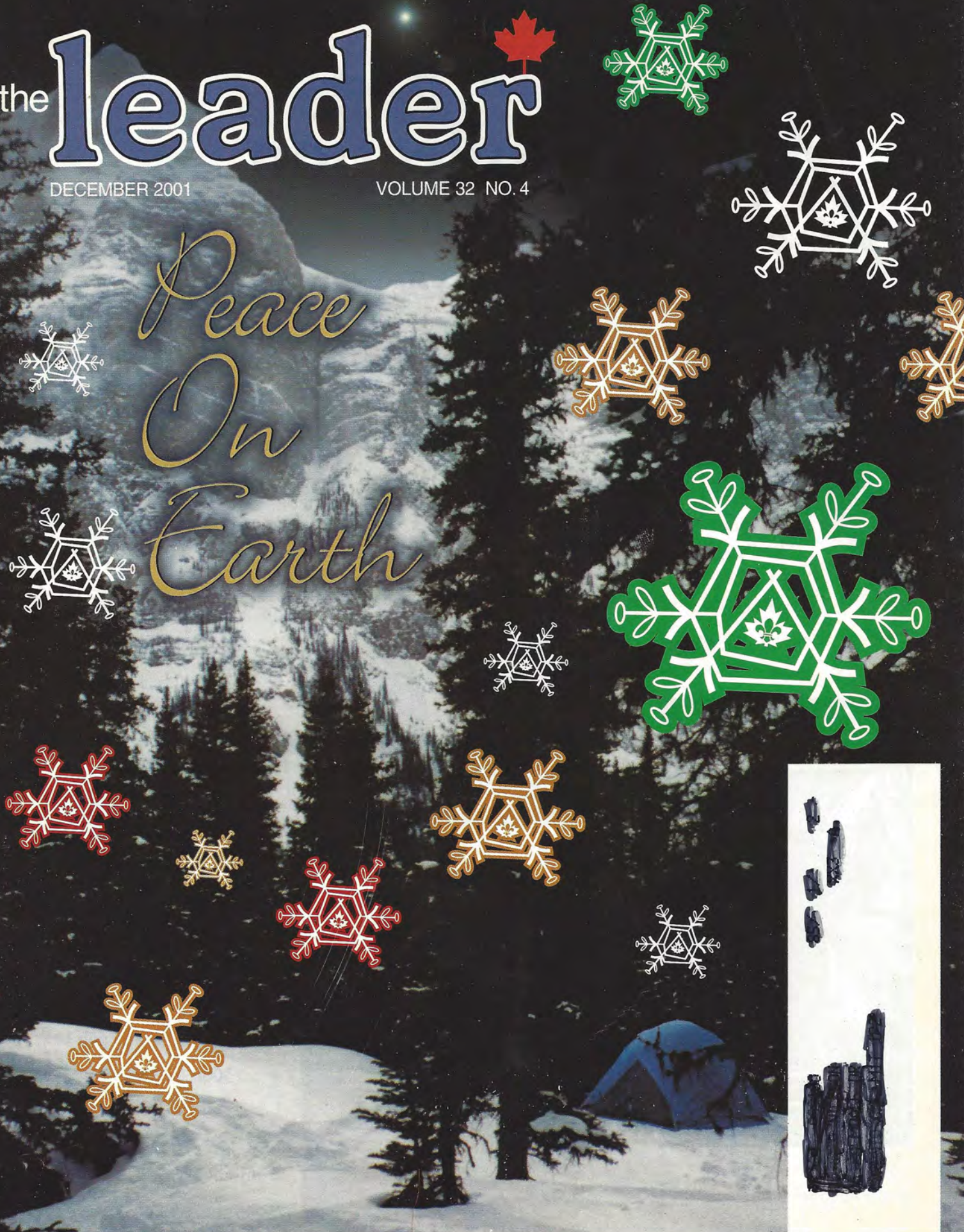


the leader

DECEMBER 2001

VOLUME 32 NO. 4

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Editor
Allen Macartney

Art Director
Richard Petsche

Advertising/Circulation
Laureen Duquette

The Canadian Leader Magazine is produced 10 times a year by Canyouth Publications Ltd., an arms-length publishing company.

1345 Baseline Road, Suite 100
Ottawa ON K2C 0A7
Phone: (613) 224-5131
Fax: (613) 224-3571
E-mail: leader@scouts.ca
Web Site: <http://www.scouts.ca/leader.htm>

Yearly subscription:
registered members of Scouts Canada \$8
non-members \$8
outside Canada \$18

The Leader assists Scouters and other adults who work with young people through the publication of timely articles on Scouting's programs, resources and objectives.

Canyouth Publications gratefully acknowledges the assistance of Scouts Canada in publishing the Leader.

We acknowledge the financial support of the Government of Canada, through the Publications Assistance Program and the Canada Magazine Fund, toward our mailing and editorial costs.

Editorial contributions are made on a voluntary basis. Unsolicited submissions welcome.

Advertising Policy: Advertisement of a product or service does not indicate endorsement by publishers.

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The Leader is printed on paper containing 50% recycled fibre.

Publications Mail Agreement No. 40012387
Publications Mail Registration No. 09895

ISSN 0711-5377

Cover Photo:
Cecil Keeping



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“Gravity is not just a good idea; it’s the law.”

– Bumper sticker message

What relevancy does this self-evident statement have for Scouting groups?

Well, it could spark some excellent program ideas. After all... why should we limit our pack and troop programs to Earth-bound adventures? Your program could

include a few activities that are a little off-the-wall (or at least off-the-ground) especially at camp. Get your kids off the ground. Encourage them to reach for the sky. While they’re doing that, try a few of the following activities.

Upwardly Mobile

Build a platform about one metre above the ground; make it wide enough and strong enough on which to pitch a tent. Don’t forget a protective railing around the outside. Then, sleep there for a night. (Just remember that people who live in tree houses should not walk in their sleep.) You could make this a patrol challenge at camp. This project is perfect for honing pioneering skills with poles and knots.

If a sleeping platform doesn’t suit your members, ask them to weave a hammock and sleep in it. High born campers will need an insulating sleeping pad under them because hammocks can be quite cool with all that night air circulating around. Scouts should rig a tarp overhead so they’re prepared for any nocturnal rainfall.

Do precariously perched beds cause you insomnia? Well, build a tree

house or a high platform that youth can use as an observation post. If members camouflage it well enough, they’ll be able to watch everyone who passes underneath. Why not use it to observe wild animals during winter or summer? (Very few people ever look up when they’re walking, so they’ll never notice you.)

Once your members have established one or more overhead observation posts, they’ll need to ascend and descend using rope and Prussik knot stirrups, a rope ladder with rope rungs, or perhaps a series of pulleys that hoist a bosun’s chair. The *Ashley Encyclopedia of Knots* fully describes these items; a Prussik knot is described in the June/July 2000 issue of the *Leader, Outdoors* column.

Unleash the Creativity

Remember to make these activities more interesting by weaving a

story around them. For example, if you want youth to practise controlling an off-the-ground fire, tell them that the entire area will be flooded to a depth of one metre in 45 minutes. Before that happens, they must get their whole patrol high and dry above the flood level. They must also boil an egg to divert Scout-eating eels that may arrive with the floodwaters.

What other adventure-igniting stories can you dream up?

Amazing Fire-Lighting Structures

Use this off the ground program to improve your Scouts’ pioneering and fire-lighting skills. See which patrol can build the highest free-standing, fire-bearing structure – a controlled fire, of course. Don’t just set fire to the top of the apparatus. Use an old wok as your fire basin.

Once Scouts have mastered building temporary fires off the

ground, they can move on to building a more permanent structure, like an altar fire on which to cook their meals. (An altar fire is a much more elegant approach to outdoor cooking than crouching over a fire scratched in the dirt.)

Engineering Projects

Engineers in your troop or company might also be interested in designing and building a derrick that lifts one Scout off the ground and moves the Scout through a 180 degree rotation of the apparatus. Obviously, this requires something more elaborate than a simple teeter-totter. You can complicate the scenario by staging it in the middle of a mud puddle or pile of snow.

Challenge troop engineers to work together to build an inclined chute that allows a 6 kg bowling ball to roll freely along its length from a standing start. (Use beach balls if you don't have access to bowling balls.) See what distance and speed they can achieve. Once they've mastered the necessary skills for keeping the ball off the ground, your troop can challenge neighbouring troops. It'll be just like a Kub Kar rally but with fast-moving balls instead of cars.

With a little more ingenuity, Scouts can figure out how to use a bicycle pump to pressurize a two-litre plastic pop bottle (partly filled with water), so that on release it propels itself high into the air.

Future aerospace engineers will look forward to continuing this aerial theme by building kites, including diamond kites, box kites and fighting kites. The possibilities are endless. And add a little Canadian history by checking out Alexander Graham Bell's kite designs. Find a web site that describes how to build these. With a little surfing, your Scouts will have all the information they need.

Over-the-Ground Communication

Closer to the earth but still off the ground, see which six or patrol can send a written message the furthest possible distance in 15 minutes. However, the note must not travel by any one means longer than a minute, and youth can't use any method more than once. These requirements mean that patrols or sixes must organize a relay of different methods of moving the message other than by simply hand-carrying it. Scouts can wrap it around an arrow, tie it to a dog's collar, tape it to a frisbee, float it in a bot-

tle, or even fold it into a paper airplane. There's but one major requirement: the note must always stay at least 25 cm above the ground.

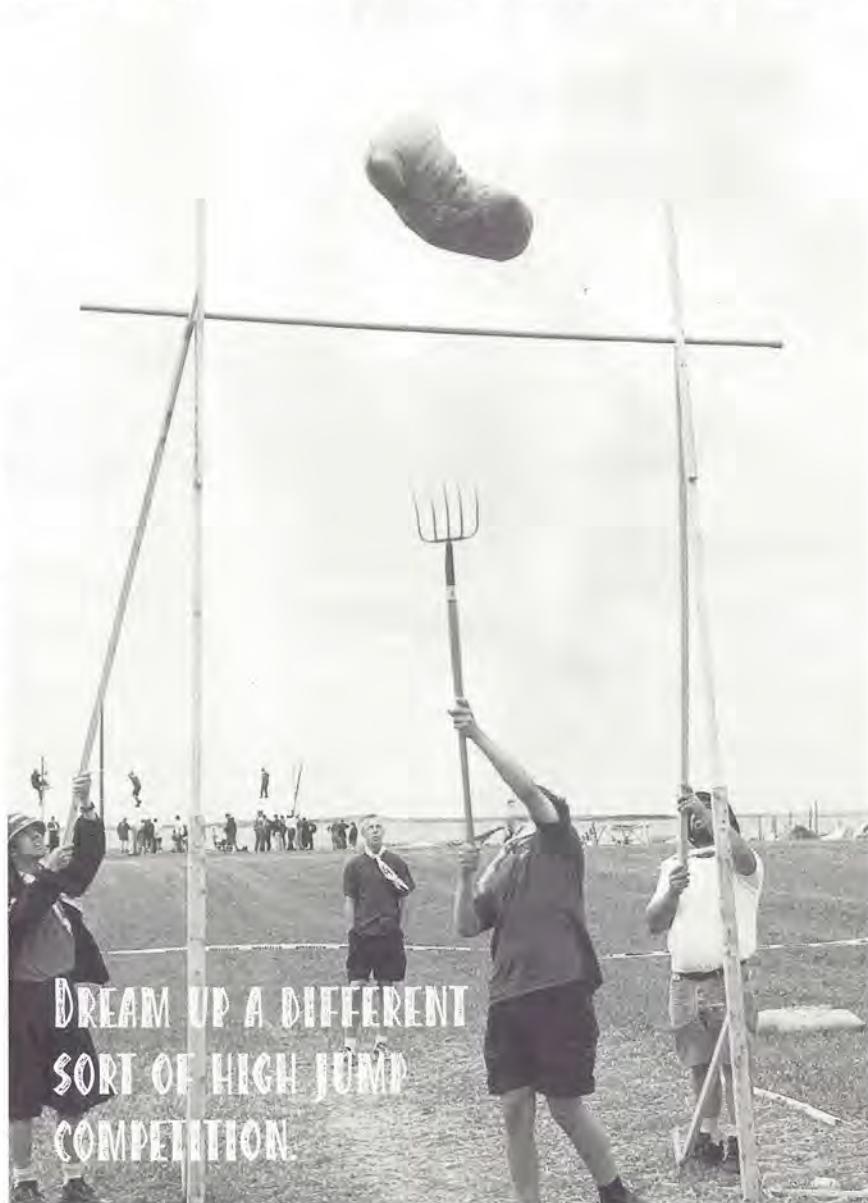
Talking about paper airplanes, why not design and build a paper airplane that can sustain flight longer than ten seconds when launched by hand? Check out the *Guinness Book of Records*. You could be a contender!

