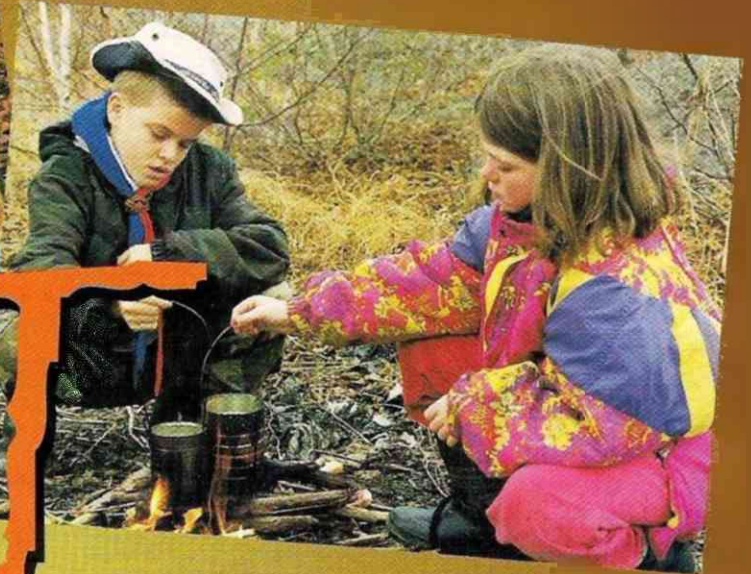
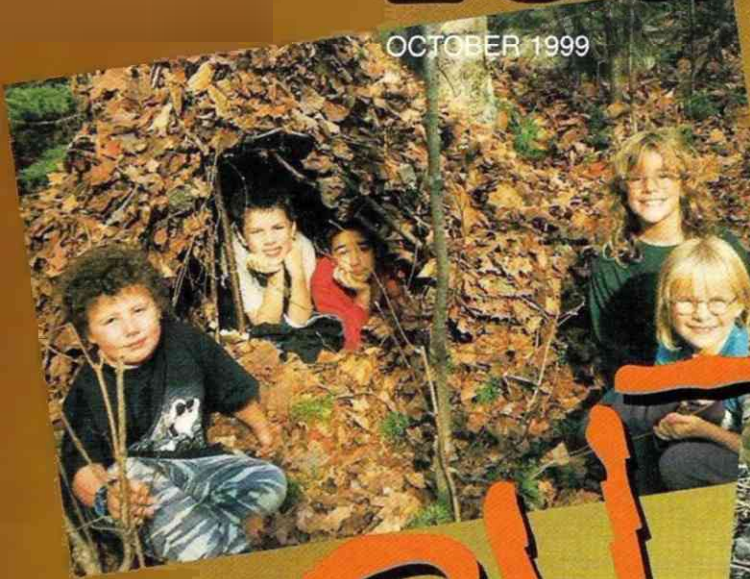


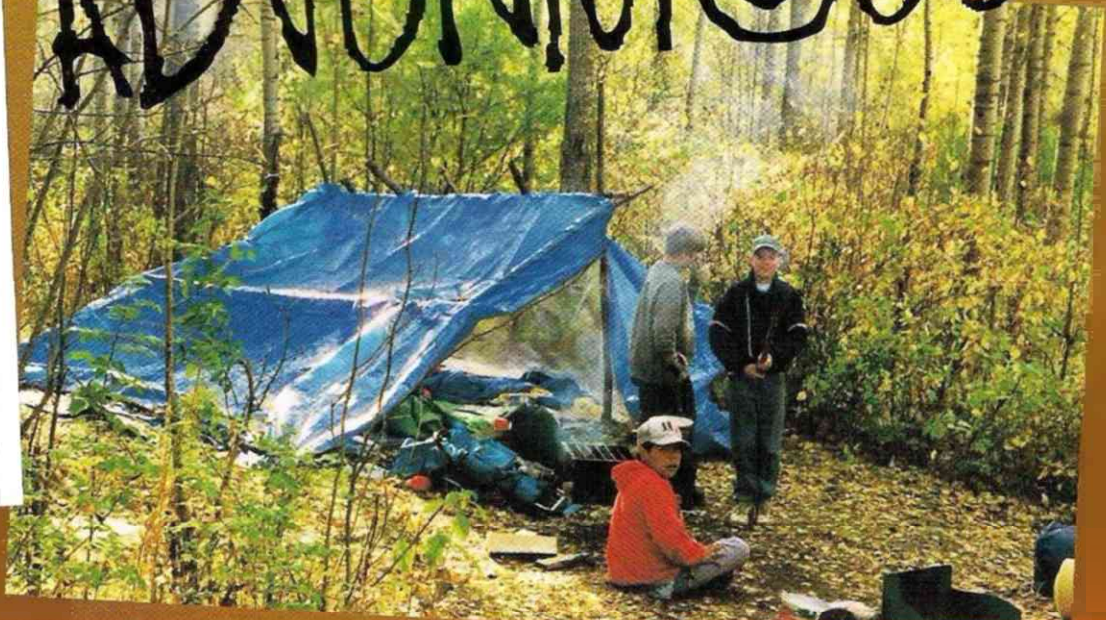
the leader

OCTOBER 1999

VOLUME 30 NO.2



OUT FOR ADVENTURE!



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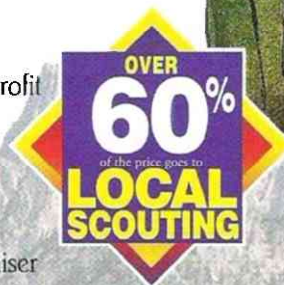
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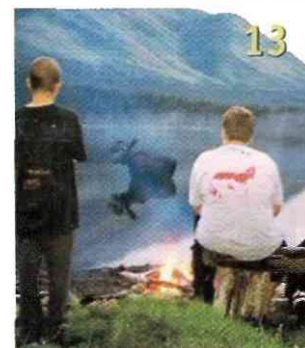
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Roasted Bat Wings and Swamp Water

BY RUTH DUBEAU

"Did you hear
something?"

Photo: Dave Armstrong

Let's face it.

Aren't we all just a little bit afraid of bats? Yet there's no reason for this fear.

Bats are mammals that eat a huge amount of mosquitoes and bugs each day; they don't bite people. A theme night with bats ties into many environmental themes and will add an interesting twist to your Halloween.

Bat Relay Game

Give each child a straw, and line participants up in relay formation. Place a pile of bat cutouts in front of each line. Make these out of black construction paper. (See diagram) Players must suck on their straws, pick up one bat and run down to the end of the room and deposit the bats in a basket. Then, they run back flapping their arms like a bat and tag the next player.

Make this game more difficult for Cubs by turning off the lights and giving the next player in line a flash-light. Standing in position without moving forward, children with flash-lights must provide light for their team members as they race forward and back.

Night Stalkers

Take your Beavers or Cubs out for a night hike at dusk during early fall.

The birds you see winging through the darkening sky are probably not birds at all, but hunting bats.

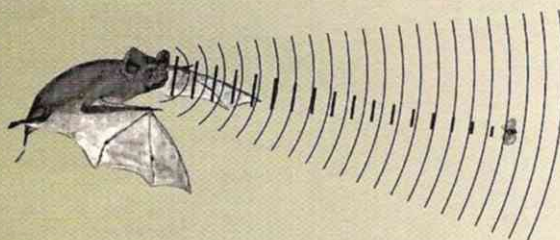
Stand completely silent and listen for the sound of their wings and the creaking of their voices. Can you hear them? Discuss how bats are mammals, and feed their young with milk. Try to make your young hikers less fearful of these little creatures. Make sure everyone knows that they should never touch a bat; they some-

All About Vampire Bats

In case anyone in your colony or pack says vampire bats live in Canada, here's the truth: they don't.

Vampire bats live in the tropics and may drink the blood of cattle and horses. Sure that's disgusting, but they make small scratches, then lick the bleeding area. You don't have to worry about one flying up to you with a blood-curdling scream, and clamping powerful jaws on your neck — it won't happen.

Bats don't even fly into people's hair. The little mammals use a form of radar that keeps them from colliding with people and trees.



times have rabies. After your hike, make a bat house.

Make a Bat House

Bats love eating mosquitoes. A bat house in your neighbourhood will make life more liveable for the humans. Collect the bat droppings under the house, and work it into your garden soil; it makes terrific fertilizer.

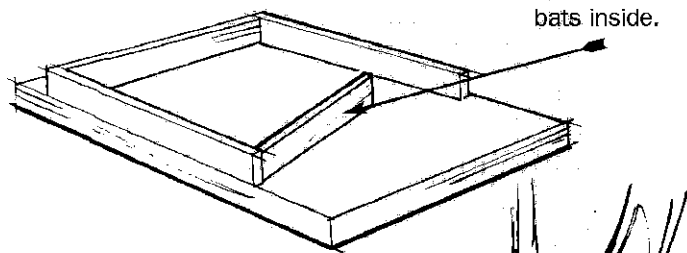
Saw a piece of untreated wood about 25 cm long and 15 cm wide. This is the back of your bat house. Saw another piece about 15 cm long and 15 cm wide — the front. Lay the back of the house down and place four thin strips of wood on edge (approximately 1 cm x 2.5 cm) so the front piece can sit on it. (See diagram) Cut one of these thin strips

shorter than the rest (the one going on the bottom of the bat house), and tilt it slightly upward. (See diagram)

Glue and nail these pieces on the back board. You might want to just put a screw in the bottom tilted slat so you can clean the house out each year. Now glue and nail the front piece on the house. (See diagram) Seal the top and sides of the house

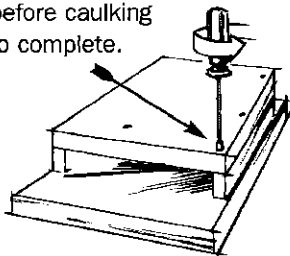
Some Batty Ideas

Bat House



Bottom slat tilts upward and is shorter to allow bats inside.

Nail or screw the front piece before caulking to complete.



Make sure the completed bat house faces a southward direction.

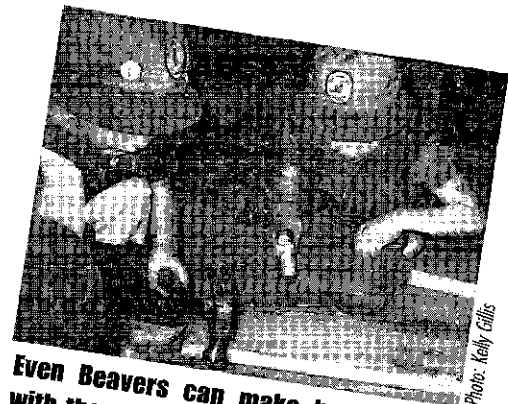
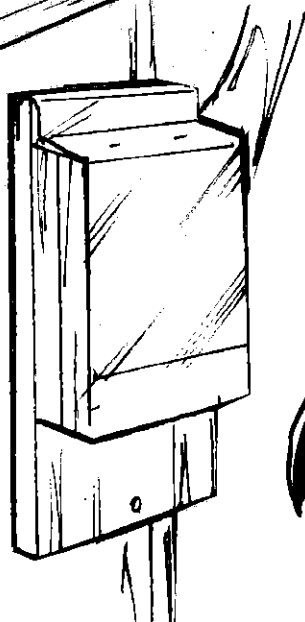


Photo: Kelly Gillis

Even Beavers can make bat houses with the proper supervision.

Bat Cupcake



Pumpkin Cupcake

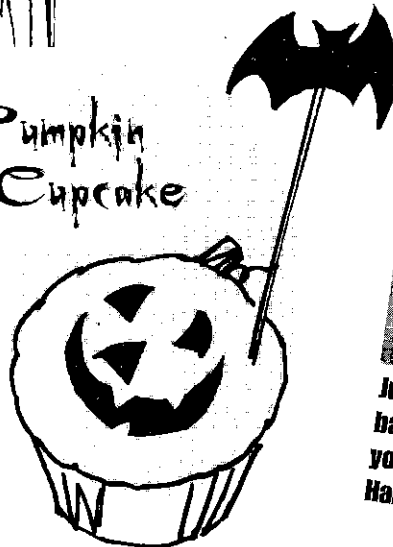


Photo: Quentin Monk

"My bat cupcake is going to have a green face."



Photo: Allen Macarthy

Just because you have a bat theme doesn't mean you shouldn't have a Halloween pumpkin.

with caulking, then hang it in a sheltered area near water or a meadow. Make sure the entrance is at least 5 metres off the ground, and the house faces a southward direction.

Cupcake Bats

These cupcakes will add flavour to your program. Make them with a regular cupcake mix. Cover the baked cupcakes with chocolate frosting, then stick black construction paper bat wings into the top of the cupcakes. (See diagram)

To make a pumpkin cupcake, just frost your treats with orange icing. Use a bit of brown frosting to make a pumpkin face. Decorate this with a bat by cutting out a small paper bat from construction paper, and gluing it onto a 15 cm long straw or barbecue skewer. When the glue dries, stick the skewer into the top of the pumpkin. (See diagram)

If you plan a more substantial snack than just cupcakes, serve chicken wings (call them roasted bat wings). Pop could be renamed *swamp water*, while chips could be called *dried vampire ears* — anything to in-

still some drama. Nacho chips and salsa could provide interesting names.

Bat Radar Game

Most bats have adequate eyesight, though their hearing is excellent. They also use a radar-like method called echo-location to map out the world around them.

How does it work? Bats make tiny squeaking sounds that travel through the air like waves on a pond. When these sounds hit something (e.g. a person, tree or insect) they bounce back like an echo. This helps the bat avoid dangers and find its supper.

Because bats need to be able to see flying mosquitoes and moths, this game will identify those children with really good observation skills. Send Beavers or Cubs outside the room while you hide several small bat shapes. You might also hide several mosquito shapes. Now, ask everyone back so they can use their 'radar' to locate the hidden bats and bugs.

Go Fly a Bat

Fall is a pretty windy time of year. Your Halloween bat theme might in-

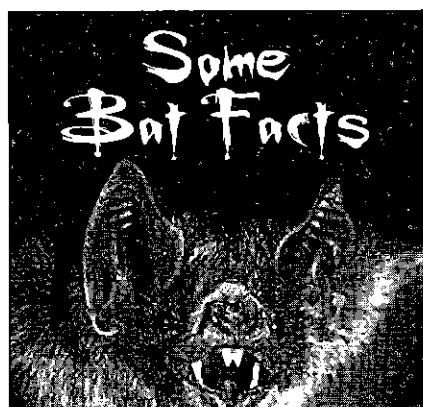
volve making kites and painting them orange with a black bat silhouette. Don't forget to paint in several bugs on your kite too — your bat has to snack on something delicious.

A Halloween bat theme makes an interesting change from the usual ghosts and goblins. Check out the Scout Shop for many interesting program ideas, like glow-in-the-dark balls and stretchy string (great for night games and haunting decorations). Cubs and Scouts can make a plaster mask of their own face using a special kit. Remember to use masks only inside as they reduce vision and may cause an accident. ^

Program Links

Cubs: Naturalist Badge,
Carpenter Badge, Black Star,
Tawny Star.

