3. Keep the background uncluttered.
4. Action photos of youth doing things (outdoor activities, crafts, games) are always excellent.

6. On the back of each print write the photographer's name and address, as well as a brief description of the photograph. This should include the group name and location. For slides, include this information on an accompanying piece of paper (one per slide).
7. The contest closes on **December 29, 1995**. All entries must be postmarked by this date. Mail entries to: **Leader Photo Contest, Box 5112, Stn LCD Merivale, Ottawa, ON, K2C 3H4.**
8. **The Leader** assumes no responsibility for lost or damaged submissions. Please package entries carefully. When your photos arrive, **the Leader** will send you a letter verifying receipt.

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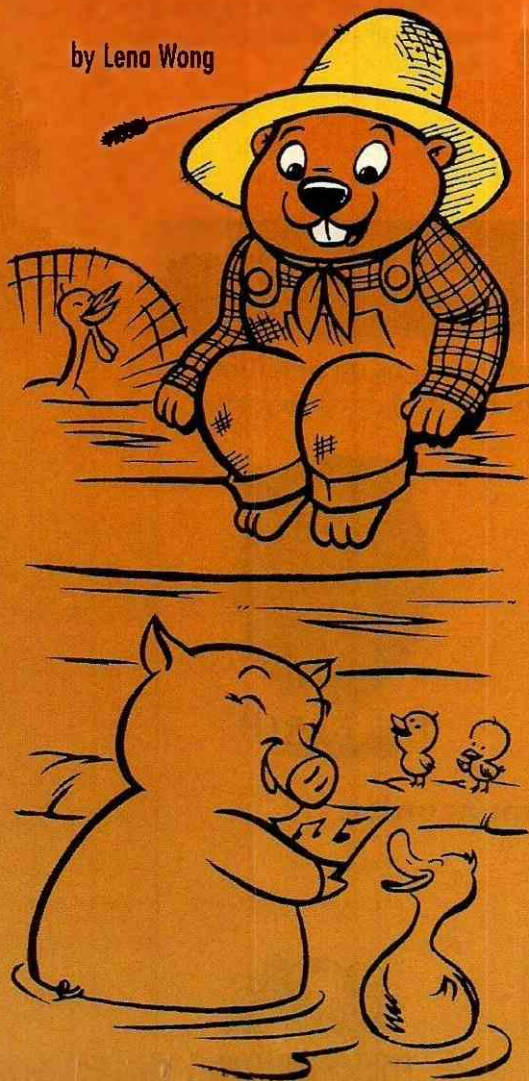
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FRUIT OF THE LOOM

Fun at the Pond

by Lena Wong

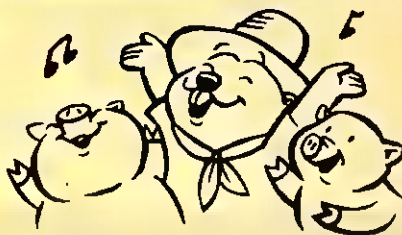


October brims over with Beaver program opportunities. Get your colony outside as much as possible. Use this month to start preparing for winter.

THANKSGIVING (OCTOBER 9)

Have you started planning your Thanksgiving meeting? Here are some last minute ideas you might find helpful.

Songs are always winners with Beavers. This one is an old favourite, but it is also the sort of song you can add your own lyrics easily. "Old MacDonald Had a Farm" lends itself to re-enforcing activities. Beavers can ham it up by acting out the animals in the song. Use drawings, photographs and pictures of farm animals and farm life to demonstrate how important farmers and their products are to our lives.



Old MacDonald had a farm, E, I, E, I, O!
On this farm he had some chicks,
E, I, E, I, O!

With a *chick chick here and a
chick chick there,
Here a chick, there a chick,
Ev'rywhere a chick chick.**

Old MacDonald had a farm, E, I, E, I, O!
On this farm he had some ducks,
E, I, E, I, O!

With a quack quack here and a
quack quack there,
Here a quack, there a quack,
Ev'rywhere a quack, quack.

Old MacDonald had a farm, E, I, E, I, O!
On this farm he had a turkey,
E, I, E, I, O!

With a gobble gobble here and a
gobble gobble there,
Here a gobble, there a gobble,
Ev'rywhere a gobble gobble.

Old MacDonald had a farm, E, I, E, I, O!
On this farm he had a pig, E, I, E, I, O!
With an oink oink here and an

oink oink there,
Here an oink, there an oink,
Ev'rywhere an oink oink.

Add as many animals and sounds as you wish. Repeat the last two lines of each verse and the beginning of the next, working backwards between * and **. The song ends by repeating the first line. This version of the song comes from *Spirit of Singing* edited by K. Middleton and M. Tindal, Woodlake Books Inc.

Base your Thanksgiving crafts on the song. Draw and colour farm animals, farm buildings and farm products.

Serve a feast of raw vegetables and fruit. Cheese will add extra flavour.

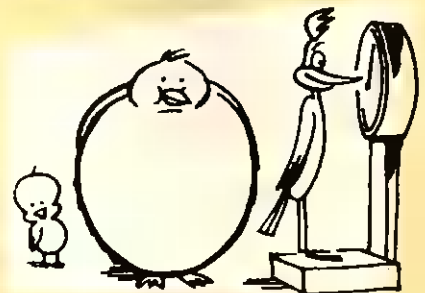
MIGRATION ACTIVITIES

We have all admired the perfect "V" formations Canada Geese fly during migration. Who hasn't wondered where a flock of song birds go when they head south in the fall? The excitement of a mass of birds settling for a few moments in the trees of your garden is incredible. Use the natural curiosity generated by these winged migrations to start your Beavers bird watching. Early morning or dusk offers the best opportunities, but you can find birds active at any time of the day.

Encourage your Beavers to look for the following characteristics when identifying birds.

Colour

Many birds are easy to identify by colour. Red breasted Robins are easily recognizable, as are Bluejays with their blue feathers and crested heads. Often, colour differences help identify a male from a female bird. Beavers may be surprised to learn that in the bird world, males are usually the most colourful sex. Discuss why male birds have brighter colours. (For courting)



Size and Shape

Is the bird big or small? Perhaps it's neither. Is it chunky or skinny, short or long?

Behaviour

Does the bird hop or walk? Notice its flight pattern. What kinds of sounds do birds make? Some birds sing, others call, while still others warble.

Get Beavers to watch for these bird characteristics when trying to identify their feathered friends. Demonstrate how to look up various species in bird books. What other means can they use to identify birds?

Try photographing birds you see. Make up a birding collage for your Beaver year scrap book. Encourage the youth to sketch and colour birds in their neighbourhood. This will increase their observation skills.