Don't stop at keeping mere objects off the ground. Try carrying the youngest Cub or Scout (or perhaps the lightest Scout) through an entire meeting. If that smacks of favouritism to some, announce that at least one member of each patrol must be off the ground/floor at all times during the meeting. Then they can each take turns being elevated. (It may be the only time their patrol puts them on a 'pedestal'.) You might even employ this as a new way of maintaining discipline in the troop.

By way of introducing your off-the-ground theme, throw out a 10-second patrol challenge: a patrol of five members may touch the ground (or floor) with only six feet and five hands. Once they've succeeded with that maneuver, increase the degree of difficulty: 5 feet and 4 hands, 4 feet and 3 hands, 3 feet and 2 hands, and, finally, 2 feet and 1 hand. Oh... and I forgot to mention that while your Cubs and Scouts maintain the required pose, they must recite the Scout Law. The group that maintains this position the longest while also repeating the Scout Law at the fastest speed (time it with a stopwatch) wins.

Pyramids and Emergencies

This activity is sure to give someone the idea of building a human pyramid. The Discovery Channel recently showed a folk festival in Spain where local teams competed to build



human pyramids five and six people high. No, they weren't stacked like firewood; team members all stood in circles, facing inwards, with as many as fifty members in each team. Could your troop achieve a pyramid reaching three people high? This might be a great activity to do in waist-deep water or snow to cushion a fall.

When your human pyramid inevitably collapses, take this ideal opportunity to practise emergency carries and stretcher-bearing. That activity could lead to racing on a Scout-powered travois or sedan chairs built from Scout staves.

Do you lack the equipment for these machines? There's always a so-

lution. Stage piggyback relays with each mounted rider having to tie a highwayman's hitch (or other knot) on each circuit of the race. You could also play tag where the chased Scout can escape capture by getting off the ground at the crucial moment.

Dynamic Kim's Game

Did you ever think a Kim's game could tie into this off-the-ground theme program? Here's how to do it. Display several objects on a platform about three metres above the ground. Give each patrol a small metal mirror, garden canes, string, and masking tape, and let them try to discover what objects are displayed. Alterna-

tively, you could display objects on a platform that's about 25 cm higher than your tallest youth member. Scouts may not approach closer than one metre to the platform, but they can jump up near the platform to catch only fleeting glimpses of the objects on display.

Set a time (perhaps five minutes) for your members to build the mirror poles and memorize the objects.

If sixes or patrols try to see the objects by lifting up one member as an observer, move the platform higher so they're forced to lift their observer even higher.

Tottering Stiltmeisters

All that jumping up and down will point towards the need for stilts. The usual variety is always fun: two wooden poles about two metres long with a block nailed on each pole about 50 cm above the ground for the stiltmeister to stand on. (Be sure you sand the poles to avoid splinters.)

Tin Can Stilts

Tin can stilts are fun for kids of all ages. Make them from large, empty juice cans. Keep both ends of the can intact. If you make the stilts from large soup cans with an opened end, tape around the rim of the opened can.

Punch two holes in the sides near the top of the cans, and thread a long cord through the holes. Tie it in a loop at least one metre long. (See diagram opposite page.)

To use these, step up onto the cans keeping them tight against the soles of your shoes by pulling on the cords.

You can also build platform shoes like they wore in the '70s. (Check out the shoes worn by Elton John in "Tommy," an old rock opera by a one-time popular group called "The Who.") Or, maybe build an exaggerated version of the sandals worn by Japanese geishas.

Airborne Brainstorming

All this off-the-ground stuff is fun, but be warned. Once you've sparked young imaginations with these activities, Cubs and Scouts will undoubtedly press you for more. They'll want everything from flap pole towers and bridges, to ladders and Cirque de Soleil impressions. They'll want Tarzan swings and forest canopy walkways (like the one in Haliburton, Ontario). The possibilities for an off-the-ground camp are endless.

Don't worry; use youthful creativity to your advantage. Get them to in-

TAKE YOUR PATROL OR COMPANY TO A ROPES COURSE FOR SOME HIGH FLYING FUN.

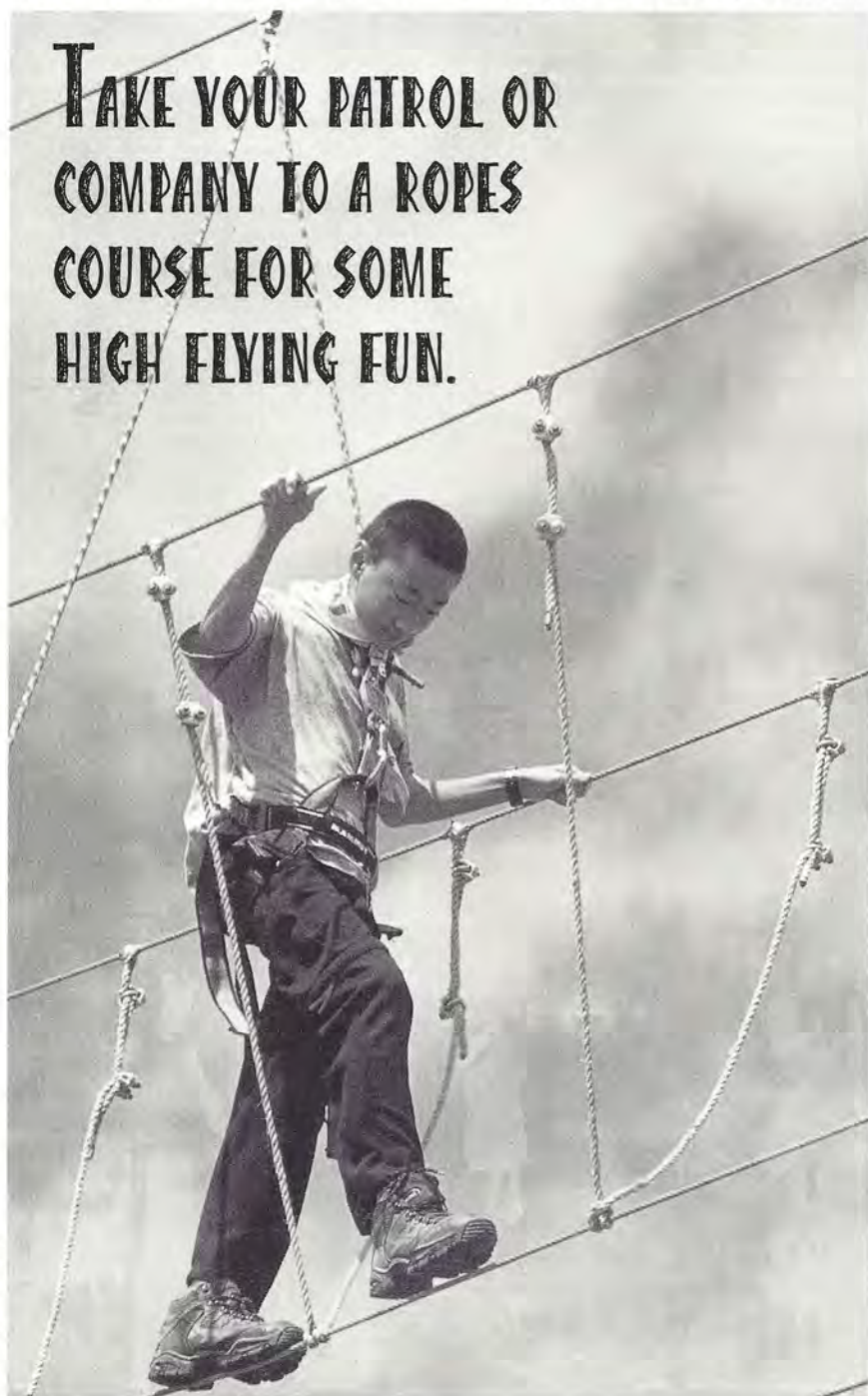


Photo: Barrett and Mackay

vent off-the-ground variations of regular games like pool or chess. Let them explore the difference in water pressure with a shower bag at ground level, versus one that's five metres above the ground. Get them to figure out how far off the ground a food pack has to be before it's bear proof. And be sure to draw the lessons from whatever you do.

These off-the-ground activities can serve to remind your Scouts that many opportunities exist beyond apparent boundaries. Have them discuss what keeps us "on" the ground, both in reality and metaphorically. Have them investigate how we can reverse or negate the process – even temporarily – as we do with trampolines or hang gliders.

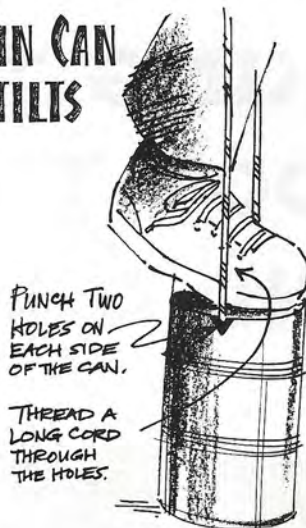
Think about all the occupations that require their practitioners to be off the ground: pilots, telephone line technicians, flight attendants, lumberjacks (and lumberjills), window cleaners, and roofers. What fresh perspectives do their jobs give them? How does the risk of falling back to the ground affect their outlook on life?

Discuss why we find tightrope walkers and trapeze artists entertaining. Why do we admire all the comic

book super heroes who fly through the air with the greatest of ease?

Consider the differences between life in a high-rise condominium and

TIN CAN STILTS



PUNCH TWO HOLES ON EACH SIDE OF THE CAN.

THREAD A LONG CORD THROUGH THE HOLES.

life in a one-storey bungalow. Consider how some people live in an ivory tower and others live in a hole-in-the-wall.

Move the discussion to a more spiritual level by inviting your Scouts to discuss what Henry David Thoreau meant when he said, "If you have built castles in the air, your work need

not be lost.... Now put foundations under them." Then close your meeting with a Scout reciting John Gillespie Magee's hauntingly beautiful poem, called "High Flight." (You'll find it in the library.)

In what ways does Scouting's Law and Promise fit into this theme? If your leadership team struggles with this question, toss it out to your sixes, patrols or company. The first two teams to dream up an application wins a special prize.

An off-the-ground theme might just give wings to your winter program. Have fun with it. X

Program Links

Cubs: Green Star, Handicraft Badge, Computer Badge
Scouts: Pioneering Badge, Pathfinder (Outdoor Skills), Engineering Badge
Venturers: Exploration Award, Outdoorsman Award

— Colin Wallace finds it hard to keep his feet on the ground in Scarborough, Ontario.