— *Every Halloween, the hills around Ruth Dubeau's home in North Bay, ON, echo with the haunting sounds of bats as they swoop and dive through the night sky.*



- ☛ Bats are the only mammals that have the ability to fly.
- ☛ There are nearly 1,000 different types of bats.
- ☛ Some bats migrate in the fall; those that don't, hibernate by sleeping for up to 80 days.
- ☛ Most bats feed on insects. An average bat can eat 600 mosquitoes in one hour.
- ☛ The largest bat is the fruit bat. It has a wing span of almost two metres! The smallest bat is the bumble bee bat. It's about the size of a bumble bee and weighs a little more than a penny.
- ☛ During the day, bats rest, take care of their young and clean themselves.

TRICKY HALLOWEEN WORD SEARCH

Challenge Cubs to race against time to find the following words: bat, ghosts, scary, black, goblins, skeleton, bones, Halloween, spider, broom, haunted, spirits, cauldron, monster, spooky, cat, moon, trick or treat, costumes, mummy, vampire, creepy, night, werewolf, Dracula, owl, witch, frighten, pumpkin and zombie. Afterwards, can they make up a rhyme or skit using all or most of the words? (Thanks to *The Kid's Domain*, www.kidsdomain.com)

C	S	C	A	R	Y	M	M	U	M	O	O	N
J	K	A	F	L	O	W	E	R	E	W	K	T
H	C	Y	R	E	T	S	N	O	M	L	H	R
C	W	K	I	N	D	K	I	H	O	D	S	I
T	L	O	G	I	R	E	G	A	O	W	P	C
I	H	O	H	K	A	L	H	L	R	Y	I	K
W	Y	P	T	P	C	E	T	L	B	P	D	O
C	D	S	E	M	U	T	S	O	C	E	E	R
H	B	T	N	U	L	O	C	W	A	E	R	T
B	O	I	M	P	A	N	A	E	L	R	I	R
L	N	R	H	A	U	N	T	E	D	C	P	E
A	E	I	B	M	O	Z	M	N	R	J	M	A
C	S	P	A	S	N	I	L	B	O	G	A	T
K	W	S	T	S	O	H	G	W	N	A	V	G

Skip Into Halloween With These Super Scout Skits

by Brenda Beckett



Older Scouts, Venturers and even Rovers will enjoy these Frankenstein skits as part of their Halloween program. Scouts may like to compete using the "Tricky Halloween Word Search" found on page 6.

The Hills

For this skit you'll need a lab coat for Igor and a dress for Mrs. Hill. Make your room shadowy with only one or two dim lights on the floor.

Narrator: "A Mr. and Mrs. Hill live next door to Dr. Frankenstein's castle. Mr. Hill has just had a heart attack and died. As the scene opens, Mrs. Hill has dragged the body to the castle to seek Dr. Frankenstein's help."

Sound: (Knock! Knock! Knock!)

Igor: (Opening squeaky door) "Welcome to Dr. Frankenstein's castle."

Mrs. Hill: "Help, help! My husband has just collapsed!"

Igor: "We will take him to the laboratory and I will get zee Doctor. (Igor and Mrs. Hill drag the body and put it on an imaginary table. Igor exits.)"

Dr.: (Entering with Igor) "I will connect your husband to my famous machine and see if we can revive him." (Igor and the Doctor connect imaginary wires and pull switches. Weird sounds come from the instruments, as well as the entire house. Mr. Hill's body jumps and thrashes, then Mrs. Hill collapses.)

Igor: "Doctor, Doctor! Mrs. Hill has also had a heart attack."

Dr.: "Help me get her onto the other table Igor!" (They move her body onto the table and connect wires as before. Both bodies jump and thrash about.) "It's no use Igor. I cannot revive them. I'm going to my study to play the organ." (Dr. moves away and pretends to play an organ. The rest of the patrol or company hums "Three Blind Mice" loudly as the doctor moves his hands over the organ keys. He should move his arms wildly and stop from time to time, trying to catch the sound-makers by surprise. After a few moments, the Hill's both sit up and look at each other.)

Igor: (Running into the study) "Doctor, Doctor!"

Dr.: (Stops playing) "Yes Igor. What is it?"

Igor: "Doctor..." (Starting to sing the song) "The Hills are alive to the sound of music!"

Obedient Franky

Narrator: "We are in Doctor Frankenstein's laboratory. As the scene opens, the Doctor is just bringing his monster to life."

Dr.: "Enough, enough! He's alive."

Igor: (Shuts off power with great effort, and exits)

Dr.: "Now to see how smart he is. Sit Franky, sit!"

Monster: (Franky sits upright)

Dr.: "Great! Stand Franky, stand!"

Monster: (He stands)

Dr.: "Wonderful! Walk Franky, walk!"

Monster: (He lurches forward)

Sound: (Bong! Bong! from doorbell)

Igor: "Doctor, Doctor, zee police are here. Zthey will find out vhat you are doing! You vill have to kill dee monster or zthey vill put us in prison!"

Dr.: "Kill Franky? I can't KILL FRANKY!" (Frankenstein raises his arms to strangle Doctor, and lurches after him. All actors rush out.)

Hare Today...

For this skit you'll need fairy godmother props like a wand and a pointed hat. Foo Foo the rabbit will need a fluffy tail and long ears. (Explain to youths that a hare looks like a large rabbit.)

Narrator: "Once upon a time there was a rowdy, disobedient little rabbit called Foo Foo. He lived in the enchanted forest, and his naughty actions were known far and wide. Village people wrote a song about him."

Foo Foo: (Enters and mimes the words as others sing.)

Narrator: "Let's sing the song together. (Use whatever tune you wish) "Little rabbit Foo Foo, running through the forest. Picking up the field mice, and bopping them on the head."

Fairy Godmother: (Enters and mimes as the narrator speaks for her.)

Narrator: "Down came the fairy godmother and she said: "Foo Foo, you've been a bad rabbit! You stop bopping those field mice. I'll give you one more chance or I'll turn you into a GOON!"

Fairy Godmother: (Looks very stern and angry)

Narrator: (Sings chorus with audience)

Foo Foo: (Enters and mimes the words, particularly the bopping action)

Narrator: "And down came the fairy godmother and she said: "Foo Foo, you've been a naughty rabbit! You're still bopping those nice little field mice. I'm going to turn you into a GOON!"

Fairy Godmother: (Waves wand) "POOF!"

Foo Foo: (Assumes Frankenstein pose)

Narrator: "And the moral of the story is..."

Narrator, Fairy Godmother and Foo Foo together: "Hare today, Goon tomorrow!"

— Brenda Beckett collects skits. She Scouts in Owen Sound, ON.

St. Andrew's Day

A prrrr-fect program for Scottish lads and lasses

by Jean Barrow

Many Canadians share a Scottish heritage and tradition. For a Scot, St. Andrew's Day in November is a time of great celebration. (St. Andrew is the

patron saint of Scotland.) This Scottish theme will make any Cub or Beaver ask for a second helping of haggis. Our thanks to Scouting (UK) Magazine for these program ideas.

"I'm a Cam'l, Laddie"

In Scotland, members of a clan were all inter-related and intensely loyal to their leader, who was known as "the chief." Clan members were distinguished by the colours of their dress which was always tartan. Today there are some 500 tartans officially registered in Edinburgh.

Find a book about tartans at the library, and before your Scottish evening check to see if any last names of your Beavers or Cubs have a tartan related to them. You might have a Campbell (pronounced "Cam'l), MacDonald or MacPhail in your group.

Before starting your program, let Beaver lodges or Cub sixes choose their own clan name and tartan. For the rest of the evening, they must call their leader "chief."

"Gardylloo!"

During the 14th century, the Black Death plague ravaged Edinburgh, Scotland's capital. Unsanitary conditions, caused by people tossing their garbage out their windows at 10 o'clock when the bell of St. Giles sounded, helped spread the disease. Before throwing garbage out their windows, Scots had to yell out the warning, "Gardylloo!", to those walking in the streets below. People unfortunate enough to not jump clear were covered in smelly garbage.

Divide your Beavers or Cubs into two groups which represent people in

the houses. They stand in two lines facing each other, separated by about one metre. They're armed with loosely packed newspaper balls.

the houses to dodge the newspaper balls (garbage). Anyone hit joins the people in the houses.



A piper would add an interesting dimension to your program.

Photo: Jim Robson

The rest of the players divide into two groups and stand at either end of the room facing each other. They represent the good citizens of Edinburgh out for a pleasant stroll.

When a leader calls out, "It's a lovely morning!", the citizens begin to walk slowly forward. When the leader yells out "Gardylloo!", citizens try to dive through the openings between

Flag of St. Andrew

Beavers can make a flag of St. Andrew using white paper, markers and straws. Simply draw the flag on paper; use rulers for a more precise rendition. (See diagram) The flag consists of a diagonal cross on a blue background. Now colour it. Use a wee bit of plasticine to anchor the flag staff on the table.

Sixes can make their flags from white cloth, masking tape, string, paint and a broom handle. Let Cubs draw the diagonal lines on the cloth with a pencil and ruler, then paint the flag. When the colours dry, tie the flag to the broom handle with string.

Storming the Castle

Before playing this game you must learn a bit of Scottish history. The Palace of Holyrood House (a castle) is perched high on a rocky outcrop in Scotland. During the 13th century the English tried to capture it many times, and the castle changed hands repeatedly. "Storming the Castle" reenacts the many attempts to take the castle.

Members join hands in a circle representing the castle walls. A small number of English soldiers group themselves around the outside; on a signal they try to get all their

members inside the castle. (Make sure you supervise this activity to prevent roughness.) Small groups should take turns storming the castle. Which group can get inside the castle in the least time?

Jousting Contest

In the 16th century, the Scots built a jousting green beneath the castle rock. This was where noble knights from all over Europe displayed their valour and chivalry while competing for gold-headed lances and the favour of great ladies.

Form Cubs into teams of two, each with a partner. The strongest person should play the horse, while the smallest plays the knight. Each pair may choose the name of a European country as their name. When the joist-meister calls out two countries, knights mount their horses and ride out into the centre to meet their opponent. The knights then try to dismount each other. For safety, play this game on a soft sand beach or in the water if possible.

Photo: Pat Coven

A Wee Bite of Scottish Food

Ah laddies and lassies, there's not a better way to satisfy hunger than with drop scones or potato cakes. Here are two ancient Scottish recipes that will kindle the warmth of the highlands in your bones. (Use a fry-

Drop Scones

You will need 225 g plain flour, a pinch of salt, 5 mL cream of tartar, 3 mL bicarbonate of soda, one desert spoon of sugar, one egg, 150 mL milk and 25 g melted butter.

Mix the flour, salt, soda, tartar and sugar together. Add the beaten egg, milk and butter, and make a thick batter. Grease your frying pan and drop in spoonfuls of the mixture. When bubbles appear on the surface, turn over the scones and cook the other sides.

Potato Cakes

Before you begin, gather 225 g cold potatoes, 50 g plain flour, 25 g soft butter, a pinch of salt and approximately 110 mL of milk.

Mash the potatoes with the butter. Add the flour and salt, then add milk a little at a time to make a stiff dough. Roll out onto a floured board and cut into small round shapes. Cook in a lightly greased pan until golden brown. Eat them while they're still hot.

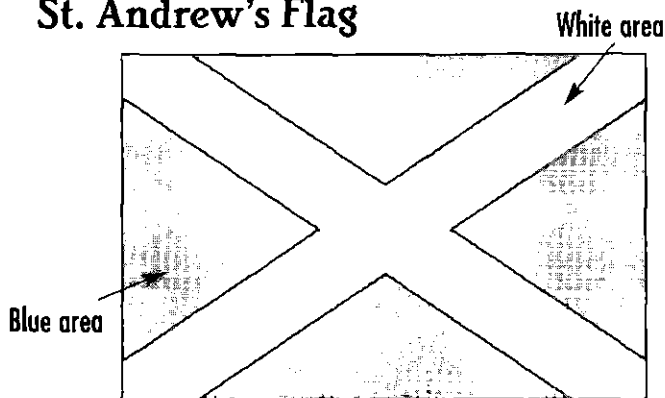


Many craft projects tie into a Scottish theme.

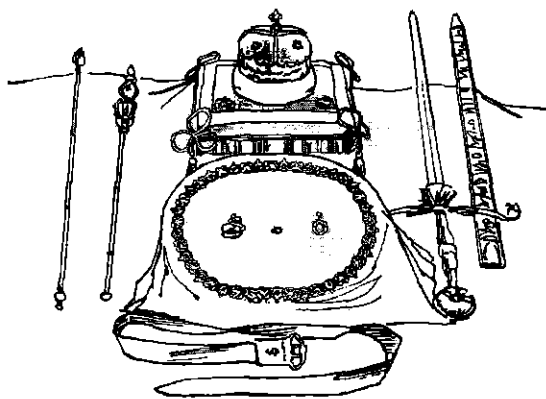
Photo: Sean Stewart

ing pan or get Cubs to cook them with buddy burners — a large tin with air holes cut around the top and bottom edges, and heated by a small candle burning inside.)

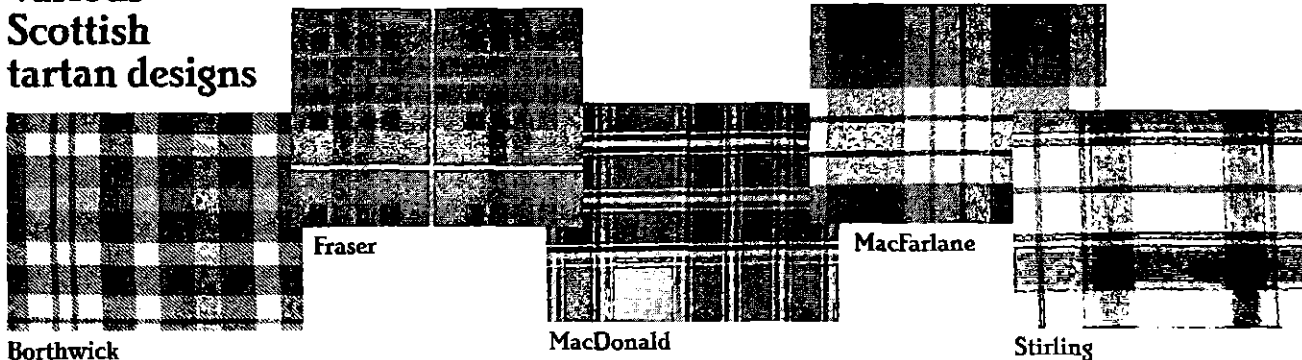
St. Andrew's Flag



The Honours of Scotland



Various Scottish tartan designs



For those who want to get a real taste of the highlands, ask a Scot to make you haggis.

No Quitters Please

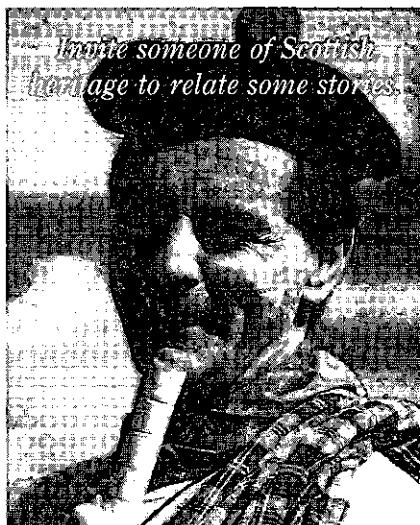
Scots love a heroic story. Here's one to tell your clan as they're gathered around your highland campfire; it's the story of Robert the Bruce, a brave Scotsman.