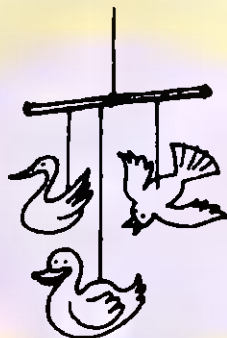
Do any Beavers have feeders in their back yard? Everyone will enjoy making one of these simple pine cone feeders. Using a spoon, cover a pine cone with *unsalted* peanut butter. Roll the peanut butter covered pine cone in bird seeds. Tie a string to the top and hang in a tree.

BIRD FEEDING RULES

Point out to your Beavers that if they start feeding birds they must continue because the little animals will quickly start relying on this food source. Salty snacks are harmful for birds — it makes them very thirsty. Suet is an excellent winter food when birds need fat to keep them warm. Suet is bad to feed birds in warm weather because it is too rich and makes them sick.

BIRD MOBILE

Draw and colour pictures of local birds or use magazine pictures glued to bristol board. Attach a piece of cotton thread to the top of each picture and hang it from a piece of thin dowel. Tie a yarn loop to the centre of the dowel and hang it from the ceiling or a light fixture.



FEATHER ART

If you can get feathers from a farm, Beavers will enjoy this craft. Draw a large outline of a bird on a piece of bristol board. Glue feathers on the picture. Draw in eyes and other special features your Beavers have noticed.

Get more bird ideas from resources in your local library.

FALL CRAFT RAMBLE

Fall is a great time for collecting craft items outdoors. Colourful leaves make excellent collages. Beavers can make leaves into decorations for party table settings or other festivities. Pine cones are easy to find and can be made into all sorts of crafts. Why not save some in your Beaver craft box for Christmas projects?

During an outdoor hike look for stones of all shapes, sizes and colours. Use these in crafts and when making gifts. Strong fall winds blow down small branches and twigs from trees and bushes. Often these have funny or interesting shapes. Pick some up and use during meetings. (Make sure no one damages trees or bushes by breaking off branches or twigs.)

PINE CONE CREATURE

Glue a pair of tiny googly eyes about halfway down the pine cone. Make a tuque by colouring the top of the cone and gluing a small pompom to the top. Cut a pair of feet from coloured bristol board. Glue them to the base of the cone.

TREE BRANCH DECORATION

Use this decoration for your Thanksgiving or Halloween party. Find a branch with twigs sticking out everywhere. Tie wrapped candies, peanuts in the shell and small party favours to it. Make a base for the branch by pressing the branch into a piece of Play-Doh. Permit Beavers to strip the tree after your party or, better yet, let each child make one to take home as a treat.



Have fun with your October activities. Next month we will start looking at Christmas ideas. ^



HALLOWEEN

October means Halloween parties with costumes, candies and scary activities. Here is a game your Beavers will enjoy. (From Manitoba's *Beaver Tales*).

WITCH'S RELAY

Line Beavers up behind a starter line in lodges or teams with equal numbers. Place a witch's hat and broom on a chair in front of each team. On a signal, the first player from each team must run to the chair, put on the hat, gallop down the length of the team and return on the other side while riding the broom. The player then must put the hat and broom back on the chair, run to the back of the line, while the next player runs the relay. Continue until all Beavers have had their witch run.



A HALLOWEEN CRAFT

Give each Beaver a large piece of brown paper. (An opened grocery bag works well.) Use different coloured pieces of construction paper to cut out Halloween symbols, e.g. witches, jack-o-lanterns, ghosts, cats. Create a collage by gluing the cut-outs onto the brown paper. Dress up the art work by placing pressed fall leaves between the cut-outs.



International Events 1996

Thinking of taking your group overseas next year? Here are several international events that might interest you.

European Region

Austria: Prugga '96.

This event is planned for August 6-15, 1996. Located in one of Austria's most historic regions, Prugga '96 has been planned to coincide with the country's 1,000th year anniversary. Open to approximately 3,500 youth aged 10-19, the event offers international contacts through sports, games and social awareness programs. Home hospitality is available. Fee: ATS2,500.00/person.

Finland: Loisto '96

Let's meet in Finland from July 18-26. Located south of Helsinki on the coast near Hanko, Loisto '96 will feature opportunities to try out sea Scouting, wilderness hiking and other exciting program activities. Fee: FIM1,000.00.

United Kingdom: Campdowne '96

Looking for home hospitality, international friendship and a full Scouting program from July 25 to August 3? Campdowne '96, at the Downe Scout Campsite in Kent, might be for you. Fee: £108.00.

W.S. '96 International Camp

"Bringing the World Together" is the theme of this week-long camp (July 30 to August 7) in Ardingly, West Sussex. It welcomes 3,500 co-ed Scouts, 10-16 years old. The program includes sailing, canoeing, parascending, climbing, self-defence, abseiling, shooting, archery, crafts, and local visits. Event fee: £60.

Scotland: Blair Atholl International Patrol Jamborette

The 50th anniversary of this jamborette will run July 16 to 26 at Blair Castle, Perthshire. For information, contact The Scottish Council, The Scout Association, Fordell Firs, Hillend, Dunfermline, Fife KY11 5HQ. Tel: 011-44-1383-419073; Fax: 011-44-1383-414892.

Interamerican Region

U.S.A.: High Sierra International Rendezvous '96

Males and females aged 14-17 are invited to attend this event July 27 to August 3 in Santa Clara Country, California. Groups with female members must bring a female leader. This magnificent mountain site offers a wide range of camp activities. Leaders will join the Rendezvous staff and fully participate in events. They will also enjoy adults-only activities. Reserve your place early. Only 130 spaces are reserved for international participants. Home hospitality is available after the event. Fee: will not exceed US\$300.00.

Make sure you contact your Scout office or the national office for information about tour permits and other travel details. If you are going by yourself or with a small party of adults, speak to your provincial office about an International Letter of Introduction.

For more information on these and other international events, contact International Relations and Special Events Services, Scouts Canada, Box 5151, Stn LCD-Merivale, Ottawa, ON, K2C 3G7. A

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Photo: Government House

The Big Step: Helping Cubs Move Up to Scouts

by Ben Kruser

Recently a Cub-Scout linking camp failed miserably.

What happened?

Troop Scouters were concerned about the low numbers of Cubs moving up to Scouts. They talked with Pack Scouters and invited older Cubs to the troop's next campout. Although eight Cubs joined the Scouts at camp, big problems emerged. Not only were the Cubs turned off from ever enrolling in Scouts, they learned to dislike camping.

Leaders identified two key problems. First, the Scouts ignored the Cubs. This was partially due to the immaturity of some older Scouts who felt a need to act like "big shots." More important, the Scouts and Cubs never met before the camp. They were strangers. Packs and troops are social groupings. It is unrealistic to simply throw new children into the mix and expect instant acceptance.

The second problem: Cubs were totally unprepared for the camp's activities. Besides new ceremonies, Scout camping practices intimidated the Cubs. Until this time they had always camped in cabins. Eating also posed unexpected difficulties. When patrols broke from activities to begin cooking meals, the Cubs promptly appeared at the leader's tent with their cups and plates, ready to eat. Troop Scouters didn't know the younger children had never cooked their own meals at camp. It's time they learned, the adults decided. The Cubs struggled on their own.