Photo: Barrett and Mackay



Amory Adventure Award

HIKING THE CHILKOOT TRAIL TO "THE LAND OF BEYOND"

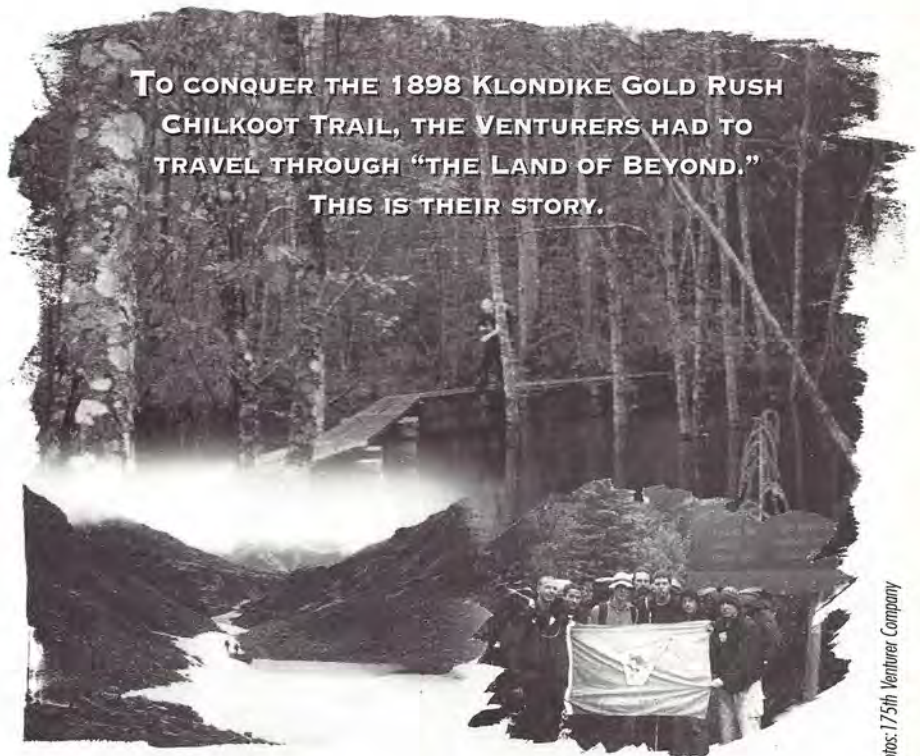
by Susie Mackie

*Have you ever
heard of the
Land of Beyond,
That dreams
at the gates
of the day?
Alluring it
lies at the
skirts of the
skies, And ever
so far away.*

— ROBERT SERVICE

There is a land beyond the sprawling cities and bustling highways of which most of us know very little. It is a vast frontier where dreams were born, and mountains stand like silent monuments to the struggles of early pioneers who lived and died in their shadows.

The drive to challenge the unyielding, dominating wilderness of the north lies deep in the heart of many Scouting members. It was alive in youth from the 175th Venturer Company (Edmonton, AB) when they set their sights on following their own dream. What was it? To conquer the 1898 Klondike Gold Rush Chilkoot Trail. This wilderness backpacking trek earned them second place standing in the Amory Adventure Awards.



TO CONQUER THE 1898 KLONDIKE GOLD RUSH
CHILKOOT TRAIL, THE VENTURERS HAD TO
TRAVEL THROUGH "THE LAND OF BEYOND."
THIS IS THEIR STORY.

Photos: 175th Venturer Company

Northern Dream

Many months of research found the Chilkoot Trail to be by far the best choice of all the trails studied by the company, particularly from a standpoint of historical significance. Not only did the Chilkoot have great impact on the development of the Yukon, but the original trail helped establish a North West Mounted Police presence in the far north. As a result, a distinct boundary between Alaska and the Yukon secured Canada's hold of its northwesterly boundary.

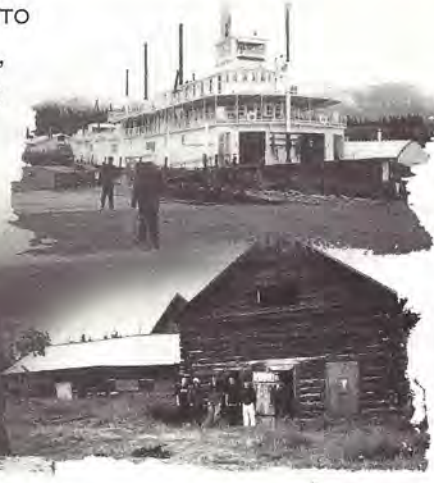
Full of boisterous enthusiasm, the Venturers loaded up their van on August 17 in Edmonton, and were soon on the road to adventure heading north to Whitehorse. They didn't have long to wait; before the first day ended, they recorded two bear sight-

ings – one of them a grizzly. Keen eyes spotted no less than five lynx by the highway. On their first day, the Venturers didn't stop until four a.m., when they managed to catch a little sleep before their adventure began in earnest four hours later.

Klondike Lullaby

A cold drizzle signalled the break of a new day, one that would feature a rare tour of an old Klondike paddle-wheeler, once used to carry gold rush prospectors from Whitehorse to Dawson. Workmen were restoring the boat to the condition of its glory days when it fought swift currents to carry passengers almost 800 kilometres to their dreams of gold and fabulous prosperity.

FROM VIEWING RAGING RAPIDS TO
TOURING THE S.S. KLONDIKE,
HIKING ACROSS THE DIVERSE
TERRAIN OF THE CHILKOOT
HAD LOTS TO OFFER.



The Venturers set up camp that night in Wolf Creek, and fell asleep to the soft lullaby of the wind blowing cold rain on the tents. Snuggled deep in warm sleeping bags, several youth mentioned that it was the same wind that had whispered in the ears of hopeful wanderers so many years ago.

After Wolf Creek, the team left for nearby Skagway, Alaska, where they visited a roadhouse and railway once used as an overnight stop by both train and gold rush travellers. At Skagway they got their trail passes, and headed for the trailhead near the ruins of Dyea, a ghost town.

Slip-Sliding Away

Rain proved a constant companion throughout the backpacking trip. It rained so hard that at times the air appeared filled with fine mist. The adventure-seeking teens were forced to wade through ankle-deep mud as they climbed steep terrain.

Occasionally the snaking line of youth stumbled out of the rain forest into a landscape that seemed taken straight out of medieval times; the ground was cobbled with rocks, and mossy lichens cobwebbed the trees like a wizard's beard.

Twelve kilometres of steep climbing in temperatures below freezing did nothing to discourage the Venturers who persevered ever-onwards. Clambering over large, loose boulders and jagged ground, the physical energy required proved incredible. The uncaring wind sent gusts of rain and wet snow down their backs.

"We've Reached the Summit!"

Trekking the last few kilometres to the top of the "Golden Staircase," often bent at a 45 degree angle, the youth passed rusting Klondike tools once used to carve steps in the steep slope.

Finally they reached the pinnacle. What a surge of adrenaline and satisfaction. "We're at the top! We did it!" some yelled, their voices echoing away into the rain.

Cold and tired, but filled with euphoria, everyone felt a flush of relief as they swung heavy backpacks off aching shoulders for a brief rest. In the distance, the log ruins of buildings used by the North West Mounted Police stood welcoming.



THE TRAIL HELD MANY
INTERESTING SIGHTS.

Nearby, the group could see the deep, black water of Crater Lake almost lost in the low-lying cloud. Sweeping their eyes around this high-altitude perch, the soggy Venturers noticed a stark contrast from the mossy terrain of the rainforest. This was barren, sub-Arctic country – home to a surprising assortment of plants and trees, dotted now and then with hungry ptarmigans feeding along the trail.

"Come on guys. It's sack time."

After a night of grateful warmth, all of the teens were ready to tackle the final leg of their journey: a rugged hike through an alpine forest to Bennett Lake. The woodsy scent of pine

filled their nostrils. Tall trees and wild blueberry patches bursting with fruit lined the trail. With eyes wide open in amazed, silent vigil, they didn't want to miss anything, especially bears and other forest animals that might not take kindly to intruders.

At Lindeman City (a ghost town), the exhausted group sought the comfort of their tents. Sleeping bags, now four times their weight from the relentless rain, were hung to dry in the blowing wind. Unfortunately, the rain began again. Although all tents were waterproof, like a clever thief, the cold water still seeped in.

In the morning, carrying heavy sleeping bags, the youth continued hiking to Mile 33 at the south end of Bennett Lake, where gold rush miners built boats to sail down to the Klondike Valley. Through the trees of a little pine forest, they could see the driftwood spire of St. Andrew's Presbyterian Church, still standing in its original state; even the harsh northern weather hasn't been able to dull its spirit. Historic artifacts and debris lay everywhere.

Next Stop Hot Showers

Following the old railway tracks for the next 18 kilometres, the Venturers slogged through swampy terrain; the rain continued pelting them. After stopping at Carcross to receive their certificates for successfully completing the trail, each exhausted member of the 175th Venturer Company finally rested. Here, filled with exhilaration and triumph, they relived their adventure over steaming cups of coffee.

They had come through "the Land of Beyond." They had reached their goal. X

– Susie Mackie works at the National Office.



Teach Your Howl Like

A Wolf Program that's Perfect

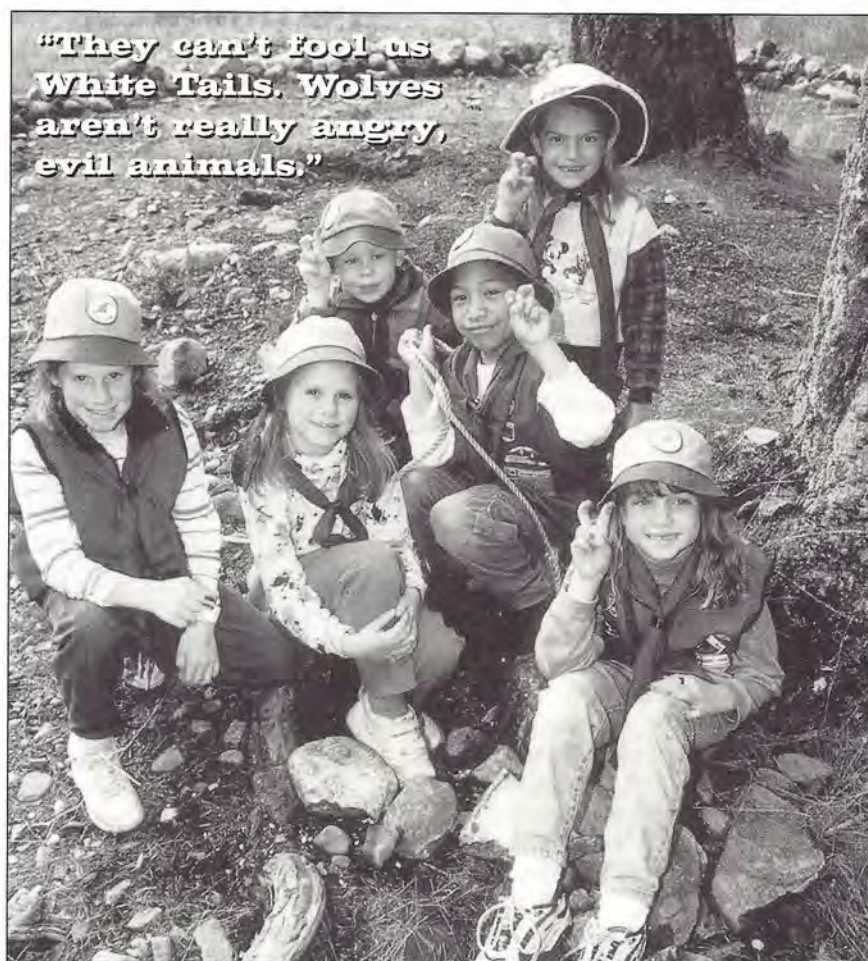
by Haze

LOOKING FOR A program that will build anticipation for Third Year Beavers (and younger children) to move up to Cubs? A wolf theme will ignite their imaginations, and plant seeds of interest in swimming up.

This wolf program will focus attention on Keo and the challenge and fun awaiting children in the Wolf Cub program. Plan special events each year for your entire colony to prepare them to move up to Cubs.

Ask your Keo to run the games or crafts section. Keo can start the evening by explaining briefly about the fun Beavers will find in Cubs. Your Keo should emphasize adventure, outdoor activities and friendship. You might even want to ask some young Cubs to visit the colony to help with activities – especially ones who have just moved up to Cubs. They will provide friendly faces and additional linking opportunities for Beavers.

Remember to make some activities more complicated for Third Year Beavers who need more challenging activities than five or six-year-old Beavers.



"They can't fool us White Tails. Wolves aren't really angry, evil animals."

Photo: Dennis Power

Baloo's Game

In *The Jungle Book* – the book the Cub program bases many activities on – Baloo taught Mowgli the laws of the jungle. One of the lessons involved teaching Mowgli to “freeze” when danger was present. (Rabbits and beavers sometimes freeze when frightened.)

Play this either as a regular game, or as an activity that causes players to freeze when a leader unexpectedly calls out a known signal (a verbal command, a whistle, or a hand signal). Baloo's Game can work well

during a craft or outing. Third Year Beavers especially will love it.

To play, Keo calls out a given signal that causes Beavers to freeze in position, no matter where they are or what they're doing. They hold this position until Keo gives another command allowing them to continue their activity.

Wolf Cub Mask

Make wolf masks using construction paper, scissors, string, glitter and markers.