One day when hiding from his enemies, Robert the Bruce watched a spider as it tried time after time to make its web. Each time it failed, but it kept trying. On the seventh attempt it succeeded. Bruce, who himself had failed six times, thought to himself that if a spider could succeed on the seventh, so could he.

With 300 followers, he landed at Carrick and surprised the English garrison. Later, in 1314, he went on to defeat the English at the great battle of Bannockburn.

Ask your Beavers and Cubs if they ever feel like giving up when they can't seem to do something. Do any of them know a saying about not giving up? ("If at first you don't succeed, try again.")

Has any of them seen the movie called *Alaska*? In the story, two kids race against time to rescue their dad who crashed his bush plane deep



in the Alaskan wilderness. Everyone gave up the search except these two youths. Do you remember their saying? ("Never give up.")

There's a Regal Looking Lassie!

The Scottish Regalia, usually called

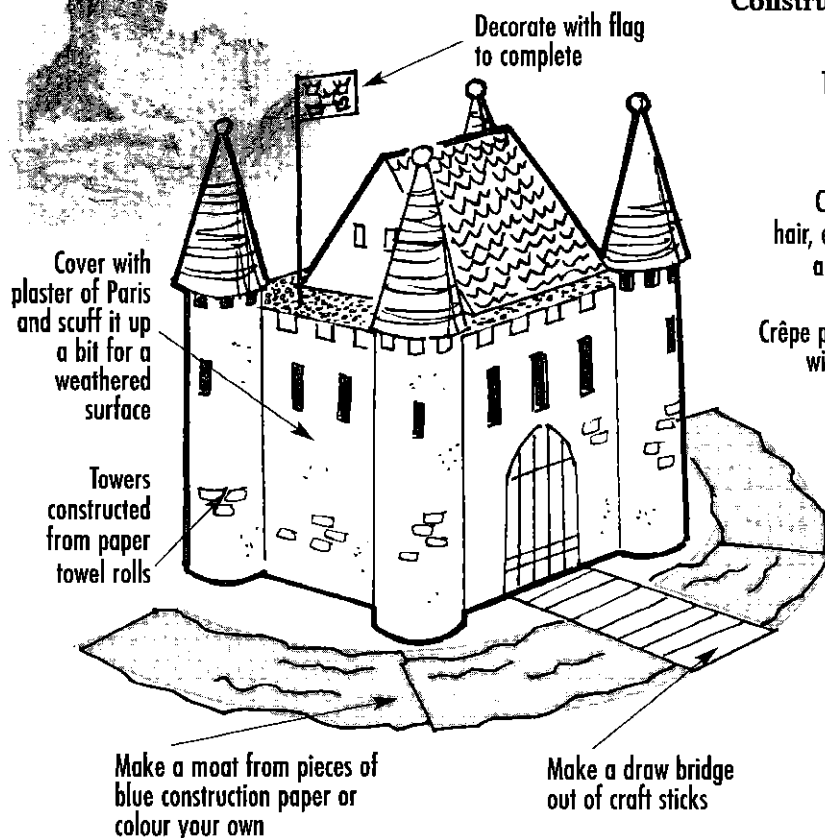
the "Honours of Scotland," are displayed in the Crown Room in the castle at Edinburgh. The crown was remodelled for James VI in 1540. Also present in the room is a sword (a gift from the Pope in 1707) and a sceptre (dating from 1494).

To make a crown Beavers or Cubs will need construction paper, a collection of seeds (sunflower, lentils, soya beans, melons, pumpkins), glue, wooden stir sticks (for spreading the glue), paint brushes, tweezers (for positioning seeds), and clear varnish, or gold and silver spray paint.

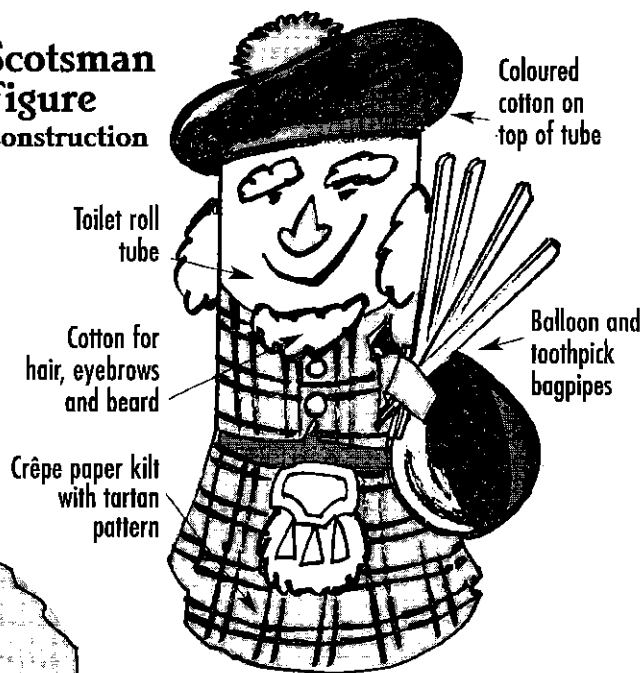
Let members cut out a crown shape from the construction paper and a band that will fit around their heads. Paint some of the seeds so they look like expensive jewels. When dry, set them into your crown with glue. Sparkle paint will add realism to your crowns.

Cubs might want to make swords from heavy, corrugated cardboard and cover them similarly in jewels and gems. Make a sceptre from a paper towel roll. Paint it silver or gold and add jewels and gems (seeds) to complete.

Ye Olde Scottish Castle Construction



Scotsman Figure Construction



The seal of King Robert the Bruce



Castle Builders

Your Cubs can make their own miniature castles from plaster of Paris, water, and sticks. Though the project takes two weeks to complete, it's well worth the effort. Provide an open area to work. Ask your Cubs to draw the simple castle they wish to make (no larger than 30 cm round) before starting.

Cubs can make turrets and towers from paper towel rolls filled with wet plaster of Paris. The main body of their fortress castles are also made from wet plaster of Paris that must dry over the next week. Get the Cubs to form the outer castle wall and any top walkways and defensive works. At the corners where a tower will stand, insert an *empty* paper towel tube. Keep this empty so when the plaster of Paris forming the rest of the castle dries, you can pull out the empty tube and insert a tower.

When the plaster of Paris dries, brush it lightly with water and a wire brush to scuff up the smooth finish. Make flags, window curtains and a draw bridge to finish it.

Soap Carving

The Edinburgh Wax Museum is world famous for its realistic figures. Why not let your Cubs carve a *Friends of the Forest* figure in soap? Choose a white coloured bar of soap (Ivory™ is good) and let the Cubs carve away with a small knife, but on-

ly after you've given them a short course on pocketknives. (See the *Cub Book* for a special certificate.)

Make a Scotsman

Not all Scotsmen are made out of crêpe paper, toilet roll tubes, pieces of material, thin card, balls of cotton, masking tape, coloured markers, toothpicks, a balloon and white glue. But these are the craft supplies you'll need to make a colourful Scotsman figure and bagpipes.

Soap Carving

Choose any *Friends of the Forest* figure to carve out of a bar of soap.



Let each child make up his or her own design for the Scotsman's tartan. Paint this on a piece of crêpe paper as well as the chest part of the figure. (See diagram on page 10) When complete, glue on the crêpe paper (the kilt) and draw a friendly face. Colour the cotton dark brown or black for hair and stick it on the top of a tube. Use some white cotton for bushy eyebrows, mustache and beard.

When the figure is complete, blow the balloon up just slightly so the rubber sack fills out, but no more. Attach four toothpicks onto the top of the balloon, and one on the bottom. (See diagram) Attach the bagpipes to the Scotsman figure using masking tape.

A Gaelic Prayer

Use this old Scottish prayer to close your meeting.

Dear Lord God,
Be thou a bright flame before me.
Be thou a guiding star above me.
Be thou a smooth path below me.
And be a kindly shepherd behind me.
Today, tonight and forever,
Help me worship you.

Toss the Caber

Your Scottish theme night might include an athletic challenge featuring your own version of a caber toss, races and throwing the staff. Eric Liddell, the famous Olympic runner in the 1920s, was a Scottish missionary to China. While your Cubs and Beavers race around a track, play "Chariots of Fire" music. A

Program Links

Cubs: Canadian Heritage Badge, Handicraft Badge, Recycling Badge, Artist Badge, Tawny Star.

— Jean Barrow is a British leader and trainer in London, UK.



Get Scottish Ideas from Scotland

by Sharon Moulton



For several years our colony (2nd Bramalea, Ontario) has been linked to a colony in Scotland (1st Banchory). After one letter we decided to exchange program ideas, which subsequently provided an entire evening's theme.

Weave Your Own Tartan

Our Scottish evening started by everyone creating their own tartan. Scottish people share a long history of weaving, and tartans are their most famous pattern. First I explained the origin of the tartan and the significance of the colours (e.g. blue: water; green: grass; brown: earth). Though ancient Scots made dyes from plants and other organic materials, our colony used pre-dyed wool and string.

Beavers could cut out various thin strips of paper, then weave them together into a tartan. (See diagram)

Let Cubs make a simple weaving loom from a shoe box. (See diagram) Using yarn or coloured wool, Cubs can weave a piece of cloth together. If they use a larger box, Cubs can make their tartan cloth larger.

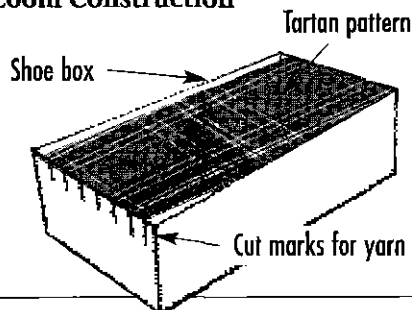
"It's a kilt laddie, not a dress!"

Is there an active Scottish Club in your area? We asked a speaker to come to our meeting wearing a kilt. He also brought a bagpipe and demonstrated its unique sound by playing the haunting "Scotland the Brave" and "Amazing Grace." Our Beavers were awestruck by the music.

After playing some Scottish games and enjoying several crafts, we dug into authentic Scottish shortbread and hard candies from Edinburgh. Delicious!

— Sharon Moulton is a Scouter from Brampton, ON.

Loom Construction



How Do You Rate as a

Scouter?

by Douglas Moore

It's healthy to rate your performance as a leader, at least occasionally. Here are 24 questions to ask yourself in the privacy of your own home. Some people may want to use the questions during a Scouter planning or evaluation meeting.

Read through the list with a paper and pencil; write down any comments or ideas you have. Afterwards, spend several minutes thinking about how you can improve your performance. These questions aren't aimed at making you feel guilty, but to show you ways to increase your effectiveness and enjoyment in the program.

- ☐ Do I emphasize the "out" in Scouting?
- ☐ Do I run interesting programs and varied themes?
- ☐ Am I losing youths to other organizations? Why?
- ☐ Do I find out why youths leave the section (i.e. specific reasons)?
- ☐ Do I ensure the youth receive due recognition for their many accomplishments?
- ☐ Do I say "thank you" often?
- ☐ Am I a leader or a follower?
- ☐ Have I recruited anyone lately — or ever?
- ☐ Do I relate well to fellow Scouters?
- ☐ Have I ever recommended a fellow Scouter for an honour or award?
- ☐ Do I take time to give guidance to troubled youths?
- ☐ Do I participate in area/district/region/provincial events? (Perhaps you're too busy running a great program; that's okay!)
- ☐ Can I enjoy Scouting more?

- ☐ Does the group camp enough? How much is 'enough' from the kids' point of view? Should this be my standard too?
 - ☐ Do I always wear my uniform to meetings?
 - ☐ Do I set a good example for the youth?
 - ☐ Do I have to yell at youths to get their attention?
 - ☐ Is discipline required in my section? How do I discipline? Is it firm but still positive?
 - ☐ Am I fair to all youths?
 - ☐ Do I have favourite kids in the section? Is my favouritism obvious to anyone?
 - ☐ Am I a good representative of my group?
 - ☐ Do I take time for training?
 - ☐ Do I take time to train other Scouters? If no, why not?
 - ☐ Why am I in Scouting? List the reasons.
-
-
-
-
-

Did you score 24 out of 24? If you did you need to take some time off. Scouting should be fun for everyone — leaders as well as youths. ^

— Douglas Moore is APC in Nova Scotia Council.

YOUNG SCOUTS CAN TACKLE THE WILDERNESS

Text and photo by Allen Dalton

It's possible to give young Scouts a real taste of outdoor adventure. Here's how we took our first-year Scouts on a wilderness trip that still excites their imagination.

Ours is a new troop formed from Cubs who had come up the previous year. Leaders were looking for an interesting trip that would challenge the Scouts, but still not exceed their abilities. As well, we wanted something to focus their attention all year long, and provide an inspirational framework for badge work.

After proposing a trip on the Muskwa River in northern British Columbia, our Scouts really got enthused. The trip involved flying into the remote Muskwa River, then taking a boat trip upriver to our trailhead where we would get out and hike in to a nearby lake.

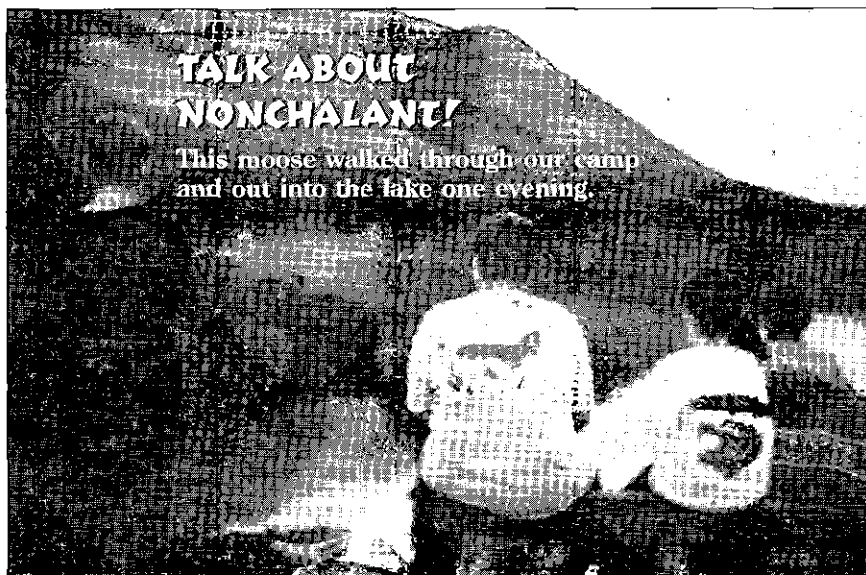
Before starting this adventure we brainstormed as a group to identify all conceivable problems that might occur; then we thought up ways to solve the difficulties. Particularly, we studied first aid, bear attack scenarios, survival skills and what to do when lost in the woods.

The Scouts planned meals that would provide 5,000 calories per person per day with extra provisions in case of emergency.

Air, Water and Land

Setting out on our trip, we drove by car 250 km north to a bush plane air base. From here the troop flew to the Muskwa River where we unloaded our gear into boats which took us upstream to our trailhead.