In the end, disappointment affected everyone. What a good example of how *not* to introduce children into a new learning environment.

The BIG Step

Moving from Cubs to Scouts is a pretty scary thought for many children. Huge differences exist. Cubs are in primary school; Scouts are in middle school (junior high). While older children may be fascinating, they can also be quite intimidating. Cubs want acceptance into groups as quickly and painlessly as possible. To accomplish this on youth terms, however, takes forethought and planning. Leaders must coordinate experiences and activities carefully to encourage potential new members to join Scouts.

Incorrectly, many think linking involves but a single visit to the troop, and then a going up ceremony. Leaders who successfully link their Cubs find that it really involves *repeated* visits to the troop in the Cub's last year.

Pack and troop leaders should meet at the start of the Scouting year to decide the best times for older Cubs to visit the troop or to participate in Scout activities. The more opportunity you give to build familiarity with the troop program, the more likely Cubs will feel at ease and want to go up to Scouts. Cubs need to become socialized into the troop culture; Scouts need to develop acceptance and respect for new members.

Troop leaders must willingly listen to Cubs who may be confused and anxious. Several visits to the pack by a Troop Scouter will help Cubs overcome their apprehension of new leaders. When Cubs go to your troop, a Cub leader should accompany them — ideally one who is planning to move up to Scouts. This creates further bridging support. An older Scout acting as patrol leader for the Cubs gives them a greater sense of security. As well, it provides some peer protection against the inevitable teasing by lesser disciplined Scouts.

New Recognition

The revised Cub program (introduced in September) added a new level of recognition to promote linking. We have specifically designed activity awards just below the Scout achievement badges in terms of skill level. These prepare Cubs better for going up to Scouts. The awards will use the same shape and symbol as the Scout achievement badge they relate to. In this way the activity awards serve as "pre-Scout" badges. Cub activity awards will look like the following Scout achievement badges, but with a green border instead of the bronze, silver and gold. (This award method was actually used from 1964-1968. When the new Scout program was introduced, pre-Scout badges were dropped for some reason.)



Photo: Kevin Carroll

Stepping up to Scouts can be a lot of fun.

Cub Activity Award	Scout Achievement Badge Link
Canadian Wilderness Award	Conservation Badge
Canadian Heritage Trails Award	Exploring Badge
Canadian Camper Award	Campcraft Badge
Canadian Healthy Living Award	Personal Fitness Badge
Canadian Family Care Award	Safety Badge
World Citizen Award	Citizen Badge
Canadian Arts Award	(no linkage available)

The Canadian Arts Award has been stylized to look like a Scout achievement badge. (See the June/July *Leader* magazine for details.)

The obvious purpose for tying Cub activity awards to Scout achievement badges is to attract and motivate Cubs to go on to Scouts. To further promote linking, Cubs are permitted to transfer any earned activity awards from the Cub sash to the Scout sash. The idea of carrying the awards to the Scout sash comes from a long recognized concern that Cubs experience disappointment at having to start over with an empty sash. This has made many decide not to join Scouts. Pre-Scout badges may help blend the sections and promote stronger interest, security and self-esteem in Cubs when they consider moving up to Scouts.

Now that pack and troop leaders share a basic understanding of Cub needs, start building quality linking programs. Ask a Troop Scouter to visit the pack to help older Cubs with activity award work. An older Scout (a Kim) may assist. Verbal encouragement such as, "If you can do this in Cubs, you'll be just fine in Scouts", will make the move less threatening.

Scouts will become familiar with individual Cubs the more time they spend with them. When Cubs visit the troop, familiar faces will be waiting to greet them. At the troop, Cubs can work on the B-P. Woodsman Award. As well, they may participate in all other troop activities, including opening and closing ceremonies. The idea is to make Cubs feel welcomed and accepted.

"No Cold Turkey Please"

To ease Cubs into the outdoors, avoid the cold turkey approach — throwing inexperienced Cubs into a three day, light-weight campout. Start simple. Organize day hikes for older Cubs led by Kim and other older Scouts. Cubs can never get enough outdoor programming. They love it. Blending an outdoor troop activity with a pack outing will feed their growing appetite for outdoor adventure at a level they can handle.

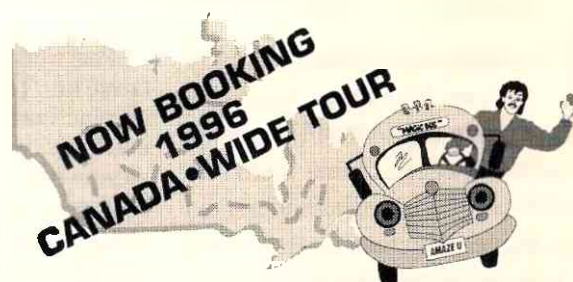
(Day hikes, ending in a bag lunch, may be as short as a Saturday or Sunday morning. They satisfy not only youthful needs for the outdoors, but also leaders' busy schedules. Instead of going on three overnight camping trips a year, you might try two overnights and four short, but challenging, day hikes.)

Traditional Cub linking camps usually involve taking older Cubs to a troop campout. While this exposes Cubs to the troop environment, it also might make Cubs feel incompetent. It may open them up to teasing by thoughtless Scouts. A different approach could involve inviting a patrol to set up a troop site at a Cub camp. Older Cubs working on outdoor awards would camp with the Scouts. The patrol could help Cubs finish award projects and possibly combine some B-P. Woodsman award work. The objective — gradually build Cub confidence in doing troop-like activities.

Don't forget to use Kim. Having a big brother or sister to help them gives a special feeling to younger children. In a recent survey of troops and packs in one province, only two sections out of 90 questioned used Kims. A Kim will help Cubs join Scouts. Let's move Kim out of mere training session theory into real life. A Kim needs to be willing to spend extra time working with younger children. However, the right Scout will find the rewards quite fulfilling.

Linking takes a bit of work and planning. But in the long run, Cubs and Scouts will benefit from a more child-oriented approach. A

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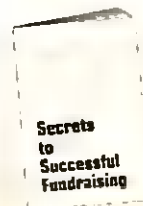
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Confronting Fears

by Ben Kruser

Children experience many fears. It's natural. Some children confront and overcome these fears; others retain them into adulthood. Leaders who understand what triggers childhood fears are better prepared to help little ones gripped by anxiety. What can you do to help?

Childhood Fears

Research shows that most young children experience 7 different types of fears. Boys have just as many fears as girls, but they are less likely to tell an adult. Male stereotypes are beginning to influence Beaver age boys as they develop a gender image. At six years of age, a Beaver might not want to appear to be less than a "real man".

Fears are linked to a child's personal development. All children have a natural fear of falling and loud noises at birth. New fears emerge as a child becomes more aware of surroundings and the greater world.