Beavers to the Wolves

for Linking Third Year Beavers



Hallgren

Cut out a Scouting Wolf Cub shape from construction paper. Use markers to highlight eyes, pointed ears, nose and an open mouth. Cut out large eyes so it's both easy and safe for Beavers to see.

Use glitter to add pizzazz to your Cub mask. Finish by attaching string at the back to tie the masks on Beaver heads.

Now, sit everyone in a circle and read Chapter 8 of *Friends of the Forest*. It will fit the theme and spark more interest in Cubbing.

What Time Is it, Mr. Wolf?

This traditionally popular game fits into the linking program. Mr. Wolf hides his eyes, while Beavers sneak up saying, "What time is it, Mr. Wolf?" The Beavers get closer and closer. When Mr. Wolf says "supper time," he runs and tries to catch running Beavers. If caught, they turn into Mr. Wolf's helpers.

Visit a Zoo or Wild Area

Outings are a vital part of Scouting whatever the age of your members. Take your Beavers to a zoo that has wolves. Ask if a zoo-keeper can demonstrate wolf howling techniques, and let your Beavers practise. Find out how to recognize a wolf howl from a dog's.

If you decide to visit a wild area near your meeting areas or on a Saturday hike, bring along a naturalist who knows something about wolves. Learn how they fit into the ecology. Try to dispel some of the myths of rampaging, angry, child-eating wolves that appear in fairy tales.

You aren't likely to see any wolves or even wolf tracks during your hike, but bring along plaster of Paris so your members can make footprint impressions of other animal tracks they find. Discuss how wolves live in the wild, and what they eat.

INTERESTING WOLF FACTS

WOLVES ARE THE LARGEST animals of the wild dog family, and may weigh up to 60 kg. (Coyotes are much smaller animals.) Wolf fur is commonly grey with dark shading, but it may vary in colour from near black to almost white.

Wolves are social animals. That means they form packs of two to over 20 animals. Pack sizes tend to be largest in winter.

In Canada, mating usually occurs in February or March. In May the female finds a well-hidden den and gives birth to five to seven cubs. Both parents, as well as other members of the pack, bring food to the young until they're about four months old and ready to start hunting. Moose, deer, elk and caribou are the main food of wolves, but their diet may include beaver, hares, fish and even plant material.

In North America, wolves once ranged from Mexico to the high Arctic. As the continent was settled, their range was greatly restricted and numbers declined substantially. In Alberta and BC, wolves are found in alpine, mountain, foothill and mixed wood zones. They live on the prairies of Saskatchewan and Manitoba, in British Columbia and Alberta's mountains, in the northern forests of Ontario and Quebec, as well as in woodlands in Canada's Maritime provinces.



Photo: Linda Anderson

"Wolf and Geese is a fantastic game!"

Keeo Song

Before singing this song, ask Keeo to tell what she or he likes best about being both a Cub and a Keeo.

After singing some verses, let your Beavers think up additional ones. Sing this song to the tune of "Quartermaster's Store."

There was "Keeo,"

"Keeo" playing the piano
In the store, in the store.

There was "Keeo,"

"Keeo" playing the piano
In the Quartermaster's store.

Chorus

My eyes are dim, I cannot see
I have not brought my specs with me
I have not brought my specs with me.

There were Cubs, Cubs,
wearing rubber gloves
In the store, in the store.

There were Cubs, Cubs,
wearing rubber gloves
In the Quartermaster's store.

White Tails Are Ready for More Responsibility

White Tail Beavers are ready for more advanced programs than younger children. They are developing initiative and looking for chances to become responsible persons. Give them this opportunity by discussing the Wolf Cub program. Here are some other ideas Busy Beavers can do:

- ☐ Visit a Cub camp, and take part in some of the program.
- ☐ Help collect dues and exchange them for wood chips to feed the Beaver.
- ☐ Set up and dismantle flags.
- ☐ Help Brown Tails with crafts.
- ☐ Take part in a special introduction to camping with a parent, guardian, relative or adult friend.
- ☐ Plan, organize and participate in a special craft project they work on for a length of time each week over the period of a month.

Wolf and Geese

Form your Beavers into a circle, and make ocean-like waves with a parachute from a sitting position. The leader picks out two Beavers – one to play the Wolf and the other to play the Goose. The Wolf's territory includes all of the area on top of the parachute. (So he or she should wear socks only.) The waves are the only hiding protection the Goose has as he or she hides under the parachute.

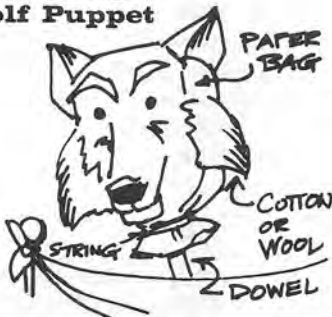
The object of the game: the Wolf must tag the Goose in a gentle manner. (Most Beavers love this game, especially when it's played outside.)

Paper Bag Wolf Puppet On a Stick

Fill a small paper bag with tiny pieces of foam or shredded newspaper. Insert the dowel or stick in the open end of the bag until it touches the bottom of the bag.

Gather the open end of the bag around the stick and tie the string tightly to form a neck. Make sure the stick extends far enough out of the bag to make a handle. (See diagram)

Paper Bag Wolf Puppet



Now for the most interesting part. Draw or paint a wolf face on the paper bag. Use string, coloured wool, cotton batting and anything else that gives drama to your wolf.

Now make up a lodge play featuring your puppets.

Let's Learn about Wolves

Have some visiting Cubs ask these questions and provide the answers. You might want younger Beavers to draw and colour a wolf while discussing the questions.

1. Do you know what a wolf cub eats?
2. Do you know where wolf cubs live?
3. Do you know what colour a wolf cub is?
4. Do you know anything "special" about a wolf cub?
5. Do you know how big a wolf is when fully grown?
6. Do you know how many babies are born at a time?
7. Do you know if wolves have any enemies?

Closing Prayer

This closing prayer will help tie Beavers and Cubbing together.

Dear God
Help us to share
Help us to care
Here at Beavers
And everywhere.

Help us at Cubs
To do our best
In the Cub pack
With all the rest.

Jungle Themes for Beavers

Look for many ways to introduce the Cub jungle theme into your Beaver program. It won't be long until your Third Year Beavers start anticipating the adventure Cubbing offers. The book *Games... from A to Z*, available at Scout Shops, has many games that you can adapt into a jungle theme.

— Hazel Hallgren (Red Deer, Alberta)
runs a howlingly successful colony program. Her Beavers enjoy learning about wild wolves.

Special Mini Programs

When preparing programming for White Tail Beavers, remember to take into account their experience, maturity and need for greater challenge. Sometimes older Beavers get bored with a program that's aimed at younger children.

Here's one way to keep the interest of these Beavers; spend time in tail groups during each meeting (or at least several times a month). There, when all White Tails are together, do activities aimed particularly at their stage of development. Program special stories, projects, outdoor activities, or visits that will hold their interest. Tie in a Wolf Cub theme where appropriate.

Plan joint activities for White Tail Beavers with a local Cub pack, so the children get to know new Cub friends, and start anticipating swimming up. This will lessen any fears your Third Year Beavers have of moving up to Scouting's next section. Younger Beavers too will notice, and will look forward to the time they are ready for the added adventure.



Book Talk

by Dave Jenkinson



Soon it will be New Year's Eve, a time when many of us make "firm" resolutions about exercise and weight loss. Thank goodness it's about a month off. Until then, let's take a look at books about food.

Elizabeth MacLeod has authored two terrific books in the "Kids Can Do It" series. *Gifts to Make and Eat* provides illustrated directions for creating 35 edible and economical presents that would be welcome any time of the year. Projects range from very simple desserts, which Beavers could make with assistance, to more sophisticated edibles, including muffins. Not all of the items demand cooking – a plus for meeting halls without a kitchen.

Here's a real bonus of this book: the author suggests a method of wrapping each gift imaginatively, one that involves recycling.

MacLeod's second offering is *Bake and Make Amazing Cakes* which, while providing recipes for making white, chocolate, banana and carrot cakes, actually focuses more on what you can creatively do with the cakes or muffins after they are baked. Some of the 19 illustrated cake designs, such as the Haunted Castle, Jack-o'-lantern, Easter Bunny and Christmas Tree, are seasonally related while others, like the Terrific Tiger, Cuddly Cat, Teddy Bear or Rolling Bus, are more general. With a little "culinary cosmetic surgery" youth members will be able to create a Beaver or Cub design. Which cake did I like most of all? The most amazing was the Delicious Burger!

A new year is also time to try something different, and Crabtree's

"I'm the Chef" series offers children opportunities to cook and sample the cuisine of four different cultures, Italian, French, Mexican and Chinese. Each book describes 15 illustrated recipes of popular dishes that are suitable for older Cubs or Scouts. While a rose by any other name may still be a rose, Polpette al pomodoro sounds much more appetizing than meatballs with spaghetti sauce, and a toasted cheese and ham sandwich becomes tres chic under its French name, croque-monsieur. Caldito, a Mexican beef and potato soup, would be an easy camp dish. Imagine creating a section meal where each course comes from one of the four cookbooks.

Kids Cooking is aimed at 8 to 15-year-old novice cooks. It provides over 100 quick and easy recipes that use everyday ingredients. While the author deals with all of the expected recipe categories (breakfast, main courses, desserts, soups, and snacks), she closes with a practical section, "Bag Lunches," which provides some different suggestions. Pizza lovers can now enjoy it as a dessert in the form of a "Crispy Fruit Pizza" which uses a Rice Krispie™ cake base, a cream cheese filling and fruit toppings. The one pot "Spaghetti Dish" merits a try at camp as do the "Sauced Wieners."

The three dozen recipes in *Recipes Kids Can Cook* range from the child/adolescent-friendly ("Crispy Hot Dogs," "Cheeseburgers" and "Ham and Pineapple French Bread Pizzas"), to more adult-like fare bearing names such as "Fish in Paper Parcels" and "Honey Chops." A couple of other recipes ("Eggs Baked in Ham and Potato Hash," and "Pancake Parcels") look like they could be hearty breakfasts at a standing camp.

For those who think that cookies are a food group, then the *Klutz Guide to Classic Cookies* is probably

your stopping point. The laminated folding cookbook provides "the 13 recipes that have shaped history." These include "Double Trouble Chocolate Chip," "Snickerdoodles" and the "Criss-Cross Peanut Butter Classic."

Surf the Web

The Web offers excellent recipe source. Two sites you can try are www.scoreone.com/kids_kitchen and <http://kid.allrecipes.com>. Because the former site consists of recipes submitted directly by children, expect some "creative" spelling plus instructions that are not always completely clear. While chocolate seems to be the essential ingredient in virtually everything, browsing led me to some fun Halloween treats bearing gross names like "Slime S'Mores" and "Yummy Ear Wax on a Cotton Swab." The second site, sponsored by Hershey's, is quite sophisticated; most of the recipes probably came from moms. ^

BOOK DETAILS

V. Ferguson (ed.), *Recipes Kids Can Cook*, Southwater, 2000. (Distributed in Canada by General): \$7.95.

R. Gioffre, *The Young Chef's French Cookbook*, Crabtree, 2001: \$10.95.

R. Gioffre, *The Young Chef's Italian Cookbook*, Crabtree, 2001: \$10.95.

Klutz Guides, *Classic Cookies*. (Distributed in Canada by McClelland & Stewart), 1999: \$6.99.

F. Lee, *The Young Chef's Chinese Cookbook*, Crabtree, 2001: \$10.95.

E. MacLeod, *Bake and Make Amazing Cakes*, Kids Can Press, 2001: \$5.95.

E. MacLeod, *Gifts to Make and Eat*, Kids Can Press, 2001: \$5.95.

J. Pare, *Kids Cooking*, Company's Coming (Box 8037, Station F, Edmonton, AB, T6H 4N9), 1995: \$10.95.

K. Ward, *The Young Chef's Mexican Cookbook*, Crabtree, 2001: \$10.95.

Are You Up to the Fr

By Sean Munro

Each spring for 12 years, Scouting groups in Yukon and Alaska have gotten together for an exciting Frostbite Challenge camp. Last year, almost 150 youth attended.

Living within an alpine environment of stunted trees and rocky soil, the youth practise Leave No Trace camping principles. After we've packed up our gear and the snow melts, you'd never know that our camping area had hosted a huge, weekend gathering of Scouting youth.