Then we faced a pleasant hike with our packs into Grizzly Lake. The trail led across the Muskwa Valley and up into the mountains for about 8 km. After hiking 2 km some Scouts decided to lighten their packs and stash several kilograms of gear in a log bear cache they found along the trail.



The troop arrived at Grizzly Lake in time to see sacks of extra food and supplies being dropped from the bush plane into soft muskeg near the camp. (The arrangements were easy and made this first wilderness trip much more enjoyable.) After retrieving the bundles, several youths started supper. Fresh air adventure made for some very hungry and happy Scouts.

We were the first people into the lake that year, so animals were undisturbed by our presence. In fact, when we arrived an elk was standing in the midst of where we planned to set up camp. During the evening, while we were talking around a campfire, a moose walked through camp and out into the lake. Talk about nonchalant!

Over the next days, while hiking, swimming and exploring the area, we also saw beavers and deer. Though isolated from civilization, we all felt very comfortable; our preparations had set a firm foundation almost guaranteeing a terrific outing.

On the last morning of our camp, we hiked back down to the Muskwa River where we discovered that a bear had damaged the gear that several Scouts had stashed on our first day. Soon, boats arrived, picked us up and sped us down river to where a bush plane waited to fly us out to our parked cars.

What We Learned

Here are some lessons we learned:

- ☐ Don't exceed anyone's capabilities; this doesn't increase fun and adventure, only the danger.
- ☐ Focus the last month of your program completely on the trip. It will generate excitement that will bring your Scouts back next year.
- ☐ Stash food well away from all sleeping quarters. Never allow eating in a tent; this only encourages forest animals to poke around.
- ☐ Pack extra food as a backup in case you must stay longer than planned. (This food could be lightweight and freeze dried.)

A wilderness trip like this isn't beyond the reach of young Scouts, as long as you prepare them completely. Build your program around the event so anticipation grows with their outdoor skills. ^

— Allen Dalton lives in Fort St. John, British Columbia. He hikes with the 5th North Peace Troop.



Book Talk

by Dove Jenkins



DID YOU KNOW THAT nine species of turtles, five types of lizards and 24 different snakes live in Canada?

Budding naturalists in your pack, troop or company may want to own their own copy of the *National Audubon First Field Guide: Reptiles*. The book features 50 common North American reptiles and includes brief descriptions of 122 more. A clear, full-colour photograph of a reptile covers two-thirds of each pair of facing pages. Brief text describes the reptile's characteristics while "Look For" lists the reptile's distinguishing features. A small outline map of North America shows the reptile's range.

These books are excellent. You might also want to purchase two other books in the series — one on birds and one on trees. (Cubs: Black Star A5, Naturalist Badge 4-10, Observer Badge 1,6; Scouts: Pathfinder Outdoor Skills 9, 10, Naturalist Badge 2,3)

Are your Cubs working on their Gardener Badge? *Grow It Again* demonstrates how fruit and vegetable "leftovers" can become the basis for some indoor gardens. The author shows how garbage-destined tops of carrots, yams, pineapples and turnips can all be grown, as well as seeds from apples, oranges, papayas, kiwis and mangos. The book shows how even the humble potato (plus garlic

If you're stuck in a car for three hours on the way to camp with five noisy Cubs, no problem.

and ginger) can become not just something to eat, but an interesting plant to grow. For each fruit and vegetable, the author provides clear planting and care directions. Additionally, the book offers some tasty recipes. The author also describes craft ideas for making necklaces from seeds, and decorated pots from recycled containers. As a bonus, *Grow It Again* contains some real "groaner" jokes and riddles. (Black Star A3, Gardener Badge 2b, 4b, d, e, Recycling Badge B1, 2)

Klutz has produced a series of plasticized, accordion fold "guides" that cover both indoor and outdoor topics. If you're stuck in a car for three hours on the way to camp with five noisy Cubs, no problem. Just pull out the *Glove Compartment Scavenger Hunt* and play road versions of the hunt, or try billboard crosswords or license plate bingo. Build an entire outdoor meeting night around making and flying the three planes found in *The Best Paper Airplanes You'll Ever Fly*. *Backyard Stars* consists principally of four seasonal star maps, but

it also includes other information such as how to make your flashlight night vision friendly.

Beaver and Cub leaders may pick up some new ideas from *Arts And Crafts Recipes*, which contains 13 recipes for materials you can produce in your own kitchen. Be the first on your block to create Rubber Blubber or Goof-Off Clay. Despite their supposed gender emphasis, *Birthday Parties For Birthday Boys* and *Birthday Parties For Birthday Girls* both contain game and activity items that Scouters can "borrow" and use in weekly colony or pack meetings.

One option in the Scout Heritage Challenge Badge (2a) involves making a family tree showing at least five generations. Before starting, young Scouts should look at *The Family Tree Detective: Cracking The Case Of Your Family's Story*. While the book does show how to produce a family tree, it goes well beyond that task to explain how to track down your family history. After all, a family tree could be boring if it didn't reveal heritage details of the people in it. X

BOOK DETAILS

A. Douglas, *The Family Tree Detective*, Owl Books, 1999: \$9.95.

Klutz Guides. Each \$6.99. Distributed in Canada by McClelland and Stewart:

Arts And Crafts Recipes
Backyard Stars
The Best Paper Airplanes You'll Ever Fly
Birthday Parties For Birthday Boys
Birthday Parties For Birthday Girls
Glove Compartment Scavenger Hunt.

E. MacLeod, *Grow It Again*, Illustrated by Caroline Price. Kids Can Press, 1999: \$5.95.

National Audubon First Field Guide: Reptiles. Scholastic, 1999: \$15.99.

LOOKING FOR A BOOK ADVENTURE?

If you want to help motivate kids of all ages to read, *Book Adventure™* is a free, online program that will achieve your goal.

Book Adventure™ uses computer technology to get kids really excited about reading. It's easy to get involved. Kids log on to www.bookadventure.org and meet the program's mascots, Rex Reader and Bailey Bookmark. That's when the reading fun starts.

Those colonies, packs or troops with a computer can sign on and get ready for an adventure.

Get Poppin'!

Popcorn Makes a Great Fundraiser

by Cathy Bellinger

At first, I wasn't much interested. Popcorn didn't inspire me as a great fundraiser. But after attending an impressive Trails End Popcorn presentation at our regional headquarters, I started to think this idea held real promise.

When I returned home and told others on my group committee about popcorn fundraising, they raised their eyebrows and shrugged their shoulders, just as I had done earlier. However, within weeks the Beaver, Cub and Scout sections had decided to try out the project. We had little to lose; besides, we needed money badly. The Scouts decided to sell this product door-to-door, while the Beavers and Cubs chose to just bring order forms home to canvass relatives, friends and close neighbours.

Before starting out, our leaders met with the youths and their parents, and introduced them to the Trails End products — everything from regular popcorn to chocolate-coated mixes. We showed samples of the order forms and let them taste some popcorn. We knew parents had to 'buy into' the campaign; otherwise, we'd have a low participation rate and poor sales.

Planning to Succeed

Our Scout troop was brand new. Not only did the kids need equip-

ment, but they wanted to attend CJ'01 in Prince Edward Island. They hoped popcorn would get them there. A Scouter drew up a three-year implementation plan listing all equipment needs (e.g. patrol boxes, tents) and CJ'01 expenses (projected registration and travel costs). When ready, each parent received a copy of this plan. It didn't take long until parents were popping with enthusiasm. Within days a Scout leader made copies of neighbourhood maps (left over from Apple Day), and set up canvassing time slots covering specific streets.

Enthusiasm had quickly spread throughout the troop. It didn't take long before all Scouts were selling popcorn, as well as some parents. When canvassing door-to-door, the youths wore their neckers outside their coats (March is a cold month in Ottawa) so the public could easily identify them; the youths always worked in pairs, with a parent or leader nearby, as they took orders. (All orders were prepaid for easy delivery.)

Just in Time Delivery

We let our customers know the week their popcorn order would be delivered; we didn't give a specific date. This allowed us more freedom to sort and deliver the orders. (Beavers and Cubs just picked up their popcorn at a meeting for parents to distribute with their help.) For the Scouts, the same youths who made the sale, delivered the popcorn; the public really liked this friendly touch.

Not the End, Just the Beginning

In the end, our popcorn sales far exceeded our expectations. The three sections sold over \$6,000 worth of popcorn products! As an extra perk, our local Scout Shop gave a 25¢ credit for each container of popcorn we sold. This proved enough for our Scouts to buy a camp stove.

It doesn't take a magician to figure out what we're going to use as a fundraiser next year... POPCORN! X

— Cathy Bellinger works on the 3rd Orleans Scout Group Committee, ON.

**Popcorn is an
easy fundraiser
to 'sell' to the
public.**



The World Through Children's Eyes

by Bryon Milliere

This month, *Bridge the Gap* deals with friendship, exploring values and goals, and the difficulties of balancing a busy life.

KIDS' ADVICE TO KIDS

What advice do kids in your group have to share from their years of experience? Ask them to brainstorm things they have learned, perhaps through making mistakes. Ask them if mistakes are ever good. (They teach us important lessons.)

Use this discussion as a filler while waiting for a delayed activity or on a long drive. Who had the greatest insight? The funniest? Here are a few to get you started.

Never squat with your spurs on.
(Noronha, 13)

Never trust a dog to watch your food.
(Patrick, aged 10)

When your dad is mad and asks you, "Do I look stupid?" don't answer him.
(Heather, 16)

Never tell your mom her diet's not working.
(Michael, 14)

Don't allow your three-year-old brother in the same room as your school assignment.
(Traci, 14)

Never hold a dust buster and a cat at the same time.
(Kyoyo, 9)

You can't hide a piece of broccoli in a glass of milk.
(Armira, 9)

If you want a kitten, start out by asking for a horse.
(Naomi, 15)

Felt markers are not good to use as lipstick.
(Lauren, 9)

Never try to baptize a cat.
(Eileen, 8)



EXPRESSIONS OF FRIENDSHIP

How do youths in your section describe friendship? What do good friends do to show their friendship? Here are some expressions of friendship you may see at different age levels. Read them to your group and ask them to provide more examples. At the end of the exercise, ask everyone to choose one friendship building idea and share it with a friend the next day.

Kindergarten: Friends share popular crayons.

First grade: Friends go to the bathroom together and hold each other's hands as they walk through the scary halls.

Second grade: Friends stand up to the class bully together.

Third grade: Friends share their lunch when you forget yours.

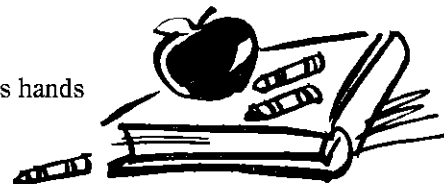
Fourth grade: Friends switch square dancing partners to allow each other to dance with class favourites.

Fifth grade: Friends save a seat on the back of the bus for each other.

Sixth grade: Friends ask others to dance with you, so if they say no you won't have to be embarrassed.

Seventh grade: Friends help you out when you're behind in your homework.

Eighth grade: Friends don't laugh at you when you tell them who you have a crush on.



Achieving your Goals

Valued Goals

Knowing your goals helps you understand what guides your choices. Try this activity to get Scouts, Venturers and Rovers talking about their life goals.

1. Write down the following 15 goals two times on separate index cards (i.e. you should have 30 cards): friendship, being loved, success in what you do, freedom, a rewarding career, a comfortable life, a good education, concern for others, happy family life, privacy, excitement, good appearance, recognition, acceptance by God, a reasonable level of peer popularity.
2. Pass out an equal number of cards to your Scouts.
3. Members with the same cards should discuss what the goal means to them.
4. Let members describe their goals to the large group.
5. Allow time for everyone to rank the goals for themselves: 15 = highest, to 1 = lowest.
6. Compile the results and find out the priority for the group. The order presented in point #1 (above) reflects

the priority given by youths aged 15 to 24 in a comprehensive survey conducted in 1987.

7. Encourage everyone to discuss the results and how their goals will affect their decisions.

Valued Means

Values — those traits and characteristics individuals consider important — are means for achieving goals. Repeat the above exercise so you can consider the following values: honesty, cleanliness, reliability, politeness, excelling at what you do, forgiveness, working hard, intelligence, generosity, keeping fit, imagination, creativity. (The order reflects the rank of importance from a 1987 survey.)

After the exercise, ask these questions: Do friends and classmates share these values and goals? What are possible results of pursuing the top five goals and maintaining the top five values? Would pursuing any of the goals or maintaining any of the values have negative consequences for individuals or society?

Give youth members a chance to reflect individually on what they have learned about themselves, then do some activity (e.g. go for a walk, do a craft or a team sport or challenge) as a group. ^

Life's a Balancing Act

Whenver you promise your group something, follow through. Occasionally, family and work commitments will overrule a previous commitment. When this happens and you can't fulfil a promise, explain to youth members your priorities and try to find another way to complete the task. Use this as a learning opportunity for them. Ask them to brainstorm with you to find five other ways to solve the problem. Brainstorming is a valuable life tool.

When you show youth members how to effectively balance time, it demonstrates good role-modelling. This experience will be good for them to recall when faced with similar challenges.

Today's Expressions

Chill'n: Meaning: relaxing, hanging out.

Usage: "I'm just chill'n."

Eye-ball: Meaning: to stare at someone, or to be under an adult's supervision. Usage: "Stop eye-balling me," or "I don't want my parents eye-balling me."

Never Use these Old Expressions

If you want to avoid sounding old and irrelevant, stay away from these expressions:

"You sound like a broken record."

CD's have been around for almost 20 years. Many teens wouldn't understand what you mean by "record."

"Where's the beef?"

Don't expect any youth to smile at this old expression.

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Scouting Extravaganza...

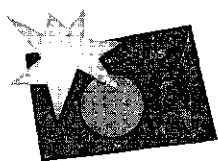
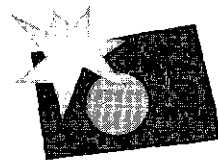


Photo Contest



The Leader magazine is pleased to announce our seventh photo contest.

This year's theme:
Scouting Extravaganza!

All members (youth and adults) may enter as many photographs as they wish.

What does Scouting mean to you? Is it fun? Is it exploring Canada's great outdoors? Is it games and crafts? Is it unexpected thrills?

Does Scouting bring images to your mind of good friends gathered around a campfire sipping hot chocolate? 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 *January 29, 2000*.

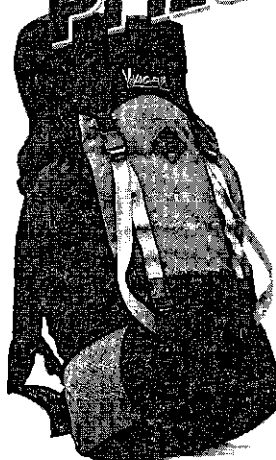
We'll announce the winners in a late spring issue.

If you don't win, you might find your photo illustrating a future Leader article on Beaverfees, sleepovers, magic shows, dinosaur themes or Cub camps.

It's time to SHARE your best photos with others!

Help us celebrate a Scouting extravaganza. Send us your outstanding photos now.