Beavers are concrete thinkers. They cannot always tell the difference between fantasy and reality. It is not unusual for some children to think certain fairy tale characters are actually real. As children grow beyond mere concrete thinking, their imaginations may run wild. They will struggle with fears of the dark, ghosts, monsters, aliens, and other supernatural creatures. Avoid scary ghost stories at this age.

Real world events and facts can also create fear. Television news which depict graphic horror from war, famine and bombings can create an impression that these events are happening right outside their own home. In the case of crime, children watching graphic news can develop identical fears as those youth who actually live in the violent areas.

Natural occurrences such as storms and lightning can overwhelm a child with the immensity of forces at play.

The list below highlights common fears experienced by Beaver age youth.

5 years *Animals, "bad" people, the dark, separation from parents, bodily harm*

6 years *Supernatural beings (ghosts, witches, aliens), bodily injury, thunder and lightning, the dark, sleeping or staying alone, separation from parents*

7-8 years *Supernatural beings, the dark, fears based on media events, staying alone, bodily injury*

Responding to a Child's Fears

All children get frightened. Use these tips to help reduce their fear.

1. *Never belittle a child's fear.*

Adults tend to downplay or ignore fears. (E.g. "Don't be so silly. It's only thunder.") Teasing a child is counter-productive as it drives the fear under-

ground. "Out of sight" is *not* "out of mind." Children need to know that adults take them seriously.

2. *Don't force a fear confrontation.*

Exposing a child to an "all at once" fear experience may firmly entrench the fear.

3. *Work on beating the fear.*

When confronting fear, approach it slowly. Talk with the child. How would he like you to help him beat the problem? Work with him.

4. *Don't overreact.*

A calm, reassuring posture alone will help compose a child. How you act is more important than what you say.

5. *Prepare children for new experiences.*

Before getting involved in activities, talk to the children about what they can expect. For instance, let children help pack their own bags for a sleep-over. Discuss some ways to handle concerns they may have. The fewer surprises, the easier it will be for them to adapt to unforeseen events.

6. *Help the child cope with fear.*

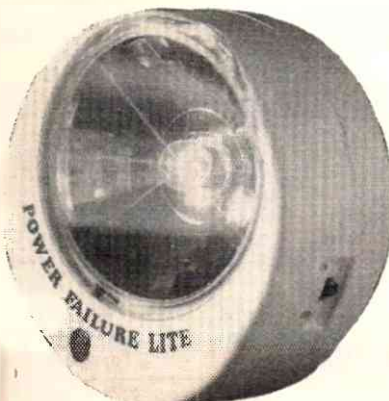
A panicked person will not listen to long, rational arguments describing why they are acting unreasonably. Listen, empathize and reassure the child. Talk about alternative actions. Help them get control. ^

Resource

S. and M. Garber, *Monsters Under The Bed And Other Childhood Fears*, Villard Books, 1993, New York.

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CROSS-COUNTRY PHOTOS

"100,000,000 Here We Come!"

Beavers, Cubs and Scouts from Ontario planted their own 50,000,000th tree in Oshawa last May. Scores of youth, leaders and guests attended the planting. Scout groups in other provinces, communities and towns across Canada organized similar celebrations. Photo: Paul Ritchi.



ROYAL TREATMENT When Prince Edward visited Saskatchewan last year, Buckingham Palace granted the St. Timothy's 49th Regina Group the privilege of forming his Honour Guard. After making him a life-long member of their group, several youth presented him with badges and roses. A real "day to remember" for youth and leaders who attended. Thanks to Jo Grant.



FOOD BLITZ Nine year old Jason Green, from the 8th Kingston Pack, ON, puts a bag of groceries into a car during the annual May Food Blitz. Notice the "HI CUBS" licence plate. The bright red car, with its distinctive name plate, helps publicize local Scouting. Great idea! Photo: Rob Mooy.

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Ghostbusters For Group Committees

"Who are you going to call?"

by Bryon Milliere

Who hath smelt wood-smoke at twilight? Who hath heard the birch-log burning? Who is quick to read the noises of the night? Let him follow with the others, for the young men's feet are turning to the camps of proved desire and known delight! — Rudyard Kipling

Camp and campfires are often highlights of the unique experiences Scouting provides. Rudyard Kipling captures this youthful adventure. Adults enjoy a tremendous sense of satisfaction by creating these feelings. But where do you begin? Who should you call for help?

Understanding the roots of Scouting may help. British youth helped start Scouting by forming patrols and acting out instructional comics written by Baden-Powell. B-P soon recognized the potential of teaching life skills and values. Patrols chose adult leaders to help them with their program. Eventually, district councils formed to provide training, direction and assistance.

In Canada we have sponsors (partners) for groups. The partners may provide meeting facilities, financial or other support. Typical partners include churches, service clubs and community groups. Many of their members have Scouting experience themselves and offer a wealth of information on what to

do and how to pull it together. Sponsors have contacts in the community and are generally very supportive.

District or regional councils exist to administer Scouting and to support the work of your group's adult volunteers. Some areas have offices with staff. A network of experienced volunteers, called Service Scouters, or Support Scouters, have taken specialized training to prepare themselves for these support roles. The Commissioner is responsible for appointing program volunteers. The President chairs the council. Together with the council, they make decisions about how the council's resources can best support the program.

What is the structure in your area? Find out. Who has agreed to provide support to your group? What assistance do you need to get started or to deliver a better program?

A nearby group may also yield a rich information 'harvest.' Start fostering a warm relationship with them. This will help when you begin fundraising or any type of promotion. You might want to share your plans with this group to prevent overlapping activities. Other opportunities may appear, e.g. cooperate on an activity or an outing.

Active and past members are quick to share experiences with new Scouters. Find people with an excellent track

record for delivering successful programs. Their enthusiasm is contagious.

Training

Ask your district or regional council what training is available for leaders and group committees. Speak to your group's adult members to determine their training needs and willingness to attend courses. When is training most convenient for them: evenings, weekends or a week-long event? This information will help trainers plan their courses.

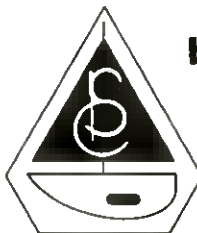
Most instructors are enthusiastic and successful leaders themselves who wish to share ideas with others. Watch local newsletters and speak to a Service Scouter for training information. Pass along suggestions for possible courses you see would meet a need.

Resources

Scout Shops have many useful handbooks and videos. These explain Scouting to leaders, partners and group committees. New Beaver and Cub leaders will appreciate the JUMPSTART videos and program planning aids. These resources clearly explain planning processes and give field-tested programs.

Help is only a phone call away. We want you to be successful and to enjoy yourself.

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Gilwell — Back to the Future

by Rob Stewart

Gilwell Park. Have you been there?

Recently I visited Gilwell with our National Commissioner, Herb Pitts. We were Canadian representatives at a three day symposium discussing the World Bureau's *Adults in Scouting Strategy*. (In Canada we refer to the management of volunteer resources as the *Volunteer Recruitment and Development Strategy*.)