The event is open to all Scouts, Venturers and Rovers. Traditionally, 4th Whitehorse and 1st Porter Creek Scouts and Venturers have attended, as well as a large number of American youth.

A Scouter in Skagway, Alaska (Jamie Gagnier) dreamed up the first Frostbite Challenge; since then Scouters Dave Behrends (Juneau, Alaska) and Bill Rivers (4th Whitehorse) have been its major organizers.

If you plan your own Frostbite Challenge, start with a small one involving Scouts or Venturers. Use it as a linking event. It can help build anticipation in older Cubs or Scouts.

Various Snow Shelters

On Friday night from all over the northwest, Scouting youth gather and start digging out quinzhees from massive, hard-packed snow mounds that the Yukon Territorial Government has piled up for this very purpose. These quinzhees provide all the shelter the youth need for the entire weekend of the camp. (We do provide some tents for those youth coming a long distance and unable to dig out their quinzhees on Friday night. Leaders also set up special warming tents in case of unexpected first aid problems.)

Last year, instead of building quinzhees, some Venturers cut out snow blocks from the packed snow, and built shelters covered with tarps and a thin coat of snow for added insulation. These weren't as warm as quinzhees, but they taught our members a new way to set up an emergency shelter.



Games are easily adaptable to a Klondike winter camp.

Good Shelters Provide Warmth

We judge all snow shelters individually. Any sort of enclosed hole out of the wind will provide more protection than sleeping under the stars, especially in the far north.

A properly designed quinzhee can be as warm as 2 degrees Celsius inside when it's well below freezing outside. Not only do the snow sides provide lifesaving insulation and keep the wind at bay, but they also keep body heat trapped inside the shelter. (Snow is an outstanding insulator.)

We encourage our Scouting youth to make a cold 'well' (a low area in their quinzhee) at the door or entrance. This low area traps cold air and puts their sleeping platform at a higher level – therefore warmer level – than the entranceway.

Judging is a very wet activity regardless of the weather, so make sure leaders have several extra changes of clothes. What's the key to judging snow shelters so kids learn for future building?

Before they even start hollowing out their quinzhees, discuss with them how to make a snow shelter. Ask them for specific design details that they learned from last year's quinzhee building. This will prompt their memory, and result in better shelters.

We judge quinzhees, igloos or snow caves by the following criteria:

- ☐ Appearance (Interior)
- ☐ Appearance (Exterior)
- ☐ Cold well (usually worth more than 1 point)
- ☐ Smoothness of carved out roof
- ☐ Escape way (somewhat of a false wall - 2nd exit)
- ☐ Safety (usually worth more than 1 point)
- ☐ Ventilation hole at top of quinzhee
- ☐ Size of entrance (is outside air easily accessible to those inside?)
- ☐ Angle of Entrance (a 90 degree angle is best)
- ☐ Cleanliness of outside cooking area.

After your Scouts have built their quinzhees, and judges have looked through them, pick the three best shelters to showcase to all members. Let them poke around these and see how they're built. Point out any special safety features or anything that caught the judges' attention. This will help them know how to improve their snow caves for next year.

Challenge Events

Our Frostbite Challenge weekend encourages youth to compete in eight categories; six relate directly to the program, one involves their shelter design, and the final category concerns overall camp organisation and

Photo: Jay Clowhan

Frostbite Challenge?

cleanliness. A large campfire and awards ceremony ends formal program activities on Saturday night.

Most events recreate challenges that gold miners had to live through during the Klondike Gold Rush. Troop members must work together as a team going through six stations to post the best times. Events change annually, but here are some classics.

San Francisco to Skagway Traffic Jam

Many Klondike miners started their journey north in San Francisco. By the time they had reached Alaska, the area was jammed with prospectors. Many of them wandered around in a lost daze.

For this activity, leaders give their Scouts various compass bearings; the youth must use their orientation skills to reach various stations that hold the next clue. The team with the fastest speed, wins.

Chilkoot Hole in One

This challenge involves working together through a maze of obstacles set up to simulate the Chilkoot Trail over the Pacific coastal mountains. Individually, with each member taking a turn, Scouts use a hockey stick and rubber ball to negotiate the maze. It's hard and sometimes frustrating moving a ball up a steep slope and around obstacles.

Survive the Avalanche

This race represents the arrival in Skagway by hopeful gold seekers. They had to contend with harsh winter conditions for travel and the possibility of an avalanche. (In April 1898 just below the steep Golden Staircase on the Chilkoot Trail, a huge avalanche swept down and killed scores of miners.)

Scouts are timed as each individual of a team races through a snow-

shoeing course. When everyone has raced, average the numbers in each team to find the mean score. If you race in deep snow – lots of fun – you'll find that contestants will soon face challenging natural depressions, just as Klondike miners did.

Chilkoot Pass/Yukon River Torture

Knowing they had to paddle down the Yukon River after having conquered the daunting Chilkoot Pass, some miners dragged canoes and other boats up the Pass. What a torturous debacle!

We designed a race involving "canoeing" up and down the Pass. Working as a team (no more than six), Scouts had to haul a canoe up a steep, snow-covered hill to a turn-around point. Here, they swung the canoe around, jumped in and raced down in toboggan style. Record the times to find your winners.

Include icefishing in your winter camp.



Photo: Libby Nelson

Some Very Cool Ideas



Before running your own winter camp or Frostbite Challenge, check out the *Fieldbook for Canadian Scouting*. It devotes an entire chapter to winter camping.

Scouts will learn about ice rescues, winter survival, winter first aid (e.g. hypothermia, snow blindness, frost bite), and how to prepare themselves so they avoid these emergencies.

Have you ever wondered how to pitch a tent on rock, or in deep snow? Read the *Fieldbook for Canadian Scouting* and you'll have the answers.

This fantastic resource even tells you how to use and care for snowshoes. Pick up a copy at your local Scout Shop.

Surviving the Yukon Winter

Fire and warmth spelt survival for Klondike miners. Our Scouts had to build a fire, and burn through two sets of string stretched 15 cm above the fire.

Provide your teams with only two matches, a hatchet, one block of wood, string, and a large pot in which to lay their fire. Of course, the youth must make their own kindling from the block of wood you provide.

For older youth, why not get them to start a fire with flint and steel (available at Scout Shops)? Make sure everyone knows how to do this before your weekend camp.

"On to Nome!"

Immediately after the Klondike Gold Rush, news of another one in Nome, Alaska, sent miners scrambling there. This activity duplicates the stampede to Nome with youth-powered dog sled races.

In this race, the Scouts are the dogs, while one lucky driver (representing a dog) gets to ride. Using

their knots and tying skills, participants hook themselves up to a sled and pull the 'dog' to home safety. Where is home? It's in the gold fields of Nome.

Plan for Success

If your group plans a Frostbite Challenge, think of ways to build a significant part of your fall program around it. (A well run Scouting program lets youth complete many components of outdoor, winter and safety-related badges without them even knowing it.)

Include everything in your program from first aid training, knots, and skiing/snowshoe training, to map and compass work, and campcraft. See how many badges can tie into the program. And do most of the programs outside as you prepare for the adventure. That will keep the OUT in Scouting. 

— Sean Munro is regional commissioner for the Yukon Region.

Photo: Benjamin Eng



**Include
pioneering
projects
in your
camp.**

MOVING?

Please let us know. Print your new address in the space provided. Tape the address label that now appears on the cover of your LEADER in the box marked "Previous Address".

New Address

Name _____

Address _____

Prov. _____ Code _____

Previous Address

(Affix label here)

Mail to: **The Leader**
1345 Baseline Road,
Suite 100
Ottawa, ON
K2C 0A7



**With the right equipment, knowledge
and preparation, you can live
comfortably almost anywhere.**



Photos: Sean Munro

Help Kids Cope with Fear

by Ben Kruser

THE TRAGIC EVENTS OF SEPTEMBER 11 AND THE on-going war on terrorism has created emotional stress and anxiety in children. With access to more channels of 24/7 news media than any previous generation, today's child can feel quickly overwhelmed by late-breaking, on-the-ground journalistic reports.

All Canadians have heard of youth fearful of going to school or malls, or upset at the thought of a parent leaving home to go on a business trip. As Scouting leaders, we form part of a network of adults trusted by kids. They know they can ask questions and seek reassurance that the world is still safe and okay.

To help leaders deal with terrorism concerns youth members may raise in the coming months, here is a quick overview of what child development experts see as age-appropriate approaches and responses. The sidebar on this page provides several Internet links to further readings.

Beavers: A Question of Safety

Beavers get most of their information from peers – not the best source for dealing with problems. Leaders can screen information and help make the issue understandable so young children don't feel helpless.

Naturally, Beavers will wonder if they're safe, and also wonder about the safety of their family. As a leader, you can reassure Beavers that officials such as police and firefighters are working very hard to make build-

ings and travelling much safer. This is a good message for all of us to hear.

Cubs: Safety Details

Cubs too will have safety concerns, but their questions will focus on specifics. Because Cubs can think abstractly, leaders need to identify what details a Cub may be seeking. Asking a probing question such as, "What have you heard?" will give insight into the specific issue. For example, with limited knowledge of geography, a Cub may want to know how many kilometres away Afghanistan is from his or her home. It may be a way of seeking assurance that the conflict is not close.

Try not to overload a Cub with additional details or commentary. At this time, you can reassure Cubs that parents, leaders and government officials are looking out for them.

Older Youth

Leaders can expect Scouts and Venturers to feel a greater sense of worry. Home and section meetings, where they're surrounded by family and friends, offer safe havens to relax and talk out their concerns. Older

youth may want to engage in discussion based on testing various values, such as justice and rule of law.

With Scouts and Venturers, you can reinforce Canada's peacekeeper role in the world and the excellent safety work being done by public officials. Teens take comfort in hearing about action that empowers people, such as good turns and individuals rescuing one another in times of tragedy. Leaders can suggest youth get involved in tangible service projects to aid victims of terrorism or help strengthen the local community.

We Can Help!

Scouting youth just want to know that someone is looking after them. They want to be comforted, and know that their parents and authorities are taking necessary measures to ensure more security. If you notice a child who seems particularly upset with world events, speak to the child's parents. The youth may need specialized counselling. ^

WEB LINKS

Check out these sites for more ideas and information.

www.publiceducation.org/news/trauma_resources.htm

Public Education Network.

This site has articles on helping children cope, and links to related sites.

www.scouts.ca
Scouts Canada

www.bsa.scouting.org
Boy Scouts of America.

www.southbase.org.uk
UK Scouting Association.
See their pamphlet dealing with youth stress.

www.adl.org
Anti-Defamation League.
This is an educational site that includes how youth are influenced by prejudice and hatred in schools, media and on the Internet.

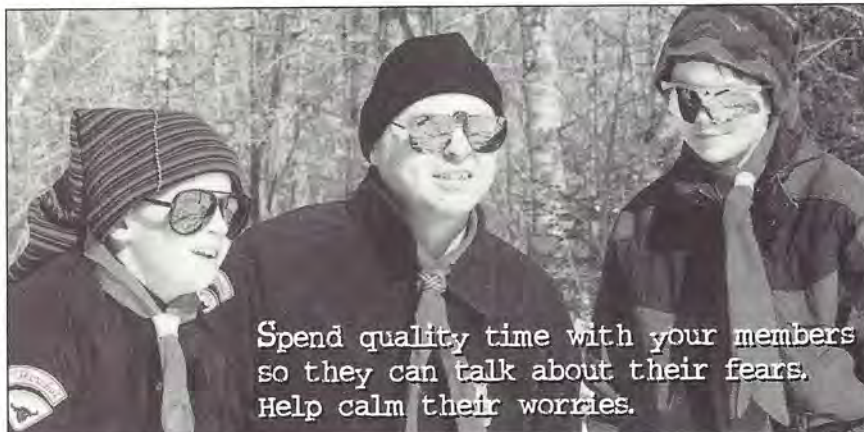


Photo: Allen Macarney

Spend quality time with your members so they can talk about their fears. Help calm their worries.



An Unexpected Christmas Gift from Skid Row

from Sue Pike

We were the only family with a baby in the restaurant. Snow drifted down from a dark, crystalline sky in mid to late December. Christmas time was drawing near.