You Could Win One of
45
Prizes



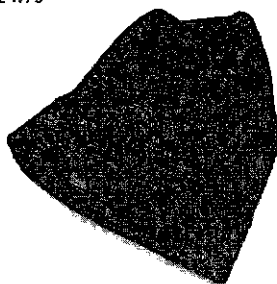
Second Prize

A spacious 70-litre Voyageur backpack, made by Eureka.
Value: \$109.95



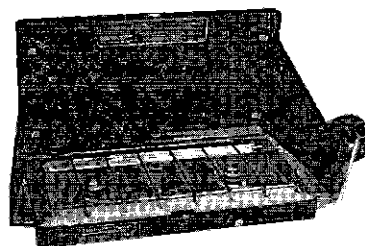
Fourth Prizes

Ten Scout knives (seven functions).
Value: \$24.95



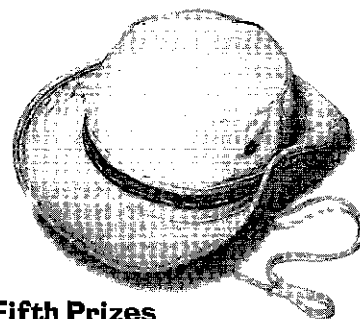
First Prize

A three-person Premier North Trail Clip Stalker III tent. This square dome, lightweight tent will add greatly to your camping trips. Value: \$160.00



Third Prize

A two-burner, propane-powered Coleman stove. Value: \$64.95



Fifth Prizes

Twenty "Scout Lifestyle" bush hats.
Value: \$21.95

Honourable Mentions

Fifteen Scouts Canada winter tuques.
Value: \$8.95

Start Shooting for these Great Prizes!

Scouting Extravaganza...

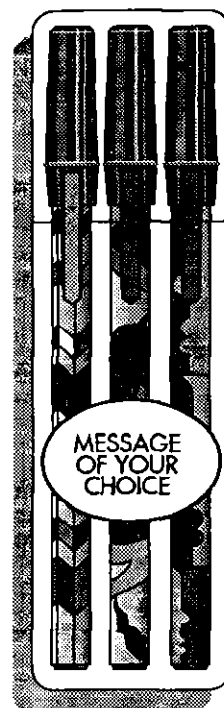
PHOTO CONTEST RULES

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 wherever they appear. 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 **fifteen** 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.
6. On the back of each print write the photographer's name and address, as well as a brief description of the photograph. (Do not use ball point pen as it often smudges and ruins the photographs.) Include your group's name and location. For slides, include this information on an accompanying piece of paper.
7. **The contest closes on January 29, 2000.** All entries must be postmarked by this date. Mail entries to: *Leader Photo Contest, 1345 Baseline Road, Suite 100, Ottawa, ON, K2C 0A7.*
8. **The Leader** assumes no responsibility for lost or damaged submissions. **The Leader** will send out prizes to all winners promptly after the judging. ^

Picture Taking Tips

1. Avoid stiff, 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.

...but most of all, have FUN!



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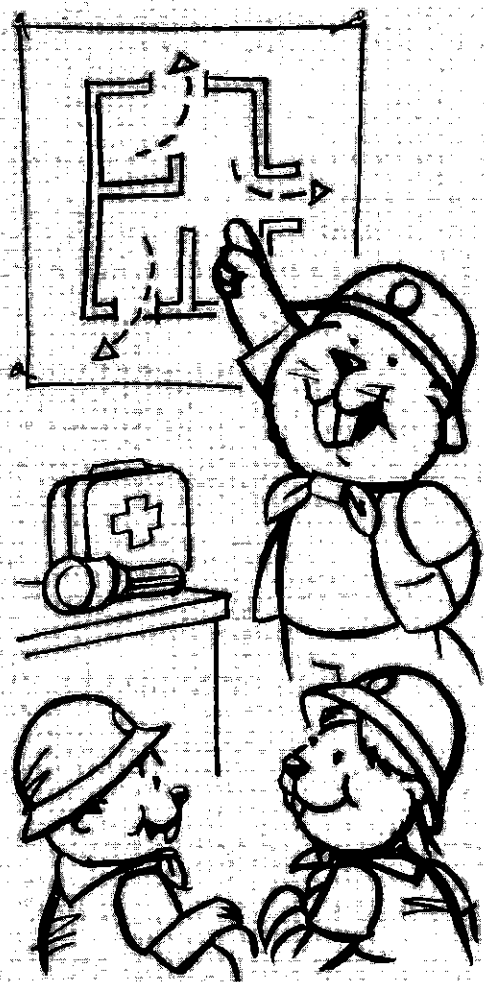
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Fun at the Pond

by Leslie Forward



Fires kill many people in the fall and winter. A fire safety theme will help prepare Beavers in your colony if a fire breaks out in their home.

Begin your fire theme by visiting a local fire station. Ask a firefighter to show your Beavers stretchers, fire extinguishers, first aid equipment and other firefighting tools, including the trucks. Make sure a firefighter dresses up in full gear. He can look pretty scary, especially when wearing an oxygen mask. If Beavers are ever trapped in a fire, they'll know that the strangely dressed firefighter isn't a monster but a rescuer. (The sound of breathing from a firefighter's oxygen mask sounds like Darth Vader — frightening!)

Fire Drill

Schools regularly have fire drills. Why not plan one at a colony meeting? They're fun. The first time you have a drill, carefully explain to everyone what you're going to do, where the exits lie and how your Beavers might have to get down on their knees if the smoke is thick. Walk around your meeting room and look for smoke detectors and sprinkler systems. Throughout the drill, speak calmly and with reassurance. Make sure no one runs, but only walks at a good pace towards the doors.

Beavers must know how to evacuate a building at a moment's notice. Practise fire drills early in the year and occasionally throughout the Scouting year. Leaders should make sure they take their attendance list with them when they evacuate a building just to make sure everyone has left.

Fire Awareness Walks

Beavers (especially males) like looking for dangerous objects or identifying potentially threatening situations around them. Let's turn this interest into a safety-oriented strength. Take your colony for a walk through a local mall or public building looking for unsafe activities or objects that are poorly located (e.g. a ladder or garbage blocking an emergency exit). Making the activity into a game, ask children in your group to find all the exits; later they can plot escape routes from the building in lodges.

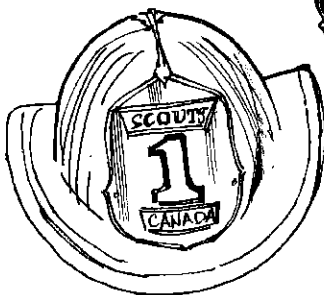
Take your colony out for a one-hour hike or ramble through a forest or wooded area. Ask your Beavers how they can prevent forest fires while out camping. How would a fire affect animals living in the woods? How would a bird or a snake escape?

Walk through your neighbourhood in lodges locating fire hydrants. Why should cars not park in front of hydrants? Why are hydrants painted bright colours? How many paces separate each hydrant?

Stop, Drop and Roll Game

This simple game gives an extremely important message. After starting your meeting, tell everyone

There's plenty to see on a trip to the local fire station.



to stop, drop and roll on the ground if their clothes catch fire. (A running person actually fans and spreads flames.) Demonstrate how to stop, drop and roll, then give everyone a chance to do it. Every time they do it they should call out loudly, "Stop! Drop! and Roll!"

Make sure Beavers know why they're dropping and rolling. Begin the game with a leader calling out, "Your clothes are on fire!" The entire colony responds by yelling, "Stop! Drop! and Roll!" as they do it. Mix in other emergencies like a frying pan fire. Make sure Beavers understand that they shouldn't drop for this emergency, but go to the exit door.

Fire Rule Chart

Working in lodges, prepare a fire safety rule chart. List as many rules as possible before gathering as a colony to compare lists. Now you're ready for the Fire Dog Game.

Fire Dog Game

A hundred years ago, firefighters often had Dalmatian dogs at their fire halls. Let's put spots on our fire dog. On a large sheet of bristol board, draw a large white dog — one for each relay team. Give each Beaver a black dot with tape on the back. Beavers must run to the dog, yell a safety rule, stick on the dot and run back to tag the next player.

Firefighter Fridge Magnet

Let the children make a stick person using various lengths of pipe cleaners. Then, cut out fire clothes, oxygen packs and boots from red and black fabric or paper. Glue these in place. A 20 cm length of black lace can represent a fire hose. (See diagram) Glue a small fridge magnet to the back.

Home Fire Safety Checklist and Certificate

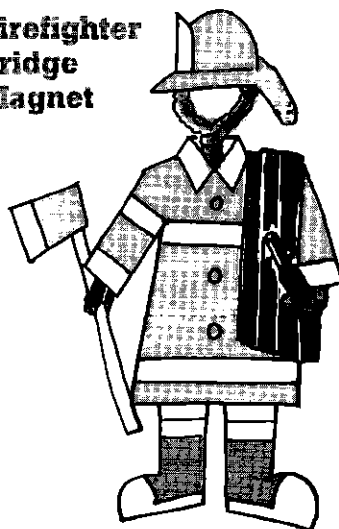
Prepare fire safety checklists and certificates for Beavers to take home. Ask parents or guardian to help their Beavers to complete the home fire safety checklist, then sign the certificate and return it. At your next meeting, attach a sticker and bright red ribbon on the certificate for Beavers to keep. (See diagrams)

Fire Phone Relay

For this game you'll need to memorize the telephone number of the local fire hall. Line your teams up in relay fashion. The first child in each

line runs up to a toy phone, dials the fire hall number (while yelling it out), gives his name and address, then runs back to tag the next player.

Firefighter Fridge Magnet



Red Hot Snacking Cookies

Prepare your favourite chocolate chip cookie mixture before the meeting. Give each child some of the mixture to form into the shape of a fire safety figure (e.g. firefighter, fire dog, hydrant, fire truck or fire house). After baking in the oven, let everyone decorate their cookie with edible sparkles and various colours of frosting.

An Action Story

— A Trip to the Fire Station

As a leader tells this story, Beavers must act it out and make appropriate sounds.

The adventure started very oddly. We walked to the fire station to meet the firefighters. All at once a magical light flashed and we became firefighters. ZAP! Suddenly the station's alarm bell rang out. Quickly we put on our gear and ran to the fire truck.

With sirens screaming, we drove safely to the fire. There, we hooked our hoses to the fire hydrants and the pumper truck. Two or three of us had to hold on to the hose. We put the ladder against the house and climbed up to help people trapped on the second floor. Our efforts soon brought them safely to the ground. In no time at all the fire was out.

We put all the equipment back on the truck and returned to the fire station. Here, we hung our clothes on the hooks and went to get lunch. Just as we sat down, the magical light flashed again and we were home. What an adventure!

The Fire Song

(Tune: Clementine)

To the fire, to the fire,
to the fire you must *not* go,
Sound the siren,
make the lights flash
Stay away from the hot glow.

Won't use matches,
won't use lighters,
won't use anything that burns,
We'll be careful with our campfire
Pour on water, we won't burn.

We'll spray water on the fire,
make some steam
till the fire's out.
Please be careful, don't start fires
To our Beaver friends we all shout.

Each fall and winter, fire ravages many homes in Canada. A little preventative education may save someone's life. ^

— Leslie Forward is a busy beaver from Carbonear, NF.

Home Fire Safety Checklist

- ☐ 1. Plan an escape route.
- ☐ 2. Have a family fire drill.
- ☐ 3. Memorize fire station phone number.

Home Fire Safety Certificate

This certifies that _____
(your Beaver) has completed a home
fire safety check and knows what
to do in case of a fire.

Authorizing signature _____

Can You Build a House Without a Hammer?

by Ross Francis

What's a carpenter without a hammer? What's a new Beaver leader without a *Leader's Handbook*?

Every trade or profession has essential tools or resources. Scouting does too. Asking a leader to provide a program without the *Leader's Handbook* for reference is like asking a carpenter to build a house without a hammer or saw.

This month I'd like to show new leaders some resources they'll find in the *Beaver Leader's Handbook*, and give them a brief introduction to Scouting and the Beaver program. A game from *Games... from A to Z* and an outing from *Best of The Leader, Fun At The Pond* will help you nail down a good program.

Beavers (boys and girls) are the youngest and newest members of Scouting programs. Typically, they're aged five to seven. Most meetings last 1 to 1½ hours and take place after school, early evening or on weekends. As well as schools and churches, other places for meetings include outdoor community parks, ponds, recreation facilities and camps. It's okay to conduct some programs inside, but try to balance your program with many outdoor activities.

Colonies, Lodges and Tails

An entire group of Beavers meeting together is called a "colony." When the group divides into smaller segments for specific activities, these smaller gatherings are called "lodges." Beavers are also divided into groups by age. Each Beaver wears a "tail" fastened to the back of their Beaver hat. The colour of the tail indicates the age of the Beaver: brown - five years old; blue - six; white - seven. Beavers "swimming up" to Cubs add a magic light symbol to their white tail.

The Beaver program seeks to provide opportunities for children aged five to seven to develop themselves by:

- ☐ Sharing and cooperating with others
- ☐ Participating in non-competitive games, activities and programs
- ☐ Working together through teamwork.

Beavers learn and experience Scouting through various activities. These include learning about nature; being creative through crafts, songs, stories, outdoor exploration, cooperative games; and spiritual fellowship.

The leadership team includes adult and youth members: men and women, a Keeo (a Cub), activity leaders (youths 14-15 years old), and Leaders in Training (youths 16-17 years old).

Scouting's Principles and Mission

Scouting programs are founded on our Principles and Mission. The Mission outlines the primary focus of the organization, while the Principles state Scouting's basic beliefs.

Principles

Scouting is based on three broad principles which represent its fundamental beliefs.

Duty to God: This is defined as: "Adherence to spiritual principles, loyalty to the religion that expresses them and the acceptance of the duties resulting therefrom."

Duty to Others: This is defined as: "Loyalty to one's country in harmony with the promotion

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of local, national and international peace, understanding and cooperation," and "Participation in the development of society, with recognition and respect for the dignity of one's fellow being and for the integrity of the Natural World."

Duty to Self: This is defined as: "Responsibility for the development of oneself." This is in harmony with the educational purpose of the Scout Movement whose aim is to assist young people in developing their full potential.

Mission

To contribute to the development of young people in achieving their full physical, intellectual, social and spiritual potential as individuals, as responsible citizens and as members of their local, national and international communities through the application of our Principles and Practices.

Beaver Law, Promise and Motto

Because the Principles and Mission are deep, unfathomable and incomprehensible for Beaver-aged children, we've simplified the message in the Beaver Law, Promise and Motto.

Beaver Law: A Beaver has fun, works hard and helps his family and friends.

Beaver Promise: I promise to love God and to help take care of the world.

Beaver Motto: Sharing, Sharing, Sharing.

Beavers: It's Non-Competitive

Sharing: that's the theme all activities are based upon. Scouting believes the best way to teach young children, and give them a chance to grow into fully responsible adults, is to provide a program in which they can experience encouragement and caring in an atmosphere of cooperation and non-competitiveness.

This type of program builds self-confidence and feelings of self-worth. Through it, Beavers develop a sense of respect and caring for others because they don't have to meet the added pressures of competition. They don't need to win status and advancement through badge schemes

and similar incentives. They don't have to strive to meet specific goals. Competition and advancement schemes are more appropriately introduced in older sections (e.g. Cubs and Scouts) as children grow older and build a strong base of confidence, self-worth and experience.

For Beavers, it's more important:

- ☐ To try, than to achieve
- ☐ To experience, than to win
- ☐ To share, than to keep
- ☐ To learn to work and play with each other, than to pit themselves against each other.