The helpful discussions confirmed that our Canadian program conforms with other Scouting associations which share a similar structure.

Everyone recognized the need to continue promoting several cornerstones that will ensure strong leadership in our programs. These fundamentals include,

- the process of selective recruitment
- timely and appropriate training and service support
- opportunities for continued growth
- recognition.

The National Council has just printed a small booklet, called *Volunteer Recruitment and Development*, which explains the strategy in detail. Get a copy at your local Scout office.

Other Gilwell Fundamentals

In past years many people said Gilwell Park looked "tired" and run down. Recently a renovation program has brought the park back to its former glory. As we attended the world symposium, work crews were busily up-

grading the road into Gilwell in preparation for a visit by the Queen to re-dedicate the new and renovated buildings.

Let us never forget important Scouting symbols — symbols that make it great. The first involves how all of us are members of a worldwide Movement. When Herb Pitts and I arrived at Gilwell we were able to quickly get down to business in our meetings with international representatives from five other Scouting associations. An immediate bond formed among all of us. The brotherhood of Scouting was our common ground.

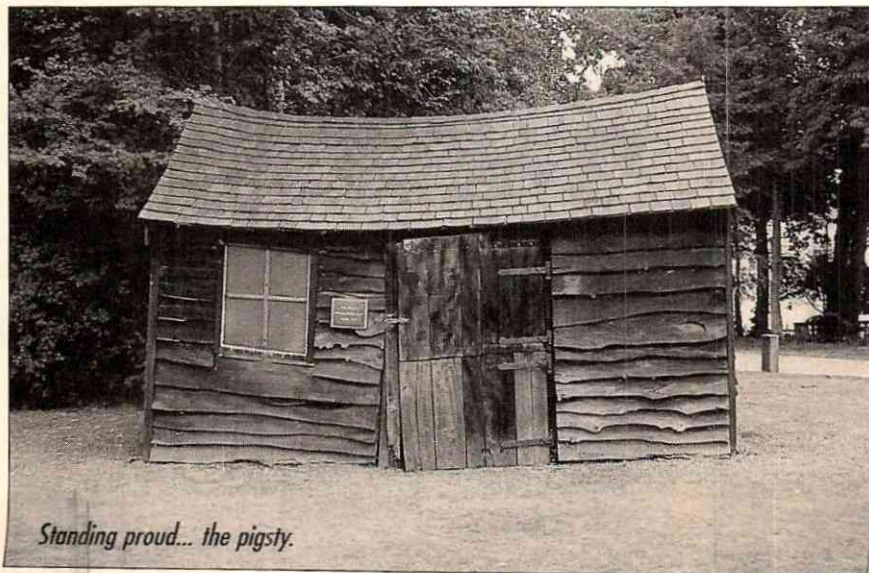
Another symbol involves a clear sense that Gilwell Park is a part of Canadian Scouting. Did you know that Canadian B.-P. Guilds placed a stained glass window in Gilwell Park's White House? We should be proud of Guild members for raising funds to cover the design and installation costs of this window. The Guild's dedication to the World Brotherhood of Scouting inspires me. These same members play an important role in our Movement in Canada.

Two other symbols at the park also caused me to reflect. The famous Gilwell Oak which provided shade from the sun during the very first Gilwell courses is still standing. It's a focal point for the training field. The other symbol is a small pigsty.

What? A pigsty?

Yes, this small building provided shelter for some of the original Scouters tasked with finding a suitable training site for the Movement. Looking at these two historic symbols I began to wonder if we hadn't created a training program that is too complex to deliver and administer. I don't have the answer yet, but perhaps we should periodically reflect on the beginnings of the Gilwell tradition. This might prevent us from straying too far from the original intent.

One final thought about Gilwell Park. Wouldn't it be great to organize a course for Canadian Scouters at the Park? What do you think? X



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1996 Pocket Calendar

by Bob Bareham

Scouts and Scouters will notice some exciting changes in our 1996 pocket calendar. We have retained the user-friendly, month-at-a-glance format, but have increased the size of the daily blocks significantly. This allows more room to record all those important meeting and activity dates. Following our Scouting year, the calendar begins with August 1995 and continues until September 1996.

The pocket calendar includes many useful forms to help you when advance planning, or copying names, addresses and telephone numbers. The calendar lists 1995/1996 Canadian holiday dates. A map even shows North American time zones and telephone area codes.

Get your "Scouter's Friend" while supplies last. At \$4.95, they are a great bargain.

KEY IN...

... by turning to page 69 of the new Scouts Canada catalogue. On that page, you will find our new "Be A Leader" and "Scouts Canada" key tags. Both are attractively priced (\$3.95) and sure to please anyone. Buy one for yourself or for someone else as an inexpensive "thank you" gift. They are colourful, very useful, feature a large key ring and are designed especially for Scouts Canada. What more could you ask? Check them out at your local Scout Shop.

LEADER MAGAZINE

The Leader magazine is now available for purchase at most Scout Shops. What a great opportunity for new Scouters who have not yet subscribed or those not receiving a copy under the "Every Scouter Plan." Canyouth Publications and Supply Services are pleased to offer this service. No leader should miss any issue of this premier publication. It's packed full of great program ideas and hints. "Be a Leader", but be a better leader with the help of the Leader magazine.

IMAX BEAVER VIDEO

Have you ever danced in the moonlight, played in the shadow of great mountains or fled before a charging bear? Have you ever swam in frigid waters beneath the ice or lived inside a beaver's house?

Our new beaver video follows the story of a real, live family of beavers that have experienced these adventures. This incredible video was filmed in Imax format and transferred using original Imax film elements.

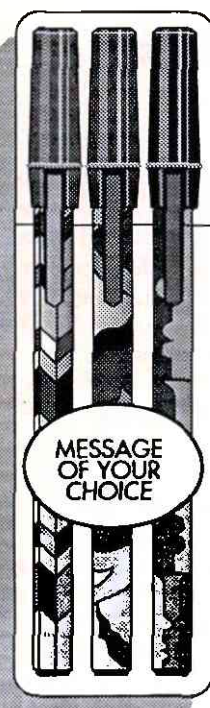
Available through Scout Shops. (catalogue #20-114: \$29.95)

ARCTIC BADGES

The National Program Committee recently reconfirmed its decision to offer the Arctic badges **only** to those who live in the Northwest Territories. An exception is the Scout Snowmobile Badge (#01-596). It can be obtained through Scout Shops.

WOW!! WHAT A CATALOGUE

If you have not yet received your copy of the 1995/96 official Scouts Canada catalogue, pick one up at your local Scout Shop or council office. This is one resource you don't want to be without!



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Don't Lose Any Pieces: Part A

by Ian Mitchell

Can anything ruin the fun of puzzle building quicker than discovering a missing piece? Even more frustrating is when you discover it's gone just as you are about to complete the puzzle.