I sat our baby son, Erik, in a highchair and noticed that others in the restaurant were quietly eating and talking.

Suddenly, Erik squealed with glee and called out, "Hi there!" as he pounded his fat baby hands on the highchair tray. His eyes were wide with excitement and his mouth was bared in a toothless grin. He wriggled and giggled with merriment.

What an Embarrassment!

Looking around, I saw the source of his merriment; it was a man with a tattered rag of a coat – dirty, greasy

and worn. His pants were baggy with a zipper at half mast, and his toes poked out of would-be shoes.

His shirt was dirty, and his hair was both uncombed and unwashed. The man's whiskers were too short to be called a beard, and his nose was so varicose that it looked like a road map. We were too far from him to smell body odour, but I was sure he smelled. His hands waved towards my baby, flapping on loose wrists.

"Hi there, baby! Hi there, big boy! I see ya buster," the man said to Erik, with a big grin on his face.

My husband and I exchanged looks, "So what do we do?"

Erik continued to laugh and answered back in baby voice, "Hi there."

Everyone in the restaurant noticed and looked at us and then at the man.

The old man was creating an embarrassing nuisance with my beautiful baby. Our meal came, and the man began calling from across the room to Erik: "Do ya know patty

cake? Do you know peek-a-boo? Hey, look. He knows peek-a-boo!"

Nobody thought the old man was cute. He was obviously drunk, or so we thought. My face flushed red with embarrassment and anger. My husband shifted awkwardly in his seat. We ate in silence, all except for Erik, who was running through his repertoire for the admiring skid row bum, who in turn, reciprocated with admiring comments.

Finally, thankfully, we finished our meal. My husband went to pay the bill and told me to meet him in the parking lot. The old man sat poised between me and the door.

Silently I prayed: "Lord, just let me get out of here before he speaks to me or Erik."

Drawing near to the man, I turned my back trying to sidestep him and avoid any air he might be breathing. As I did, Erik leaned over my arm, reaching with both arms in a baby "pick-me-up" gesture.



Photo: Howard Osterer

Unexpected Arms of Love

Before I could stop him, Erik had propelled himself from my arms to the man's. Suddenly a very old, smelly man and a very young baby came in contact with each other. In an act of total trust, love and submission, my baby laid his tiny head upon the bum's ragged shoulder.

The man's eyes closed. Tears welled out of us eyes and clung to his lashes. His aged hands – full of grime, and dirt from a life of hard labor – gently, so gently, cradled my baby's bottom and gently stroked his back. No two beings have ever loved so deeply for so short a time. I stood awestruck. The old man rocked and cradled Erik in his arms for a moment, and then his eyes opened and set squarely on mine.

"Please take care of this baby," he said in a firm, commanding voice.

Somehow I managed to choke out "I will," from a throat now swollen with emotion.

Reluctantly, longingly, the old man pried Erik from his chest, as though it took great strength and required much pain. I received Erik into my arms.

Looking into my reddening eyes, the man whispered, "God bless you, ma'am. You've given me my Christmas gift."

I said nothing more than a muttered, "Thanks," through quivering lips.

"Forgive Me Lord"

With Erik in my arms, I ran for the car brimming over with emotion. My husband wondered why I was crying and holding Erik so tightly, and why

I was saying over and over again, "My God. My God. Forgive me."

I had just witnessed Christ's Christmas love shown through the innocence of a tiny child. My baby recognized no sin, and made no judgment. My child saw a hungry soul longing for a scrap of affection; all I saw were his dirty clothes.

**All people
are
incredibly
valuable.
Reach out
to them in
your
Scouting
programs.**

I was an adult who was blind, holding a child who was not. The ragged old man reminded me that God considers all of us of such incredible value that He willingly reached down from Heaven and gave us His baby son.

Reach Out this Christmas

This December, look for opportunities to reach out to others who will

never be able to pay you back. Seek out the poor and lonely and sickly, and give them a Christmas they'll remember for years to come. Discuss how helping people relates to our Law and Promise. Ask Cubs, Scouts and Venturers how this can tie into badge work.

Here are some other ideas to consider:

- ☞ Help at a soup kitchen. Perhaps even volunteer to serve Christmas dinner. Not only will this help poor people, but also the people who serve every day.
- ☞ Visit a senior's residence in December with a full program, including songs and crafts. Then, follow this visit up in the spring with another visit. (Seniors are often forgotten at other times of the year.)
- ☞ Make bright Christmas cards and other crafts, and ask Scouting members to give them to new people in their schools or communities.
- ☞ Invite non-Scouting members to a "bring a buddy" night. Follow this up by continuing to befriend these buddies in the weeks and months ahead.

Christmas offers many opportunities to reach out to others. Make the effort this December, and build other program ideas into your meetings that build brotherhood and peace. ^

— Sue Pike shared this story. She is a Scouter in the Greater Toronto Region.



Scouting's Mission

The mission of Scouting is to contribute to the education of young people, through a value system based on the Scout Promise and Law, to help build a better world where people are self-fulfilled as individuals and play a constructive role in society.

Énoncé de Mission du scoutisme



La mission du scoutisme consiste à contribuer au développement des jeunes afin de leur permettre d'atteindre leur plein potentiel physique, intellectuel, social et spirituel en tant qu'individus, citoyens et membres de la collectivité sur les plans local, national et international par l'application de nos principes et pratiques.

Fun at the Pond

by Ruth Dubeau

SHADOWS AND GROUNDHOG DAY - young children love both.

According to popular belief, if a groundhog comes out of its hole on this day and sees its shadow, six more weeks of winter will follow. Of course, if it doesn't see its shadow, spring is on the horizon.

Talk about shadows and the seasons to your Beavers as you make this first craft.

Silhouette Craft and Game

As a gathering activity, have an adult draw silhouettes of each Beaver on black construction paper. Sit each Beaver near a light and trace around the silhouette.

SILHOUETTE CRAFT



Mount the black silhouette on white paper and glue it in place. Write the child's name on the back of each.

When everyone is gathered, take out the silhouettes and ask a leader to hold them up in lodges one by one. Can your Beavers guess whose face is displayed?

These make a nice gift for parents.

Groundhog Friend

Fold a piece of brown construction paper in half lengthwise, and draw an outline of a groundhog on one side. Make sure the back of your groundhog is along the fold line. (See diagram) Some of your Beavers might want a psychedelic groundhog; that's okay too. Simply use sparkles.

Cut out the groundhog, and colour it with brown streaks. Glue on brown wool or cotton to make fur. Draw an eye on each side, and a little black nose. Put your pet near a window and see if it casts a shadow. Will winter last another six weeks?

Older Beavers may want to make a walking leash for their pet. Here's how to do it. Leaders should have metal coat hangers opened up into a long, straight wire. White Tail Beavers can roll masking tape around one end making a comfortable handle. Bend the other end into an upward hook. Poke a hole in the middle fold of your groundhog and stick the bent hook through it. Now, go



GROUNDHOG FRIEND



for a walk around the pond with your buddies. Can you think up a race using your groundhogs?

Hamsters and Groundhogs

Does one or more Beavers own a hamster? If not, ask a Cub who owns a hamster to bring his or her pet to the colony so Beavers can look at it. (This makes a great linking opportunity.) Talk about how hamsters and groundhogs are similar. Do they eat similar food? Do they look the same? Are both of them mammals? What's a mammal?

Talk about ways to look after the world and nature. Tie this into the Beaver Law, Promise and Motto.

Peter Pan's Shadow

Groundhogs aren't the only creatures who cast a shadow. Humans do too. Even Peter Pan had a shadow that he wanted Wendy to sew back onto his feet.

Ask Keeo or Third Year Beavers to help make shadow drawings of all younger members in the pond. You'll need large sheets of newsprint, markers and a large lamp.

Position the lamp approximately two metres from a wall, then fasten newsprint to the wall. Ask your Beavers to stand beside the sheet of paper while Keeo or an older Beaver traces the shadow onto the paper.

If Beavers want a cartoon figure drawn from their shadow, distort the shadow by moving the lamp a metre above the child. Or, you could let the Beaver stand closer to, or farther from, the lamp. See how this deforms the image?

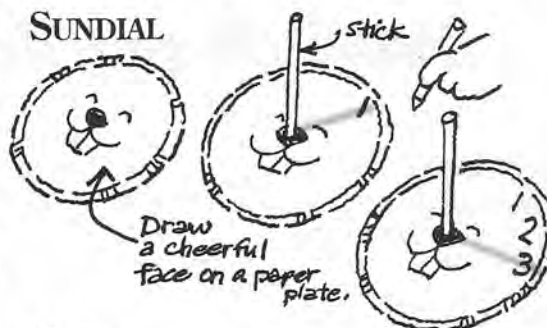
Make a Sundial

For each sundial you will need a paper plate, a 20 cm stick or straw, and crayons.

Draw a cheerful face on the paper plate with brightly coloured crayons. Take the plate outside with you on your hike, and push a round stick or straw through the centre and into the ground. (The stick will both anchor the sundial to the ground, and cast the shadow.)

Draw a line across the face following the shadow line. At the end of the line, mark a number denoting the time (e.g. 10 a.m., 12 noon, 1 p.m.). In an hour, draw another line on the sundial's face and note the time. At the end of the day your Beavers will have a time-keeping sundial.

When you're out on your hike talk about how the sun circles the Earth and makes shadows. Don't forget to look around for rabbits, squirrels and groundhogs.



Rabbit

SHADOW SHAPES



Bird



Rabbit (Advanced)



Dog

Shadow Experiments

Shadows are fun to experiment with. Here are some ideas to try out in your colony.

Shadow Dances

Darken your meeting room, and set up one or two small directional spotlights at opposite ends of the room. Put on some slow music that allows Beavers to move gracefully and slowly in rhythm to the sounds. Notice how the two lights cause conflicting and overlapping shadows. Now put on fast or jazzy music that sounds like a squirrel racing around looking for nuts. Imitate the squirrel. Do your shadows produce an exact imitation of your movements?

Shadow Shapes

Put a lamp one metre away from a wall, and let your members experiment with their hands to form shapes that look like a rabbit (two fingers up in a peace sign), a bird (two hands with thumbs looped together), and a dog (hand with fingers extended straight, except for the thumb that sticks up, and the index finger bent at the first knuckle). See our diagram for details.

In lodges, you might even want to make up a play where each member becomes an animal in the forest and contributes to a story.

Lonely Beavers

Everyone feels lonely at times. Try this neat experiment. With a Third Year Beaver, sit beside a light in a darkened room and look at a book together for five minutes for a quiet time. You won't be just two, but four – if you count your shadows. You're practically a crowd!

Tell your Beavers that when they feel lonely they can imagine that their shadow is a friend, and they can read a book together.

Pin the Tail on the Groundhog

This game ties into both darkness and groundhogs. Draw a large groundhog on a poster and make a tail from brown streamer. Blindfold your Beavers and let them see if they can pin the tail on the groundhog.

Groundhog Pine Cone

Get some long, fat pine cones at a craft store, some small googly eyes (two for each groundhog), and fluffy, brown wool.

Let your Beavers colour their pine cones with brown paint. Glue on the googly eyes at one end, and the fluffy wool tail at the other end. Finish by gluing on a smile cut from construction paper.

Scary Faces

The darkness of night often scares Beavers. Every creak and groan of a house turns into a pending attack by some horrible monster. Darken your meeting room and give the friendliest, most popular leader a flashlight.

Talk about nighttime fear and why it generates anxiety. Ask your Beavers if this popular leader scares them. They'll laugh and say, "Of course not. That's Rainbow (or Bubbles)!" Then have Rainbow turn on the flashlight and position it directly under her face so it casts dark shadows across her face. Has anything changed? Ask your Beavers if Rainbow scares them now. They're likely to hesitate, then say no. Ask them why not. Let the discussion go wherever your Beavers want. It will help them deal with darkness fears. ^

— Ruth Dubeau is a shadow and groundhog loving Scouter from North Bay, ON.

THANKS TO ALL SCOUTING'S CORPORATE SPONSORS

Let's thank them warmly

by John Rietveld

EACH YEAR, SCOUTS CANADA CONDUCTS a corporate campaign to solicit financial support from Canadian companies. Without this help, the national portion of your membership fee would be much higher.

Scouting recognizes corporate donors each fall in our annual report for their generous support at the national level. In addition, these companies receive a letter of appreciation and, of course, a charitable tax receipt.