The Beaver program lets children develop in an encouraging atmosphere.



Through shared leadership, colony Scouters should model through their actions sharing to the youth. Adults share responsibilities and accountability, and rotate duties among themselves. In the Beaver colony, no single leader is in charge, but one leader is designated the "colony contact Scouter." This is necessary so one person is readily available to other Scouting people and the community. (See Chapter 8 of the *Beaver Leader's Handbook* for more information about shared leadership in the colony.)

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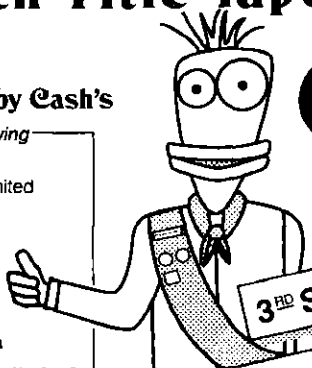
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Program Section Goals

Each program section (e.g. Beavers, Cubs, Scouts) meets Scouting's Principles and Mission at an age-appropriate level. In Beavers, program goals have been purposely selected to correspond with accepted early childhood education and development guidelines. Together, the programs for all sections aim to develop the whole person and build an in-depth appreciation and commitment to Scouting's Principles and Mission.

The Beaver program emphasizes activities which encourage Beavers to:

- ☐ Express God's love for them and the world
- ☐ Experience and express love and joy
- ☐ Be healthy and have good feelings about themselves
- ☐ Develop a sense of belonging and sharing in small group activities
- ☐ Develop a sense of cooperation through non-competitive activities
- ☐ Appreciate nature.

The Beaver program achieves its Principles, Mission and Goals

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through a program of understanding, activities and supportive fun. These are built around seven elements: games, crafts, music, storytelling, playacting, spiritual fellowship and outdoors. After planning your meeting, take a moment for review; count how many of the seven elements are contained within your program. Don't concentrate on always the same areas.

Well, that's some technical stuff. How about some practical games and activities you can try out in your colony? Here's a game called "Freeze! Statues."

**Ask your
Beavers to be as
still and quiet as
possible, then
watch for any birds
or small mammals
that may come
out of hiding.**

"Freeze!"

Stand your group of Beavers on a line; whoever is "IT" stands on another line about 12 or 15 metres in front of the rest of the children. IT may either choose a statue-like pose that players must assume when told to "Freeze!" or players may choose their own poses.

IT turns his back, counts rapidly to ten, calls out "Freeze!" and then turns to face the players. While IT has been counting, players move forward. As soon as IT calls "Freeze!" they must assume the statue-like pose.

If IT spots anyone moving or doing the wrong pose, the person must go back to the starting line. Then, IT turns his back and starts counting again. The first player to cross the line becomes the next IT. Modify the game slightly so each Beaver has an opportunity to be IT.

Put the OUT in Scouting

Plan a day outing at a pond or a quiet stretch of river. Pick a spot where you know you will find easy access to shallow water. Bring along a few tools to make exploring easier: a large glass jar, magnifying glasses or small microscopes, fine mesh fishing nets, and field books to help you identify plants and animals. You need

plenty of adult supervisors. Remember that human Beavers tend to be just as fond of water as their wild namesakes.

When you arrive, have an adult fill a jar with water from the pond, then let it stand somewhere in the shade without a lid. Later, when the sediment has settled, the jar makes a wonderful mini-lab for discovering all kinds of small life forms. Look at the water under a magnifying glass or microscope to see what tiny creatures and plant matter you've scooped up. Can your Beavers find wriggly things they didn't see with the naked eye? Look at the colour and composition of tiny plants. Perhaps you've even picked up some frog or nymph eggs. When you've finished exploring the jar's contents, empty the water back into the pond.

Wade into the pond and swish your nets through the water to see what you catch. You may capture small fish, tadpoles, bugs or other interesting creatures. Try not to handle them too much, and release them into the water as soon as everyone has had a look. Explain that these water creatures cannot live in air for very long.

While you eat a snack or lunch, ask your Beavers to be as still and quiet as possible, then watch for frogs, turtles, snakes, birds or small mammals that may come out of hiding. Try to get some photographs if it happens, so group members can enjoy the experience again later.

Walk around the edge of the pond and identify some of the rich plant life growing in and out of the water. Water lilies may not be flowering yet, but you'll see the pads. Are there any small frogs or tiny turtles sitting on leaves? Take a bit of water lily stem and look at it closely. Notice that it's like a hollow rubbery tube; that's why water lilies don't break off when the water gets rough. Watch for insects, too, as they flit through the plants and over the surface of the water. Don't forget to put on sunscreen and insect repellent.

Lots of Resources Just Waiting

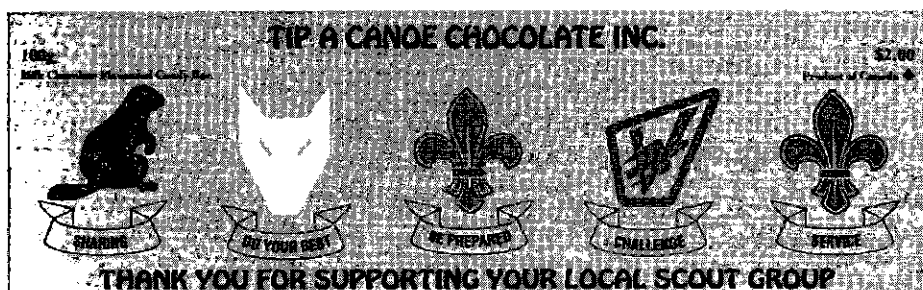
If you're looking for more information or more ways to make your program outstanding, check your local Scout Shop. You'll find many books and resources there, including these: *Beaver Leader's Handbook*, *Friends of The Forest*, *Fun At The Pond*, *Fieldbook for Canadian Scouting*, *Games... From A to Z*, *JUMPSTART* packages, and of course *the Leader Magazine*. X

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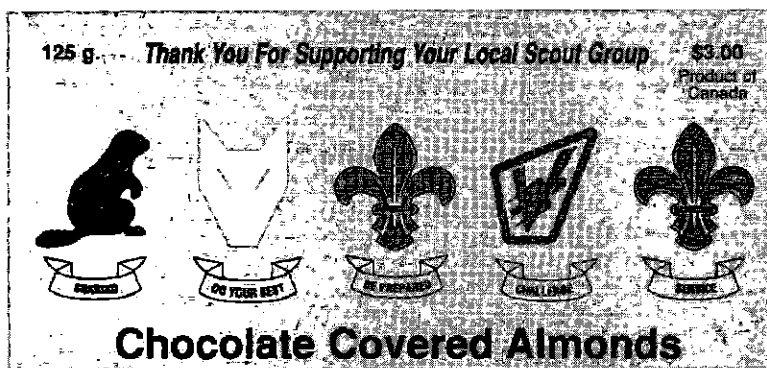
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Introducing... the Fabulous Cub Program!

by Ross Francis

YOU'RE A BRAND NEW CUB LEADER and looking for help. Where do you go?

Start with *The Cub Leader's Handbook*; it's an absolutely indispensable tool that will make your life much easier. Two other books to get at your Scout Shop right now are *Games... From A to Z* and *The Pack Resource Book*.

This month's column will give you a brief overview of the Cub program to get you started.

Who Are Cubs?

Cubs are boys and girls between eight and ten years old. Usually, their weekly meetings last for 1 1/2 hours (either early evenings on week days, or on weekends), and take place at a sponsor's facility, church, school, Lion's



Photo: Catherine Walsh

Summer Jobs WITH THE BOY SCOUTS OF AMERICA!



The International Camp Staff Program Boy Scouts of America

Each year the Boy Scouts of America invites Scout leaders around the world, through their Scouting associations, to participate in the international camp staff program. Male and female Scouters, ages 18 through 30, can apply.

The duration of the program is 6 to 10 weeks during the summer months. All counselors are paid a salary and provided with room and board.

For further information, please contact your Scouting association or view the Boy Scouts of America International web page at www.bsa.scouting.org/international or email Esther Scoggins at escoggin@netbsa.org.

Club hall or some other place. Look for frequent opportunities to get your Cubs outside to parks, recreation facilities and nature trails. Without a strong outdoor program, your Cubs are missing the OUT in Scouting.

The Wolf Cub theme is based on Rudyard Kipling's novel *The Jungle Book*. It provides a sense of outdoor adventure and fantasy that appeals to a Cub's imaginative mind. The "pack" refers to all members in a Cub program. Within the pack, Cubs are broken into small groups called "sixes."

Leader of the Pack

A Cub who leads a "six" is called a "sixer." The sixer has an assistant called a "second." Cubs usually rotate through these early leadership jobs based on age and experience.

The primary adult pack leader is called "Akela" — the name of the old wolf and pack leader in *The Jungle Book*. Other leaders adopt a jungle name, such as Baloo (the bear) or Bagheera (the panther). Your pack may also have a "Kim." He or she is a Scout who works closely with the Cubs. (Kim is another Kipling character.)

Older Cubs are sometimes invited to work with a Beaver colony. Each Cub helper working in a colony is called a "Keeo," after a character in the Beaver book *Friends of the Forest*.

Adult leaders, the sixers and often the seconds attend a sixers' council. Here, sixers represent their six and provide input into pack activities; they also discuss discipline and offer suggestions or input.

Program Elements

Scouting Practices guide Cub programs. The "learn by doing" concept ties directly into program elements. But what are they?

Program elements are the fun means by which Cubs learn in a play environment. All activities revolve around Cubbing's seven program elements: games, crafts, music, storytelling, playacting, spiritual fellowship, and outdoors.

Games

Games encourage fitness and teach fair play, cooperation and learning the value of rules. They also teach skills. But most important, games should be fun.

Crafts

Crafts encourage a Cub's creativity; making something leads to a sense of accomplishment. This builds self-esteem and confidence.

Music

Music teaches rhythm and movement. While singing around a campfire or elsewhere, everyone contributes to the sound and shares emotions that songs release.

Storytelling

Everyone loves a good story — especially Cubs. Storytelling kindles youth imagination; it helps Cubs join the adventures of real or fictional characters. Stories help convey a better understanding of values such as honesty, loyalty, caring for others and loving God.

Playacting

Playacting gives Cubs a chance to role-play and imagine they are someone else. It also encourages confidence, and makes public speaking easier.

Spiritual Fellowship

Spiritual fellowship provides time to introduce and reinforce important value lessons. These values can be

highlighted in other activities, such as community service, outdoor adventures, and six teamwork. Spiritual fellowship provides time in our busy schedules for considering timeless issues and topics.

**Help
young
people
develop
their
full
potential.**

Outdoors

The outdoors encourages adventure, new experiences, challenge, self-reliance and learning about our relationship with nature. Being outdoors can also help draw us closer to God.

Principles and Mission

To understand how Cubbing can meet a child's needs, let's examine what Scouts Canada is trying to accomplish. All programs are founded on our Principles and Mission.

Principles

Scouting is based on three broad principles which represent its fundamental beliefs.

Duty to God: This is defined as: "Adherence to spiritual principles, loyalty to the religion that expresses them and the acceptance of the duties resulting therefrom."

Duty to Others: This is defined as: "Loyalty to one's country in harmony with the promotion of local, national and international peace, understanding and cooperation," and "Participation in the development of society, with recognition and respect for the dignity of one's fellow being and for the integrity of the Natural World."

Duty to Self: This is defined as: "Responsibility for the development of oneself." This ties in with the educational purpose of the Scout Movement, which seeks to help young people develop their full potential.

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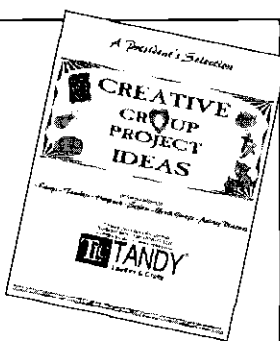
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Mission

Scouting's Principles are put into action and focus through our Mission Statement: "To contribute to the development of young people in achieving their full physical, intellectual, social and spiritual potential as individuals, as responsible citizens and as members of their local, national and international communities through the application of our Principles and Practices."

Promise, Law and Motto

Few Cubs would understand these lofty statements, so we've translated the words into a Cub Promise, Law, and Motto.

Promise

I Promise to do my best
To love and serve God
To do my duty to
the Queen
To keep the Law of the
Wolf Cub Pack
And to do a good turn for
somebody every day.

Law

The Cub respects the Old Wolf.
The Cub respects himself/herself.

Motto

Do Your Best

Program Goals

The Cub program, which seeks to develop the whole person, sets forth age-appropriate goals for meeting Scouting's Mission and Principles. These goals seek to guide activities that encourage Cubs to:

- Express and respond to God's love in their daily lives.
- Do their best.
- Keep fit.
- Satisfy their curiosity, and need for adventure and new experiences.
- Be creative and develop a sense of accomplishment.
- Make good choices.
- Develop a sense of fair play, trust and caring.
- Work together in small groups, and experience being a leader.
- Participate in outdoor activities.
- Learn about the natural world and their part in it.

Crows and Cranes Game

Here's a game that will help Cubs achieve some Scouting goals.

Divide your players into two teams facing each other in the centre of the hall, separated by about 1.5 metres. One team represents the "Crows" while the other plays the "Cranes."

The team whose name is called out runs to touch the wall behind them before the other team can tag them. Those tagged become part of the team that tagged them. The game is over when one team has caught all of its opponents.

Add suspense by rolling the "r" when you call out one of these names. If you want to throw confusion into the mix, call out other names, like crabs, crackers or crocodiles. Any player who moves on these names is considered caught by the other team.

**Most
Cubs
want a
continuous
string
of
adventures.**

Get Out There!

Here are two day outing ideas from *The Pack Resource Book*. They'll not only satisfy young curiosity but build a sense of team spirit.

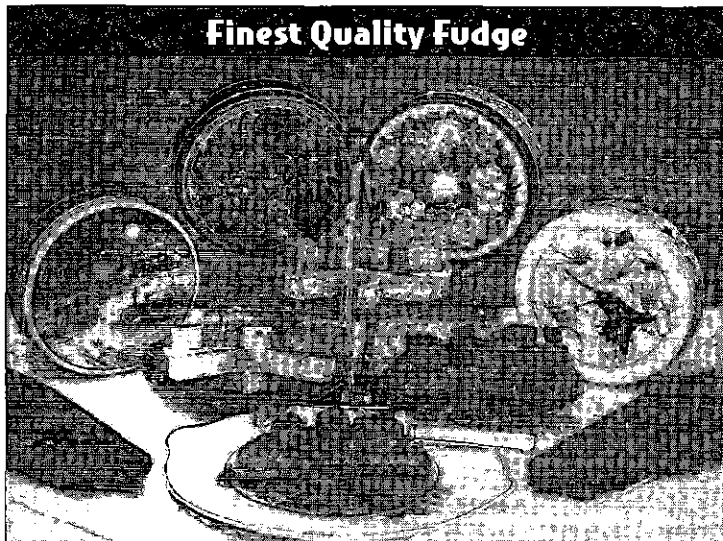
1. Travel around your city on public transportation (Blue Star, Guide Badge). Combine this with an unusual scavenger hunt where Cubs look for various landmarks, buildings and awkward intersections.
2. With parents, take your Cubs ice fishing (Fishing, Hiking and Winter Camping Badges), on a winter hike, or skating on natural ice (Skater Badge). Have Cubs cook a meal for the adults using buddy burners they've made themselves (Camping, Cooking and Winter Cubbing Badges, and Green Star).