Let's apply this scenario to Venturers. Imagine how a young person would feel after signing up for exciting, varied activities, only to discover that the program is actually narrowly focused, discouraging activities that first attracted the youth to Venturing.

We'll ensure this does not happen by taking a closer look at three activity areas. Let's explore how they contribute to the developmental needs of Venturer-age youth.

Exploration

Many young people join Venturers because they want to explore the outdoors. "The outdoors" doesn't just involve camping. All outdoor activities should combine adventure with improving open-air skills and knowledge. Venturers are beginning to make their own life decisions. Hence advisors should ensure that outdoor activities give them a chance to test their self-reliance, as well as mental and physical toughness. Activity areas should help them build self-confidence in their own abilities. Like the progressive nature of our program goals, each successive outdoor activity should increase the demands placed on youth. With escalating challenges, Venturers will experience greater satisfaction.

Separating this outdoor activity area from others may prove difficult; a direct relationship links all of them. For

example, fitness and service can form a large part of the company's outdoor program. But most youth love the outdoors. The overlap will only add to a satisfying program.

Personal Fitness

For our program purposes, fitness involves many components. Not only does it include building strength and endurance, but also it relates to how Venturers feel (or think) about life, how they act and relate to others.

Almost all Venturer-age youth feel great peer pressure and wish to conform to their friends' expectations. Being liked and accepted by others is extremely important for them. Social issues such as drugs, sex, gangs and alcohol all fall into this personal fitness activity area — with any luck, not all at once.

Open, frank discussion is your most important programming tool. Whether it involves a planned discussion (perhaps a guest speaker) or an unplanned chat while sitting around a campfire, making youth feel comfortable about talking with each other should be your number one goal.

Personal Interest

As a Venturer leader, one of your most important jobs is to promote confidence in each youth member.

How can you do it?

Encourage youth to pursue personal interests. Allow them to "show off" their talent. This will build self-confidence within them and make them able to successfully tackle greater challenges. As well, it will expose others in the compa-

ny to a wide variety of activities and interests.

These first three activity areas provide advisors with a map to follow when it comes to meeting the developmental needs of Venturer youth. The activities themselves are nothing more than age-appropriate tools we use to reach our goal.

Watch for Part B next month. It will explore the remaining three activity areas. Together they shed light on the WHY of our six activity areas. X

Program Checklist

1. Are company activities progressively more challenging to members? ☐ Yes ☐ No
2. Do all company members participate in the decision-making process? ☐ Yes ☐ No

Notice of Annual Meeting Boy Scouts of Canada

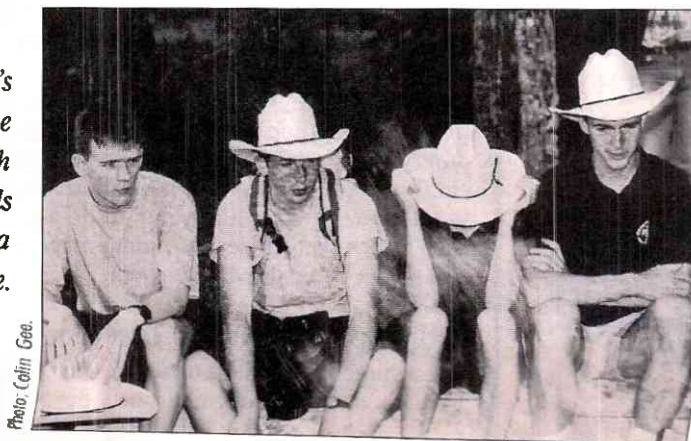
Saturday,
November 18, 1995
4:00 p.m.

Chateau Laurier Hotel,
Ottawa, Ontario

Purpose:

- (1) Consider the annual report
- (2) Consider the annual financial statements and auditor's report
- (3) Elect officers, members, honorary members, committee chairpersons, and others of National Council
- (4) Appoint the auditor, who shall be a chartered accountant

There's nothing like meeting with good friends around a campfire.



Hiking With Young Kids: Part 1

by Ben Kruser

Hiking is perhaps the most favourite youth outdoor activity. It provides a sense of exploration and adventure. For children, the grass *IS* greener on the other side of the hill. It begs them to explore.

Age appropriate and fun: these are two thoughts leaders must keep in mind when planning hiking trips for Beavers and Cubs. Too often adults take children on overly difficult hikes. These might appeal to adult leaders, but soon tire young hikers.

Child Limitations

Before setting off, stop and think about the abilities of children you are taking. Naturally Beavers and Cubs cannot tackle long trails through rough terrain that older youth would easily navigate. Concentrate on having fun. Make this your goal.

Small legs are full of energy at first. This quickly ebbs away after prolonged walking. Children will love a two hour hike; longer ones may turn them completely against hiking. Start inexperienced youth off on trails with loops of varying

length. As your children become more experienced and you start understanding their individual physical limitations, choose longer or shorter trails to explore. A one to two kilometre hike on level ground is a good place to begin. After becoming conditioned, Beavers can walk longer distances with a small pack.

Elevation changes effect energy levels. It takes 9 times as much energy to walk up one step than to walk on a flat surface. For Beavers, keep to trails with less than a 200 metre elevation change.

Youth interests and attention spans affects their hiking abilities. *Wanting* to go isn't enough. They need an activity to engage them while trudging down the trail. If possible, let them choose a trail from a number of choices leaders have preselected. Discuss some things they might see along the way. This knowledge will help fuel their curiosity.

Be sure to take enough rest breaks. Children often like to explore trails in quick, energy-burning bursts of enthusiasm. Stop to smell the roses, or skunk cabbage, or look at items that interest them. Examining a piece of bark or worn-eaten wood, collecting coloured stones or other simple activities provides a hidden rest break. Try lying down in a shady spot and peering through grass or trees from an ant's point of view. Cloud watching is also a restful activity that keeps a creative mind fuelled.

In some cases, children can carry their own day pack with extra clothes and food. For comfort and enjoyment, this should never exceed one fourth of their own weight. Heavier loads may lead to serious injuries. Their bones and muscles are still growing.

Safety

Carry a fanny pack first aid kit on every hike.

Is rain expected? At least half of your kids will forget a raincoat. Several packages of no-name plastic garbage bags will provide emergency protection from rain or cold wind. Form a hood by ripping a hole in the side of the bag (not the top).

Extra band-aids are useful not only for scrapes, but also hurt feelings. If you have a child who is feeling bad and needing a little "TLC", give him a bandaid to wear. Its effect will amaze you.

Before heading out on the trail, youth should know what to do if they get lost. Review the Cub Trailcraft Badge requirements or work with Colleen Politano's book, *Lost In The Woods*.

Use the buddy system to keep track of everyone on the trail. This method encourages peer discipline by having other children tell the unruly ones to stay together. If one child runs off, chances are his buddy will get upset enough to tell you. Every child wants to be a group leader: give each a turn. Let the leader hold a map. Allow her to make real choices (e.g. travelling pace).