Companies contributing between \$500 and \$999 are designated as Bronze Level Pioneer Scout Donors. Companies contributing between \$1,000 and \$4,999, are designated as Silver Level Voyageur Scout Donors. Those companies contributing \$5,000 or more are designated as

Gold Level Pathfinder Scout Donors. Gold and Silver donors are recognized publicly in **the Leader Magazine**.

Why do we have this donor recognition program?

Scouting wants to provide a formal and visible acknowledgement of corporate support. These are great companies who deserve public acknowledgement.

In 2000-2001, one hundred and seventy-one companies contributed as corporate donors and sponsors of Scouting programs, such as Scoutrees for Canada. The following list represents our top corporate donors and sponsors for the past year.

Lord Baden-Powell told us to always thank those who support Scouting, and to leave nothing but our footprints when we've used a campsite. To our 2000-2001 corporate donors and sponsors, we say "thanks." The list below represents our footprints.

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Photo: Barrett and Mackay

Build this Kub Kar Carry

by Paul Doiron

Cubs love building Kub Kars, but they also like protecting their beautiful creations while they're bringing them to and from races.

Our pack members built Kub Kar holders as part of our overall program to tie activities into badge work. (The craft fulfillments requirements for the Handicraft and Carpenter Badges.)

The materials you'll need for each include:

- ❑ One cardboard tube (14" long x 3" inside diameter). Get these from industrial shrink wrap tubes; most companies throw them away when empty.
- ❑ One piece of 1/4" plywood, cut 13" x 2 1/4".
- ❑ Twenty inches of 1/4" rope.
- ❑ For two legs, use 1/4" plywood, cut 6" long and 1 1/4" wide. Cut out the centre in a "U" shape 3/4" deep by 2 1/2" across.
- ❑ For two ends, use 1/4" plywood cut in 3" circles (inside diameter of tube).
- ❑ Three inches of 1/2" dowel.
- ❑ Two 1/2" wooden plugs.
- ❑ Two small hinges. (Hint: cut a piano hinge into 1" pieces.)
- ❑ Two 1" wood screws.
- ❑ Two pieces of soft foam.
- ❑ One 1/4" piece of cove molding.
- ❑ Wood glue.



The finished project.

Construction

1. Cut all materials out before you start. See the templates for shape. (Depending on the age of your Cubs, leaders may have to do this task before the meeting.)
2. Position the legs to the tube, gluing them one inch in from each end. Glue both legs at the same time to make sure they line up. When the legs are secure, drill two 1/4 inch holes on top of the tube 2" in from each end. Feed the 1/4" rope up through the holes; tie a knot on the ends of the rope to keep it from pulling through. (This is your carrying handle.)
3. Glue the 1/4" x 13" x 2 1/4" piece of plywood to the inside bottom of the tube, forming a flat surface for the Kub Kar inside the holder.
4. Glue one wooden end in place to the end of the tube.
5. Cut 3/4" off the top of the other end piece; this will make your door jam. The remainder will form the door.
6. Screw and glue the smaller piece (door jam) to the bottom inside edge of the tube. (See photo) Attach the hinges to this piece and then to the other part of the door.
7. Cut the 1/4" dowel into two 1 1/2" pieces. Drill 1/4" holes part way through the 1/2" plugs. Glue the dowel in the holes. Glue a 1/4" piece of cove molding to the inside top of the tube 1/4" in from the edge. (This makes a door stop.)
8. Close the door tightly against the door stop, and drill a 1/4 inch hole through the top of the tube and part way into the door. (You'll have to sand the back edge of the door until it closes freely.) Sand the bottom on one of the pieces of dowel so it fits freely into the hole on top of the tube; this will latch the door.
9. Drill a 1/4" hole part way through the front of the door approximately 1" down from the top edge. Glue the other dowel in this hole - your door pull.
10. Finish your project by cutting the foam, and fitting it into the tube so you have enough in the tube to prevent the Kub Kar from moving around.

All that remains to do is to paint your Kub Kar carries and add logos.

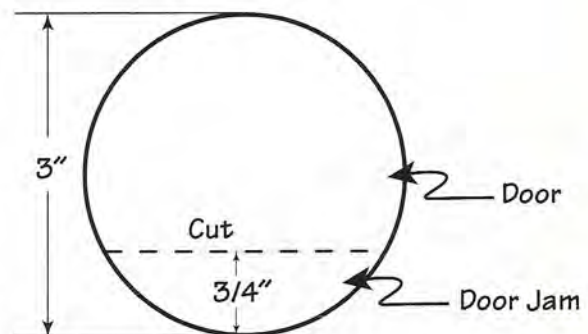
— Paul Doiron works with the Armview Area Service Team, Halifax, Nova Scotia.

Kub Kar Carry Construction

Templates



Legs (Cut out two)



End pieces (Cut out two)

Beavers:

Race, Religion and Culture

by Ross Francis

The Beaver program provides youth with an introduction to lots of new activities with others, including:

- ☑ Working
- ☑ Sharing
- ☑ Playing

Beavering expands their experience with new crafts, games and outdoor adventures. For many White Tail Beavers this may be the first time they meet children from other countries, cultures and religions. Perhaps they'll have questions about why other children or their parents dress the way they do, or have different skin colour, or shape of eyes. Other times Beavers will have questions about different customs and religions. What a great opportunity for leaders to teach their members that we are all important individuals worthy of similar treatment and respect.

Whether or not your colony includes children from other countries, it's fun to spend an evening looking at a globe or map of the world, and learning about other lands and people. Here are some examples:

- ☐ Not all countries have four seasons.
- ☐ Some countries have different animals than Canada does.
- ☐ People dress in unique styles, eat dissimilar foods, and have various religions.

Ask your members to look around the room at their buddies. No two Beavers look exactly the same. Some are shorter; some are taller. Some have brown or grey or blue eyes, while some have black or brown or blond hair. Does everyone in your group speak the same language, or do some speak a second or third language? Make a list to see how many different nationalities are represented in your colony.

Ties that Bind Us

Once you've had a chance to do a quick tour of the world looking at the differences, discuss things that all people share in common. Everyone needs food and water

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Invite Aboriginal people to your meeting to share their culture.

Photo: Scouts Canada archives

to live. And we all share important feelings: happiness, sadness, fear, worries and concerns. Our similarities are much more important than our differences.

Build Respect and Tolerance

Activities like the ones that follow will help children gain an awareness and respect for each other.

You will need assorted crayons, four bags of cookies (they must be the same kind), different sizes of cardboard boxes, assorted wrapping paper, adhesive tape and scissors. (Each lodge should have its own bag of cookies and box.)

Begin by asking your Beavers to look at each other. Just because everyone is wearing a Beaver uniform doesn't make them all the same, but it does show that they have something in common.

Pick a month and ask all Beavers with a birthday in that month to come to the centre of the circle. Because they have a birthday in the same month, does that make them all the same? Of course not. Some are taller, some are older, some are boys and some are girls.

Now turn to your crayons. Ask your Beavers what is different about them. They will quickly point out various colours and how some are broken; but look again and you'll see that some are sharp, some are dull, and perhaps even some have different brand names. Ask these questions: Do the differences change the use of the crayons? Can they all be used with which to colour? Do they all require paper? What you're showing is that despite the differences, all crayons share fundamental similarities.

Cookie Time

Now let's get to the cookies. Before the meeting, place each bag of cookies in a different sized box and wrap them in various colours of wrapping paper. Give each lodge a box, and have members describe their package, pointing out differences with other lodges. Then, have them try to guess what may be inside.

After comparing differences and trying to guess the contents, ask them to open their packages and show what's inside.

Finish by reviewing what has taken place. How did the packages look from the outside? Just because they're different on the outside doesn't mean they're different on the inside. How

are people like these packages? If people are different in size, hair colour, clothes, etc., does that mean that they're different on the inside?

With these examples fresh in your Beavers' minds, once more discuss human similarities: fear, love, pain, hunger, thirst, hope, anger, disappointment, happiness, worry.

Explain that what you see or observe on the outside is not nearly as important as what is on the inside. All members in your colony thought they had something different only to discover that they had identical cookies, but packaged in unique ways. If a Beaver had not opened a package because he or she hadn't liked the size, shape, or colour, or the way it was wrapped the child wouldn't have discovered what the package contained. Point out how this applies to people. If we don't take time to get to know what's inside other people, we can't understand them.

Delightful Food

Interest levels will soar if you're lucky enough to have children from various cultures and nationalities in your colony. Ask them and their parents to bring in food, clothes, pictures and other family members. Then, they can share their cultures with everyone. (Opening up the 'package' and seeing what's inside helps people gain respect for each other.) You could explore different religions too. How are they the same, and how do they diverge? Christmas and Hanukkah offer some excellent opportunities for learning.

Years ago, while hiking with Scouts and watching deer in the woods, several youth started talking about how many deer they had seen in their lives. Interrupting, one African-Canadian Scout said, "I've seen more elephants than I have deer." This sparked a fascinating discussion about the world; it turned into an excellent learning experience for everyone. (Once again, we were looking inside the 'package' and gaining a greater appreciation and respect for a member of our troop.)

Create Learning Opportunities

When leaders create cultural learning opportunities for children, it builds youthful awareness and respect for those around them. Start building these bridges now at an early age. It will help stop racism before it gets started. ^

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Does Your Pack Have a Kim in its Leadership Team?

by Lauri Cunningham and Bryon Milliere

LAST MONTH WE EXPLORED the importance of having a Keeo in Beaver colonies. Now let's look at the important leadership training abilities of Kim. An effective Kim will "bridge the gap" between your Cubs, your leadership team and the local Scout troop.

Who is Kim? Kim is a Scout who serves on your pack's leadership team. Kim brings talented and youthful leadership to your pack. As well, the position of Kim provides unique leadership development opportunities for Scouts in your community.

Because Kim sees your program through the eyes of a child, his or her input adds an important, extra dimension to Scouting programs.

So Why the Name Kim?

Cubbing grows out of *The Jungle Book*, a story by Rudyard Kipling, who also authored the story *Kim*. Orphaned in India at age three, the character Kim was best known by his nickname "Little Friend of the World." Eventually readers discover that Kim is truly a spy working for the British Army.

Introducing Kim's Game

Fill a box with a variety of items, such as a pencil, book, ball, woggle, Cub badges, etc. Allow Cubs to view the contents without taking anything

out; they may handle the objects.

Replace the lid on the box and ask your Cubs to write down all the contents they remember. Kim's Game helps Cubs learn to observe carefully, and it develops their memory skills.

Choosing Kim

How do you choose a Kim?

Start by contacting the leaders of your local Scout troop. You'll need to communicate clearly with Scout leaders, who will provide invaluable assistance. Let the Scout leaders know what specific characteristics you want in a Kim. Perhaps you particularly want someone who is energetic, enthusiastic and full of ideas. Or, perhaps you're looking for someone with an especially gentle, cooperative approach with younger kids.

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Kim Leaves His Mark on the Falcon Pack

by Don Fowler

Our pack has found that including a Kim on the team has proven a wonderful experience. While our adult leaders treat Kim as a significant part of the leadership team, we realize that this Scout is involved in other important activities, including school, family, friends and soccer.

We allow Kim to participate fully to the best of his ability. For example, when our Kim prepares evening programs, he chooses nights he can manage well, both in terms of the program and his other commitments. Our leaders provide full support in preparing and implementing the night's activities so the program runs smoothly.

One particularly successful theme focussed on the Artist Badge. This program stretched over two evenings; activities included potato prints and still life drawings of *The Jungle Book* characters. The Cubs combined the prints and drawings to create cards that they gave out to special non-Scouting friends.

Our Kim dreamed up this whole program on his own. He explained to the Cubs how to start, and then he let the creativity flow. The results were amazing! Our Cubs felt great because of their accomplishments, while our Kim enjoyed the satisfaction of having planned and led a successful program. What a great self-esteem builder! An added plus: the program helped Kim achieve his Leadership Award (Pathfinder Level).

Our Kim has also contributed greatly to the program's spiritual component. Each meeting ends with a Scouter's Five, and Kim participates in this along with adult leaders. By contributing to our pack in this way, Kim also earned his Personal Development Badge (Voyageur Level).