Tons of Resources Just Waiting

New leaders don't have to stumble into the fall wondering where to turn for help. Scouts Canada produces lots of resources. Check out your local Scout Shop for *The Cub Leader's Handbook*, *The Pack Resource Book*, *The Cub Handbook*, *Fieldbook for Canadian Scouting*, *Games... From A-Z*, *Best of the Leader*, *JUMPSTART* packages, and of course *the Leader Magazine*. ^

Great Fundraising Ideas

Finest Quality Fudge



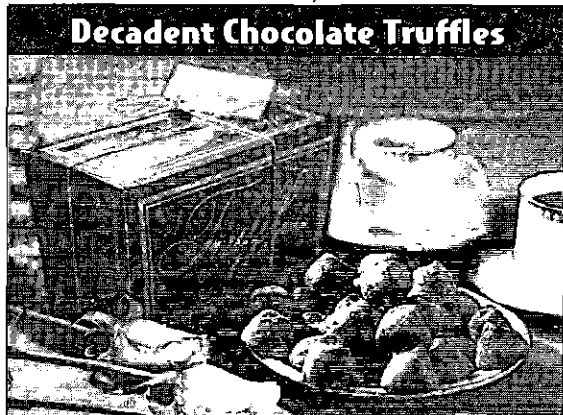
- 454g./1lb.
- Four great flavours to choose from each in their own unique Decorative Tin.

- 283g. Deluxe Nut Mix (Salted) in a Terry Redlin Designed Tin.
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Fancy Mixed Nuts



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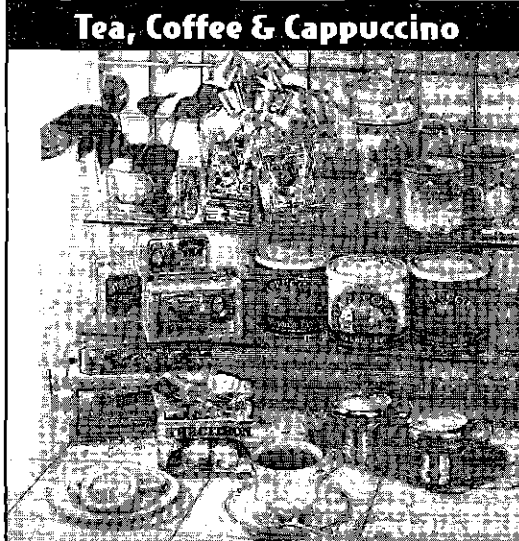
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Trans Canada Trail Relay 2000

Are you up to the challenge? by Ian Mitchell



If you're looking for the perfect way to begin a new Scouting year, check out the Trans Canada Trail Relay 2000. It will take lots of planning and skills building, but will prove really exciting.

The Trans Canada Trail Relay 2000 is not a race. Instead, it's an active, moving celebration that will mark the official opening of the Trans Canada Trail. Organizers expect millions of Canadians to participate.

What's the Trans Canada Trail? When completed, the Trans Canada Trail will be the longest multi-use recreational trail in the world. This incredible 15,000 km pathway will wind its way through every province and territory in Canada. The trail is meant to provide a focal point for physical and recreational activities and enjoyment, and improve the quality of life for all Canadians.

The relay will begin when hikers on each of Canada's three oceans draw out a bit of water simultaneously. Then, between April and September 2000, approximately 2,000 people will transport this water along the trail, ending up in Ottawa. Finally, on September 9, 2000, this water will be ceremoniously poured into a newly created Trans Canada Trail Fountain in Ottawa.

How to Participate

Your section or group can take part in the Trail 2000 Relay in many ways. If you want to be part of the water carrying contingent, contact ParticipAction as soon as possible. You must apply for this honour early!

Your group could also form part of the volunteer force which constructs or maintains the trail. Trail building techniques as well as maintenance standards will interest any avid hiker or backpacker.

Why not organize a celebration when the Relay comes through your town? It might involve a community-wide hike (complete with water stations and activities), an overnight camping trip somewhere along the trail, an activity day for a younger section, or a family hiking experience. You might even want to take part in Jamboree on the Trail (JOTT). For details concerning JOTT, see their web site: www.csclub.uwaterloo.ca/u/lk-morlan/jott.

For information on how you can help out with this once-in-a-lifetime activity, contact the ParticipAction Community Animator in your region or visit the Trans Canada Trail web site at: www.tctrail.ca.

Notice of Annual Meeting Boy Scouts of Canada

Saturday,
November 20, 1999
4:45 p.m. New
Delta Hotel, Location!
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

Trailblazing as Troop/Individual Specialty

To introduce Scouts to trail construction and maintenance, ask them to design their own requirements for one of the Specialty Badges. Here are some ideas.

Requirement #1: Learn about trail construction and maintenance standards either through the Internet or by speaking to a local trail authority. Share your findings with the troop.

Requirement #2: Speak with a local trail user group (e.g. snowmobile club, bike club, hiking club) about some issues involved with multi-use trails.

Requirement #3: Through a local trail authority, participate in at least three organized work parties aimed at constructing or maintaining a local trail.

Requirement #4: Hike along an established trail for at least six hours, displaying good environmental stewardship.

CHIEF SCOUT'S AWARD REQUIREMENTS

Requirement #2 of the Chief Scout's Award now reads: "Be currently qualified in First Aid Standard Level or demonstrate the equivalent attitudes, skills and knowledge as judged by a qualified instructor of first aid." Check with your Provincial or Territorial commissioner for details.

Meetings, Bloody Meetings

by Ian Mitchell

IT'S WEDNESDAY NIGHT. The Venturer meeting began 10 minutes ago. Three youths are covering the blackboard with graffiti. Two others are sitting at a desk at the front of the

room scribbling frantically. Through the door, two other youths enter — one of whom you haven't seen before. Talk in the room rambles. In short, your Venturer meeting is chaotic.

Meetings are a necessary evil of life. We use them to plan, to decide things and even to entertain. But make no mistake: Venturers have better things to do than attend meetings! If someone calls a meeting, make sure it's productive and leads to something that's both exciting and challenging.

Let's look at some traps that make meetings boring. When you know what to avoid, your meetings will take on new life.

Planning Traps

1. *Lack of involvement by those who attend.* If you don't involve participants in planning the meeting (e.g. setting the agenda) they won't take an active part and will have low commitment. Venturers must feel it's their meeting. Without ownership, teens may take a "let the planners do it!" attitude.
2. *Dullsville: same place, same plan, same time.* Repetition brings routine and security, but it also ushers in boredom. Try meeting at different times and locations. Why not try holding a meeting in canoes?

3. *No agenda.* Without focus, discussions will wander all over and degenerate into futility. Any agenda will help keep people on topic.
4. *Too many agenda items.* It's easy to fall into this trap. Cut out agenda items that you know you won't have time for; place these on your next agenda or ask smaller groups to discuss them and report back. If you find an item keeps getting dropped from your agenda, it usually means the item wasn't important at all. Lose it.

Traps During A Meeting

1. *Formal classroom style seating.* Teens sit in school all day; they don't want to do it at Venturers. Use circles or semi-circles; sit around a campfire or any other method that encourages group participation.
2. *Nothing to do before start of meeting.* Plan some interesting activity or game to precede your Venturer meeting. It might even just involve a fast-paced question and answer session that relates roughly to some agenda item.

3. *Long breaks.* These usually waste time and disrupt continuity. Design meetings in such a way that participants can get up and stretch (e.g. breaking into small groups that come together again). Get the business done, then get to the fun.

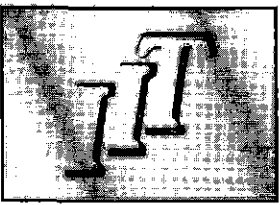
4. *Failure to deal with feelings.* Don't allow your group to become so task oriented that members overlook feelings. Obvious feelings (e.g. anger, hostility) need to be dealt with to ensure healthy, happy relationships.

5. *Be practical.* Make sure your discussion is constructive. One way is to make decisions and commitments about who will do what, and when.

Watch the Movie

Another interesting and entertaining way to learn how to run productive meetings is by watching the humorous video called "Meetings, Bloody Meetings." It's available through some libraries and council offices.

Meetings don't have to be awful. If you avoid some predictable traps yours will become much more interesting and productive. ^

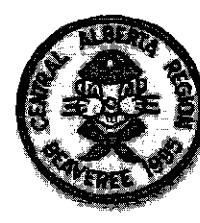
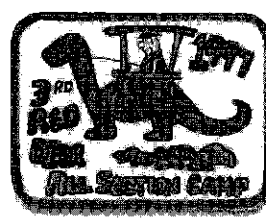
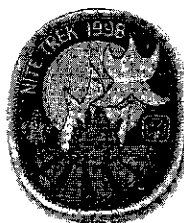


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Success Stories: *The 32nd East Vancouver Group*

by Rita Kwan

Success Stories is a new series appearing in this column that highlights particularly successful Scouting groups in Canada. If your group has realized some unusual growth or recruiting successes, see the August/September '99 **Leader** to find out how it can be featured here.

Can you imagine 177 Beavers, Cubs, Scouts, Venturers and Rovers with their 26 leaders meeting at the same time and in the same building? It's hard to believe, but that's how the 32nd East Vancouver Group in British Columbia operates each week.

The 32nd Group started out small with only 6 Venturers, 10 Rovers and 2 advisors. The Chinese Cultural Centre, in the heart of Vancouver's Chinatown, sponsored it. The next year the Group grew to 61 youth members in all five sections, 10 adults and six group committee members. By 1996, 100 youth members were registered; just over a year later it had almost 160 youth members!

Saturday Afternoon Scouting

All sections meet on Saturday afternoons between 3:00 p.m. and 5:00 p.m. (Until recently, everyone also met regularly during the summer, too.)

From 1988-1993, everyone gathered at 3:00 p.m. to conduct an open-

ing ceremony on a patch of grass outside the Chinese Cultural Centre, and in front of a popular tourist attraction — the Dr. Sun Yat-sen Chinese Gardens. This proved to be a great recruiting method. With hundreds of people visiting or passing by the Cultural Centre, the Group's public visibility drew more and more youths. As well, by meeting on Saturdays, parents could drop off their children, go shopping, then return to the Cultural Centre to pick them up.

Frequently, parents returned from their shopping early and stayed to watch. Many remained after the meetings to talk with leaders; this made it easy to get to know parents and ask their help for special activities or events. Watching the meetings heightened parental interest in Scouting.

As the Group neared its 100-member mark, it outgrew the Cultural Centre. Roger Tsui, a main leader, wanted to keep everyone together, so we relocated to another meeting place on the outskirts of Chinatown.

OUT and About

This Group puts a different twist to the OUT in Scouting; they're out in the community at least four times a year participating in service projects. They also participate in walkathons,

benefit concerts, and fairs as an established service corps. Because they're so visible, Asian language media in Canada have profiled Scouting repeatedly, helping recruitment even more.

Winning Formula

Membership numbers in the 32nd East Vancouver Group recently topped the 200 mark. What's our secret?

Partly, it's family ties. Many families are deeply involved in our programs. (In the Chinese community, family ties are extremely important, but it's also important in non-Chinese families.) Visibility is another factor contributing to the Group's success. For most of the year, our Scouts meet outside where they're easily seen by the public. As well, by participating in several community events each year, we've built a positive public image for Scouting.

The 32nd East Vancouver Group makes it simple for parents to bring their kids to Scouting programs, then leaders give the kids more than they expected: more fun, more outdoor adventures, more unusual activities. These lead directly to growth. X

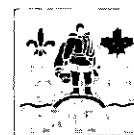
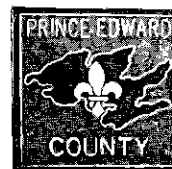
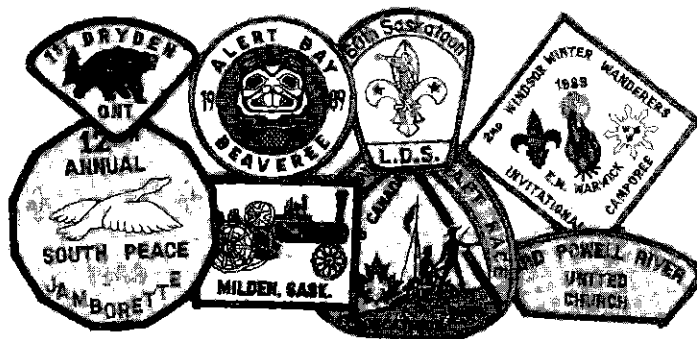
— Rita Kwan is Scouts Canada's regional field executive for Vancouver Coast Region.

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Check Out These New Products for Fall

by Ben Kruser

LEADERS AND YOUTHS from across Canada continually make product suggestions to Scout Shop staff, who in turn pass them on to National Retail Services. Because Beavers and leaders have told us that they would like more activity crests, we've just introduced another great selection to compliment last year's holiday and occasion crests. Look in our Millennium Catalogue for the Beaver Friends Crest, Crafty Beaver Crest, Beaver Family Camping Crest, Winter Beaver Crest, and others.

Scouts too have asked for more crests, so we've created the Hiker

Crest, Friends Across the Border Crest, Scouting Without Borders Crest, Wild Trucker Crest, Winter Camp Crest, and others.

For committees that want to recognize hard work youths put into local fundraising events, we've produced a stunning Five Dollar Bill Fundraising Crest and Apple Day Crest. (Popcorn is a great money-making fundraiser. Did you know that popcorn is the number one snack food of Internet browsers and the number one snack food of health conscious adults?)

Our Goal: Exciting New Products

Anyone can buy these new crests, of course. We want to provide a continuous selection of fresh and exciting new products that will help capture Scouting memories.

Do you or your group have any product ideas that you'd like us to consider? (The more wild and artistic

the better!) You don't have to be able to draw like Picasso or to write like Hemingway to send us an idea. Just give us the concept and describe the Scouting spirit behind it.

Here's an example of other products to get you thinking. Scout Shops now have three new, colourful decal sheets for Kub Kars. The Indy Speeder sheet will dress up your Formula One car design, while the Akela Dragster decals and Python decals will burn up the track even before a car leaves the gate. Remember: Kub Kar events should involve more fun than competition. Make everyone feel like a winner. Why not just let your Cubs race their cars for the excitement, with no scoring, no anxiety over who's car is faster, and no Pit Stop parents yelling from the sidelines?

Check out the new Millennium catalogue; it's a great Scouting souvenir just in itself. A

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"Can I Help You? Are You Lost?"

by Rob Stewart

You can tell when someone is lost. You can see it in their eyes and their posture. You can observe them looking around for some sign or some indicator that can help them find their way. But someone doesn't have to be 40 kilometres from the nearest highway to feel lost.

People who don't know how to fill out a registration form, or how to conduct a Beaver, Cub or Scout program can also feel completely lost. They just won't know what to do. Some new leaders may not even ask questions or directions from others when they feel lost.