Hiking expeditions will start on a solid footing when you remember two essentials: keep your children's ability in mind, and take adequate safety precautions. X

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SCOUTER'S 5

Thanksgiving and Forgiveness

- October is a time of great celebration when we remember all the things we have to thank God for.

Gather your group together. Make a list of all the people, places and things that improve our lives. Ask each Beaver, Cub or Scout to contribute a thought. Parents and family might appear first on the list, but don't forget sunsets, unexpected smiles, cheerful colours, hugs.

- Ask the youth to think of something nice about each child around them. Did Jeremy let someone go first? Is Rebecca generous? Is Caleb thoughtful of others? Encourage everyone to express thanks for something specific as you speak.

We need to practise gratitude and thanksgiving, especially in this busy world. Leaders can pass on few greater gifts than an increased awareness of the good things life and God offer continually.

* * *

Jewish Scouts celebrate Yom Kippur on October 3-4. This event involves seeking forgiveness and reconciliation from others you may have wronged knowingly or unknowingly.

- Learn more about Yom Kippur. Invite a rabbi or Jewish parent to come and explain this great religious celebration.

How can your group practise forgiveness and reconciliation? Brainstorm together first in lodges, sixes or patrols, then come together to share your thoughts.

Consider these reflections during the discussion...

- It is in pardoning that we are pardoned.
- It is right that we remember wrongs done to us, so that we may forgive (then forget) them.

Scouter's 5 Minutes, p.747

Oct. '95

GAMES

Tractor Pull Contest

- Cubs or Scouts will enjoy this game.
- The "tractor" kneels on hands and knees with a "driver" sitting astride. The driver holds on with his legs.

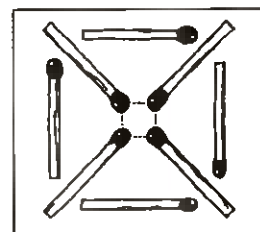
- Opposing tractors back up to each other. Each driver reaches back and grasps the opponent's hands. On a signal, tractors start moving in an effort to pull the other over a line or to unseat the driver.

- By unseating or pulling an opponent over the line you make a point. Teams winning two out of three points win the tractor pull.

— *Philippine Scouting magazine.*

Stick Puzzles

Give each six or patrol eight small, equal-sized sticks. Challenge the teams to make two squares and four triangles. If they fail to solve the puzzle, show them this answer. ►



Great Circle Games

Circle games are ever-popular. These come from Scouter Mike McLaren in Prince George, British Columbia.

Bucket Cricket

Place a bucket upside down in the centre of a 15 metre wide circle. A batter stands on top of the bucket with a bat.

Standing around the *outside* of the circle, other Cubs or Scouts try to hit the bucket with a tennis

Games, p.313

Oct.'95

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ball. The batter tries to defend the target by hitting the ball.

If the ball hits the bucket, the batter hits a pop fly, or falls off the bucket, the batter is out.

Score two runs for each time a batter hits a ball and one run each time the ball is thrown at the bucket but misses.

Artistic Mime

For this game you need a sheet of paper and a pencil for each child.

Seat Beavers or Cubs in a circle with paper and pencils in front of them on the floor. Akela sits in the middle of the circle unpacking an imaginary bag and miming objects taken from it.

What objects might be fun? Try a hammer and nails, necklace, tea cup and saucer, teapot, telephone, sweaty shoes, hoola-hoop, and bug spray. Let your imagination go.

Washout!

Here's a terrific outside game.

Two teams of equal size face each other forming half a circle. Number each player.

When a leader calls out a number, the two Cubs on opposing teams put on blindfolds. On a signal both Cubs try to find a loaded water pistol in the centre of the circle. The object is to squirt the other player before he can make it back behind the protection of his *own* team.

Teams can shout instructions to their players.

Sorry You Missed

Formed into teams, youth make a small circle around a kitchen plate. Each player must toss five pumpkin seeds onto the plate. The team that finishes first wins.

A variation to this game calls for each person to toss one seed at the plate in turn. Those who miss must drop out. Each time around, youth back up one step.

Games, p.314

- It doesn't matter what we think about forgiveness; what God says must determine how we live with others.

- We simply cannot expect God's forgiveness if we do not forgive the deeds of others.

Jewish New Year Greetings

Customarily Jewish people wish each other a happy New Year from Rosh Ha Shana until the end of Sukkoth (this year from October 9-17).

So... LE SHANA TOVA!

A Thankful Meeting Closing

May God be blessed, who created the whole universe with his mere word.

Bless him for taking pity on the world and on his creatures. Bless him for rewarding all who serve him. Bless him for he is eternal and lives forever. Bless him for saving and redeeming us. Bless his name.

We bless you, O Lord our God, king of the universe. Let us declare your name and proclaim you as our king, for you alone are the source of all life. You are a glorious king.

— *From Prayers for Jewish Scouts.*

Thanksgiving Grace

Roasting turkey, pumpkin pies

There is no "but" or "if";

You do not have to use your eyes

You only have to sniff.

Thank you for our good food.

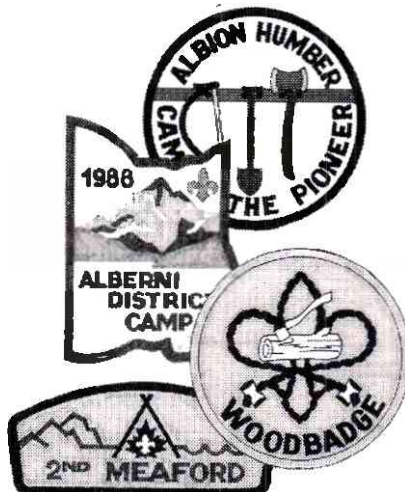
— *From Hazel Hallgren, Red Deer, AB.*

Scouter's 5 Minutes, p.748


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Announcing CJ'97

The 9th Scouts Canada Jamboree 9ieme

Boulevard Lake, Thunder Bay, Ontario July 12-20, 1997

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Plan now to attend CJ'97. Get the kids excited. Bring the whole troop or company! Registration will be on a FIRST COME, FIRST SERVED basis. Register early to secure your unit's attendance. There will be no quotas. Registration forms will be available in March, 1996.

Big Thunder: Where East Meets West

Our CJ'97 site is in the city of Thunder Bay, ON. Come and hear the legend of the Sleeping Giant. How about a visit to the Canadian Ski Jump Training Facility? Participate in a Pow-Wow!

Something for Everyone

We're planning an exciting program. It'll meet everyone's interests. Program selection will be theme-oriented. Magnificent hiking trails, on-site rock climbing and rappelling, mountain biking, a visit to Old Fort William, water activities and a First Nations' encampment on-site are but a small sampling of planned activities.

Sound great? See you there!