If you're new to Scouting, it can be frightening to stand surrounded by eight energetic kids jumping up and down bursting with excitement at a camporee. Being lost isn't fun. You may not be in danger of spending the night alone in the woods, but the stress level associated with not knowing what to do in a particular situation can still soar to uncomfortable heights.

I'm Here to Serve

"Can I help you?" Are there more beautiful words than these when you're stumbling around in the dark? We said

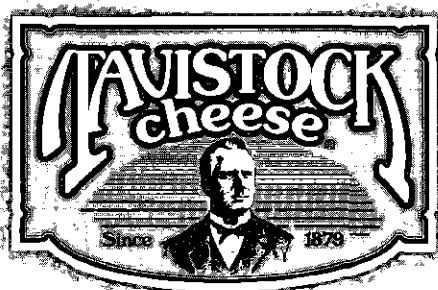
these words more often years ago when life moved at a slower pace. Today, in our hustle to get to where we're going and to live life to the fullest, many people never see the lost person standing nearby.

Now's the Time

Another Scouting season has just begun, and it's a sure bet that many new Scouters in your neighbourhood are feeling lost and a bit bewildered. You'll recognize the signs at registration night, the first district event of the year, or if you're a Service Scouter and you visit their section. Someone may be reluctant to approach you and ask for help, but a simple "How's it going?" may break the ice and open the flood gate. Look for opportunities like this to serve others. A simple gesture may dramatically improve the Scouting experience of a new leader, and not just the adult leader. When you watch for lost leaders, you're also helping the kids.

Don't wait until you're an official member of a Service Team. Do it now. What better way to live Scouting's ideals than to reach out to new, overwhelmed leaders and guide them through their initial months?

Go ahead. Be a leader. ^



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SCOUTER'S 5

Things I Can Learn From a Dog

- ☐ Can a humble dog teach learned Scouters anything? Hazel Hallgren from Red Deer, AB, thinks we need to pay more attention to a dog's life. These insights may put your life into a proper perspective.
- ☐ Never pass up the opportunity to go for a drive.
 - ☐ Allow the experience of fresh air and the wind in your face to be pure ecstasy.
 - ☐ When loved ones come home, always run to greet them.
 - ☐ Let others know when they've invaded your territory.
 - ☐ Take naps, and stretch before rising.
 - ☐ Run, romp and play daily.
 - ☐ Eat with gusto and enthusiasm.
 - ☐ Be loyal.
 - ☐ Never pretend to be something you're not.
 - ☐ If what you want lies buried, dig until you find it.
 - ☐ When someone is having a bad day, be silent, sit close by and nuzzle them gently.
 - ☐ Avoid biting when a simple growl will do.
 - ☐ On hot days, drink lots of water and lie under a shady tree.
 - ☐ When you're happy, dance around and wag your entire body.
 - ☐ No matter how often you're scolded, don't buy into the guilt thing and pout; run right back and make friends.
 - ☐ Bond with your pack.
 - ☐ Delight in the simple joy of a long walk.

Scouter's Five Minutes

October '99

SONGS

Beavers at 25

- ☐ Sing this song, written by songwriter Doug Morgan, to the tune of Paul McCartney's "Yellow Submarine." We've adapted it slightly.

Chorus

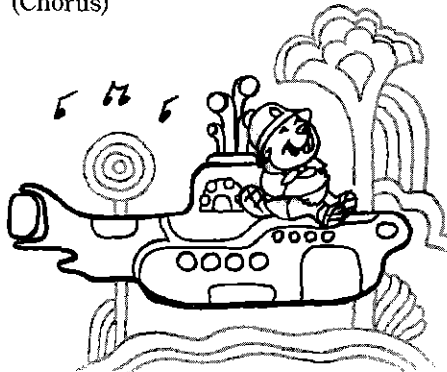
- ☐ We all play in a Beaver colony
We're learning can't you see
It's fun for you and me.
Come and join our Beaver colony
We're learning can't you see
It's fun for you and me.

Verse 1

Twenty-five years ago
Beavers started, don't you know
We're Scouting's little brother
Sharing, sharing with each other.
(Chorus)

Verse 2

- ☐ We have a Law and Promise too
And a uniform, brown and blue
We help our family and our friends.
Because we're Beavers, we like to help.
(Chorus)



Songs

October '99

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the **leader**

There Was A Beaver

Sing this song to the tune of "I Am So Glad that Jesus Loves Me."

There was a Beaver who fell in love,
Who fell in love (2X)
There was a Beaver who fell in love,
Who fell in love with the world.

He made a promise to God above,
To God above (2X)
He made a promise to God above,
That he'd take care of His world.
Then came the storms, the lightning and floods,
The lightning and floods (2X)
Then came the storms, the lightning and floods,
And the Beaver learned to help and share.

Now aren't you proud to wear
the brown and blue,
The brown and blue (2X)
Now aren't you proud to wear
the brown and blue,
And say the Promise, Law
and Beaver prayer?
— Antoinette Argentino is a Beaver leader in
Montreal, Que.

Songs

Stay Cool in Emergencies

Listen to these wise words by B-P:

"More useful than any practical knowledge will be a capacity to keep cool in an emergency. If the emergency occurs when he is in a crowd, a picture theatre, or other such place, a Cub should know how to keep quiet, to keep alert, and to obey directions from adults at once and without panic."

"If a Cub is alone or with other children and one of their number is hurt, he should again know first that he must keep calm; keep his patient warm and send for adult help; be prepared to fetch and carry, take a message, or do anything else which may be asked of him."

Points to Ponder

These thoughts come from *Scouting Magazine's*, "A Canny Crack."

- ☐ Some Scouters doubt their abilities, but few have any misgivings about their importance.
- ☐ God gives us the ingredients for our daily bread, but He expects us to do the baking.
- ☐ Show me a thoroughly contented commissioner and I'll show you a useless one.

Scouter's Five Minutes



BOY SCOUTS OF CANADA TRUST SCHOLARSHIPS



This year, the Boy Scouts of Canada Trust offered up to 20 scholarships of \$1,000 each to current Scouting members who are continuing their education. Watch for an announcement of this year's winners in the December issue of the **Leader**.

Selection committee members experienced great difficulty when picking 20 winners from the 120 students who applied for the scholarships — many of whom were deserving of a reward.

Applicants must make sure they provide all documents to the Committee by the deadline. Unfortunately, Committee members had to discard many worthwhile applications this year because they did not receive the required school transcripts or letters of reference.

April 1, 2000 is the deadline for scholarships for the year 2000. Contact your local council office, the National Office (1345 Baseline Road, Ottawa, ON K2C 0A7) or check our web site (www.scouts.ca) for a copy of next year's application.

The Millennium Edition has just landed.

**Enjoy your free copy.
Scouting does have its benefits.**

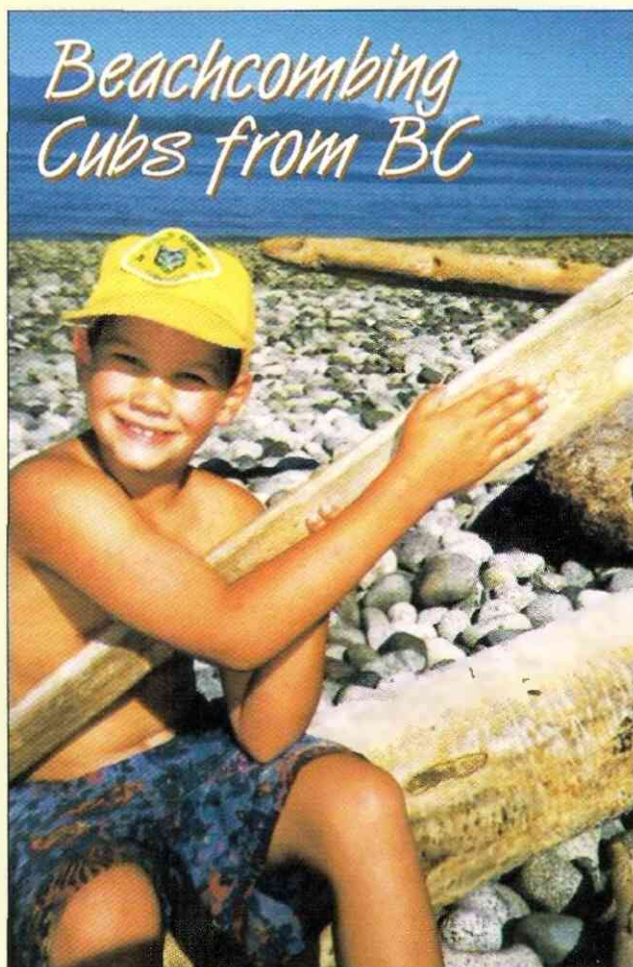


L'Édition du millénaire vient d'arriver.

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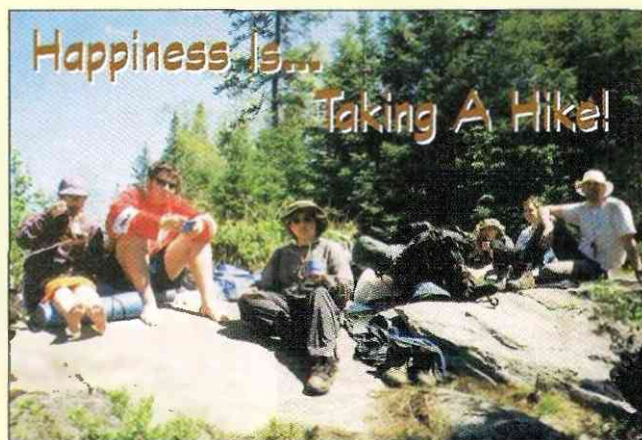


NATIONAL NEWS PHOTOS

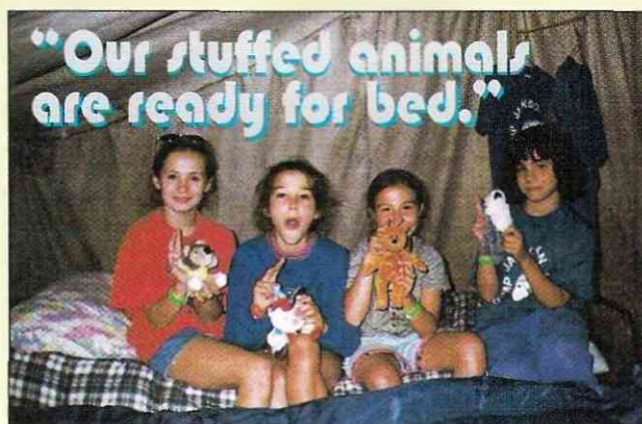


Beachcombing Cubs from BC

Cubs from Comox, BC, spent time during part of their summer camp on Quadra Island beachcombing for interesting objects. Here, Christopher Gillmore finds this driftwood remarkably smooth. "It's amazing what several years on a stormy beach can do," he said. Other Cubs found interesting rocks, lumber spikes and starfish — great for future craft projects. Photo: P. A. Gillmore



Members of the 22nd St. Catharines Venturer Company and Rover Crew (ON) enjoyed several minutes rest while hiking the 32-km Highlands Backpacking Trail in Algonquin Park. The two groups met on the second day to enjoy some comraderie. This activity provided a great way to link the two groups up. What activities can you plan to link your group with a senior section? Photo: Kevin Paxton



Cubs Joëlle, Mélodie, Anne-Pascale and Caroline got their stuffed animals ready for bed during a summer camp last year. The Cubs are members of the 1st Boucherville Pack in Quebec. After a day of canoeing, hiking, running and knot-tying, there's nothing better than a warm sleeping bag in a tent full of friends. Photo: Anne Lalancette



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How Visible Is Your Group?

by Andy McLoughlin

"Is Scouting still around? I haven't seen a Scout in years."

This was the standard comment of focus group members from the general public when we asked them what they thought about Scouting. It's also the usual response people give me when I tell them where I work.

Like New Kids on the Block and pogs, Scouting has disappeared from the fabric of Canadian consciousness. We rarely come to mind when parents and youth think of potential extra-curricular activities.

Scouting certainly has much work to do nationally to increase awareness among the general population. We are planning special events, media tours and other public relations activities to regain our image among Canadians. While this increased public relations activity will help, the most effective way to heighten awareness is to get your Scouts out, active and visible in the community.

Can You Spot the Scout?

When was the last time your Scouts were seen outside your meeting hall or camp? I've lived in Ottawa for 15 years, and I can count on one hand the number of times that I've encountered Scouts in public. By getting youth out more often, you can promote Scouting, be a more visible and active part of your community, and give your youth a more active and dynamic program.

Here are some ideas to make your Scouts more visible:

1. Hold at least one gathering per month outside your meeting hall. How about heading to a shopping mall for your meeting? Better yet, choose an outdoor setting like a local park. Your group could also visit fire stations, police stations, city hall or water treatment plants. Outdoor meetings will not only promote Scouting, but they could solve your group's facility problem. (See page 38 of the February '99 *Leader Magazine* "The Last Word" for more ideas.)
2. Participate in community events like park clean-ups, food drives, parades and fairs. If there aren't any existing events in your own town, create your own. Organize exciting activities and invite the public to participate. A Scout-sponsored park clean-up will help establish a positive Scouting identity in your community.
3. Visit places like retirement homes and hospitals and share your enthusiasm for life. When I was a Cub, each year at Christmas Akela would take our pack to a local retirement home, where we would sing carols and share holiday treats with residents. Everyone appreciated our efforts, and were certainly aware that Scouting was still around!

These are just a few ideas to get you started. Brainstorm others with your Scouts. Try several wacky ones, just for the fun of it!

Many Scouting groups do play significant public roles in their communities; these groups often enjoy large memberships and substantial community support.

Is Scouting visible in your community. If not, get your Scouts out and raise their profile. ^A

Who Can Help Me?

Whether you're a brand new leader or a seasoned veteran, there are times when you could use help or advice when running your program. Fortunately, there's lots of help available to answer program-related questions. Here are some options if you need a hand:

- ☐ Call Scouts Canada's toll-free program help line (1-800-339-6643) or e-mail pgmhelp@scouts.ca. A team of program experts are ready to give you a last minute game idea, or explain how a Grand Howl works.
- ☐ Contact your local service team or commissioner. These volunteers can provide advice, arrange for training, or even come to your meeting for some hands-on advice.
- ☐ Call your local council office. Staff there can solve any program-related problem.

We Listen

We're interested in what leaders and youths have to say. If you've got a point of view or opinion about Scouting, the best place to share it is at your local level. Why not attend district council meetings? It's a great place to get information about what's going on, and to voice your opinions.

You can also call your local council office and talk to your president, commissioner or executive director. Or, contact your provincial or national office. We are committed to listening to our members to ensure that Scouts Canada remains a vibrant, relevant youth-oriented Movement.

Don't Miss the 42nd Jamboree on the Air

by Lena Wong

There's still time to participate in this year's Jamboree on the Air (JOTA), from October 16-17, 1999. Those Scouts interested in using the Internet can take part in Jamboree on the Internet (JOTI) during the same period.

For details how you can participate, call or e-mail me at the National Office: (613) 224-5131; e-mail: lwong@scouts.ca. Also, you may want to see the World Scout Bureau's web page: www.scout.org.

Start talking about JOTA/JOTI now, contact a radio amateur to run a radio station for you, or play games to familiarize youth with the event.

Check out the April '99 *Leader Magazine* about last year's event, then tune in. See you on the air!



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