Get Started. A Planning Checklist

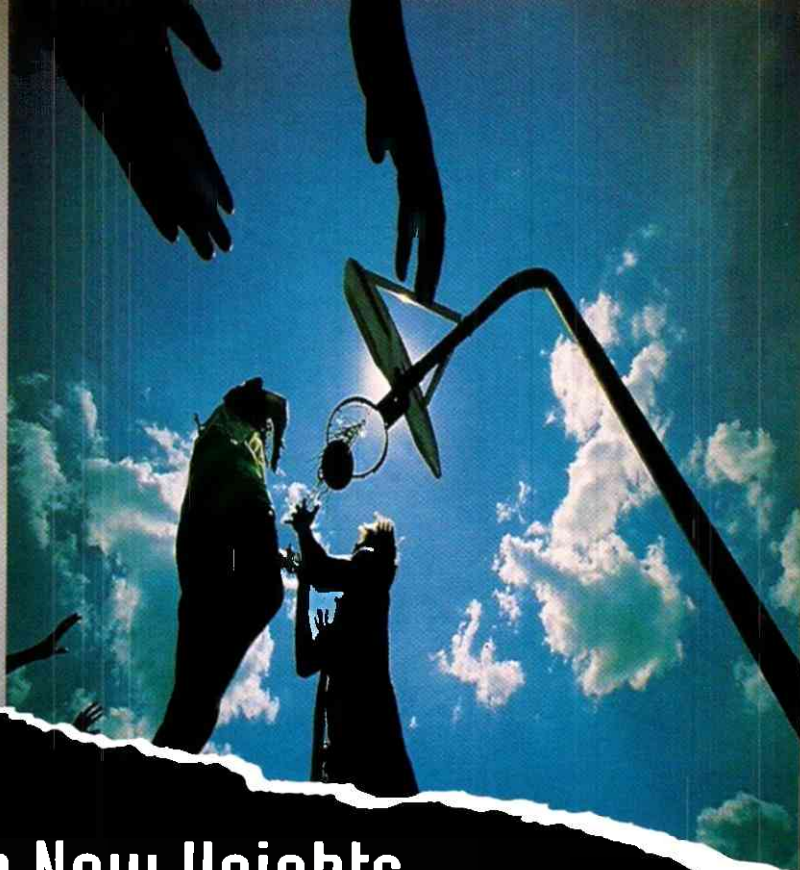
Make a copy of this page and post it in your meeting hall. Check off each item as you complete it so all members can see the group's progress as it prepares to attend CJ'97.

- ☐ Tell older Cubs, your Scouts and Venturers about CJ'97.
- ☐ Tell your group committee about CJ'97.
- ☐ Get into the jamboree spirit! Invite Scouts who attended this summer's World Jamboree to talk to your members about the fun they had.
- ☐ Go camping! Sharpen your lightweight camping and cooking skills.
- ☐ Find out about Thunder Bay and the Great Lakes area.
- ☐ Prepare a fundraising plan.
- ☐ Start fundraising (Popcorn, Apple Day, calendar, Scoutrees).
- ☐ Get CJ'97 registration forms from your local Scout office in March, 1996.
- ☐ Complete and submit the forms.
- ☐ Attend the CJ'97 pre-camp in your area.





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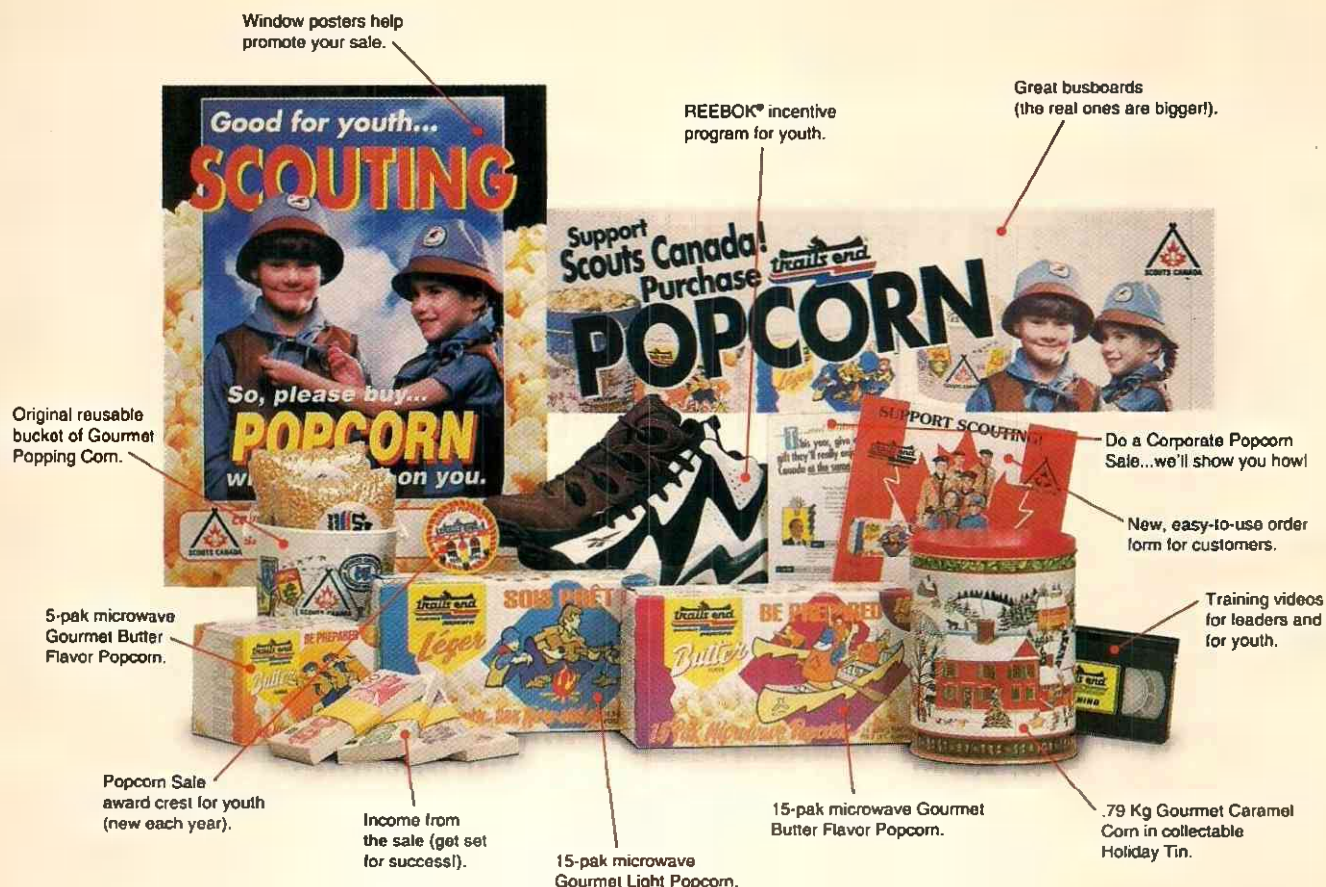
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