Allow your Kim to develop true leadership abilities. Rather than telling him or her what to do, ask Kim to contribute ideas. When Kim participates as a full member of the leadership team, your Cubs take notice.

— Don Fowler lives in Nepean, ON. He volunteers as "Baloo" in the Bells Corners' Scouting Group.

The Scout leader should suggest several Scouts for Cub leaders to consider. The final decision about who becomes a Kim should rest with your Cub leadership team. Follow this systematic approach:

1. Consider how many Kims your pack needs.
2. Discuss your pack's needs with troop leaders. (They know their Scouts and will be able to help you find a youth with the necessary qualities.)
3. Ask them to recommend several interested youths.
4. Visit the troop and watch how the Scouts who have been recommended act with others, especially younger Scouts.
5. Choose the person(s) who you feel is best suited to the needs of the pack.
6. Explain the role of Kim to the youth(s), and invite him or her

What Does Kim Wear?

Kim wears the Scout uniform, including the green Scout epaulets, sash, woggle and belt. Kim also wears a special yellow neckerchief that sets him or her apart.

How Long Should Kim Stay in the Pack?

Kim should be prepared to help out in the pack for at least six months, and preferably an entire Scouting year. This allows Cubs to get to know Kim, and Kim to develop as a leader.

What Characteristics Are Desirable in a Kim?

The pack leadership team needs to remember that Kim is a Scout; his or her first responsibilities are to the troop.

Kim needs to be a kind, caring Scout. This youth needs to realize that he or she is a role-model of appropriate behaviour at pack meetings, as well as a peer counsellor. Kim should be comfortable speaking to the pack about troop programming. The youth should display leadership skills in games, songs and other activities.

When Kim Introduces Scout Appropriate Ideas

Sometimes your Kim will suggest ideas that are appropriate for Scout-aged youth, but not Cubs. Here's how to handle this situation.

- ☐ At all times encourage ideas to flow.
- ☐ Ask Kim to remember back when he or she was a Cub. Ask how a specific activity could be used best in the pack.
- ☐ Remind Kim that Cubs need something to look forward to in Scouts.

KIM'S DUTIES

Here's a list of some of Kim's duties.

- ☐ Act as a liaison between pack and troop, informing leaders of activities in each section.
- ☐ Help with crafts, games, stories, etc.
- ☐ Introduce older Cubs to Scouting to ease their transition from pack to troop.
- ☐ Participate in a Swimming-up ceremony.
- ☐ Join in pack activities, and work with sixes.
- ☐ Help Cubs with Scout requirements to speed their investiture into the troop.
- ☐ Act as a link between pack and troop at joint functions.
- ☐ Join in all ceremonies.
- ☐ Help plan the program.
- ☐ Set an example for Cubs, be a role-model and showcase what being a Scout is all about.

Many leaders find Kim vital in creating and maintaining a closer relationship between the pack and troop. As a part of the leadership team, Kim has opportunities to share ideas and help plan and implement the program, with help from adult leaders. Working through a planning process provides a wonderful learning opportunity for Kim.

to visit one of your pack meetings to see where Kim fits in. Invite Kim's parents, too.

7. Be aware of specific needs, such as Cubs needing constant attention.

Look for a Scout who is:

- ☐ Warm, friendly and able to get along with Cub-aged children.
- ☐ Responsible and able to set a good example.
- ☐ Able to work, and communicate, with others.
- ☐ Mature enough to work as a young leader, rather than an old Cub.
- ☐ Able to gain satisfaction through giving as well as getting.
- ☐ Capable of helping with activities.

Choosing a Kim can make your entire Scouting program work better and give everyone, including leaders, a better experience. ✕

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CROSS-COUNTRY PHOTOS

When Kyle Bowman, of the 1st Acton Colony (ON), decided to take up the challenge to describe what he does in Beavers by making a poster, he had no idea it would win first prize. (The contest was conceived by the Acton District Scout Council.) The judges had a very difficult time picking a winning poster, but eventually settled on Kyle's. The local newspaper even sent a reporter to the presentation ceremony and featured Kyle's picture and poster on its pages.

Photo: Jean Layman



When Scouts and Cubs in the Ottawa area decided to listen to some campfire songs, they talked Gordon Slater (the Dominion Carillonneur) into playing the 53 carillon bells in the Canadian Parliament Building's Peace Tower. Gathered around the eternal flame at the bottom, the youth listened as Scouting music echoed off the high rise buildings of downtown Ottawa. Later, several Scouts and Cubs presented Mr. Slater with a Music Badge. What a unique campfire experience. Photo: Fred Cattroll



WATER BOMBING SCOUTS

On an exciting outing, Scouts from the 19th Red Dragons Troop travelled 40 km north of Prince Albert, SK, to tour the Fire Control Centre and Water Tanker Base located at Buffalo Narrows. The Scouts really enjoyed looking through the aircraft and finding out how they can prevent forest fires by carefully extinguishing campfires. The day trip concluded with a wiener roast and a rollick in some nearby sand dunes. Photo: Kendell Kerr



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Volunteering: *The Gift that Keeps on Giving*

by Bryon Milliere

Philanthropy and volunteering are vibrant characteristics of Canadian life; that's what the 2000 National Survey of Giving, Volunteering and Participating tells us.

In Scouting, volunteers are known for giving generously of their time and resources to provide benefits to youth, adults and the community at large. Our programs support a lifestyle of giving starting early in life.

Compared to the previous survey conducted in 1997, one million fewer Canadians volunteered, but those who did volunteer gave more of their time, for a net increase of 5 percent – a total of 1.1 billion hours. Just over 6.5 million people (27 percent of Canadians 15 years of age and older) volunteered their time and skills to a charitable or non-profit organization.

A few people do a lot. In fact, seven percent of Canadians gave 73 percent of all volunteer hours. Volunteers contributed an average of 162 hours over the year.

Who are these dedicated individuals? Common characteristics of those who give the most hours include:

- ☐ Religiously active
- ☐ Sixty-five years of age and older
- ☐ Widowed people
- ☐ Individuals with some post secondary education
- ☐ People not in the labour force with a family income of less than \$20,000 per year.

The religiously active tend to volunteer and give to their community both inside and outside their faith group. The likelihood of volunteering time increases with education, family income, age, and marital status. Only 17 percent of people with household incomes under \$20,000 volunteered, compared with 39 percent of those with incomes of \$100,000 or more. However, volunteers with the lowest levels of household income gave the most time.

Percentage of People Volunteering

Characteristic	2000 %	1997 %	2000 (Average hours)	1997 (Average hours)
Age				
15-24	29	33	130	125
25-34	24	28	131	133
35-44	30	37	153	142
45-54	30	35	158	157
55-64	28	30	181	160
65 and older	18	23	269	202

Some trends to greater volunteering occurred among youth aged 15 to 24 years. Over 50 percent of youth saw volunteering as a way to improve employment opportunities. Twenty-four percent of youth reported that volunteering actually helped them to obtain employment.

Scouting provides many opportunities to develop highly sought employment skills, such as leadership, the ability to work as part of a team, and project management. Keep these in mind next time you approach a youth to help in a leadership role.

Giving

Canadians became more generous with their charitable giving. Total donations actually grew by 11 percent, for a total of \$5 billion. Similar to the statistics relating to giving time, a few individuals carry the load for the majority. Eighty percent of the dollars were donated by 20 percent of the donors.

Want to learn more about volunteering and giving by Canadians? Visit these web sites:

www.nsgvp.org/
(The report breaks the results out in great detail.)

www.volunteer.ca
(Volunteer Canada's site.)

www.iyvcanda.org/International
(Year of Volunteers site.)

Start Now!

You're making a difference right now in the lives of youth. Well done!

Can you find ways to help others? Brainstorm in your Scouting sections and involve youth members today. If you help 'hook' young people today on volunteering, they will probably continue throughout their lives. ^

RESOLVE TO BE INVOLVED

On December 5, 2001, Volunteer Canada encourages Canadians to commit their time to voluntary organizations across the country for 2002. Take some time over the Christmas season to consider the impact you are making on the future of youth through your Scouting involvement.

At the conclusion of this current Scouting year, will you renew the commitment to your current role, seek another role in Scouting or pledge your services elsewhere?

Do you have the necessary skills and knowledge? Consider what skills and knowledge you need to acquire to be effective. Contact your local Scout council to ask for assistance with meeting these learning needs. Many members report that the skills they develop in Scouting improve their effectiveness and employability at work.

Join with over 6.5 million Canadians who pledge their time and skills to charitable or non-profit organizations.

Resolve to be involved. Make a difference!

It's All a Question of Understanding and Building Trust

by Ross Francis

"Trust me. I won't let you down."

These are words that one Cub says to another blindfolded Cub as she begins leading him through an obstacle course. Imagine how the blindfolded Cub feels at this point. He depends totally on the other Cub to guide him safely through the course. He must trust the other Cub to "do her best." If there is no trust, one thing is guaranteed: incredible discomfort.

On his first time through an obstacle course, a blindfolded Cub will likely feel nervous. But after navigating the course several times successfully, he'll develop trust and faith in the other Cub, as well as confidence in himself.

This game provides a good example of how one Cub earns the trust and respect of another. In daily life, when a Cub gives his or her word – promising to do something – the same type of "journey" begins. People expect us to carry through with our commitments. When we undertake a task and successfully complete it, we earn trust and respect. If we forget to do the task, people lose trust in us. If we do our best, but are unable to complete the task, our effort counts for something too. Sometimes effort



Photo: Mark McDermid

counts more than completion; that's what Scouting's "do your best" motto is all about.

Ask your Cubs for examples of things their parents, teachers and leaders trust them to do. Start by discovering the earliest things they remember being trusted or responsible for (e.g. crossing the street by themselves, walking to a friend's place or to school by themselves). Contrast those with actions they are trusted or responsible to do now (e.g. coming

home on time, looking after their own rooms, performing tasks around the home). Point out that while they started with small responsibilities, they have increased their level of trustworthiness, and enjoy more freedom and responsibility.

Like Money in the Bank

Trust levels are like money in a bank account, or perhaps like water in a pond. They go up and down, depending on how much goes in, and

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how much comes out. Discuss how the amount of freedom and responsibility people receive varies according to the level of trustworthiness they earn. As Cubs demonstrate that they are responsible and trustworthy, parents, teachers and leaders usually give them more freedom and responsibility. If, however, Cubs (or others) let people down by leaving tasks unfinished, their "trust account" or "trust pond" goes down; some of their freedom and responsibilities may evaporate.

Ask your Cubs to give examples of things that they can do, or have done, to fill up their trust pond, earning trustworthiness, freedom and responsibility.

What might this include? Here's a very short list:

- ☐ Doing things without being asked
- ☐ Playing fairly
- ☐ Following rules.

Now ask your Cubs to share ideas of events that might evaporate the water in their trust pond, reducing their trustworthiness, freedom and responsibility. Examples might include:

- ☐ Coming home late
- ☐ Neglecting to look after their room or their things
- ☐ Leaving chores undone
- ☐ Treating others poorly.

Fears and Peers: Gaining Your Friends' Respect

How do these principles apply to relationships with friends? Ask Cubs in what ways they most want their friends to be trustworthy. Have them give examples of things or situations

with which they would trust their friends, and others in which they would not. Do they trust some friends more than others? Why? Do they know some friends better than others? Have they seen how friends behave, perhaps how well or poorly friends look after their own things?

Emphasize that it takes time to earn trust or to trust other people – just as it takes time to fill a pond with water, or build up savings in a bank account. For example, while most Cubs would not likely lend their favourite toy to someone they had just met, they might offer it to a friend they know and trust.

Betrayed Again

Ask your Cubs how they would feel if someone betrayed their trust. How could this happen? Perhaps they confided a special secret to a friend who betrayed them by telling the news to other people. Perhaps they trusted a friend to use a valued possession, such as a bike or toy, and it came back damaged. What would it take for this person to regain their trust? How could they begin to refill the "trust pond"? Would an apology be a good place to start? What about offering to repair the damages? What about promising not to break their trust again? How would Cubs receive such promises after trust has been broken? Talk about the importance of actions compared to words.

Trust-Building Exercises

Try these simple exercises to help Cubs learn the give and take dynamics of trust. Construct a simple obstacle course including a few

hurdles to go over, under and around. Blindfold one Cub. Instruct another Cub to lead her through the course by providing instructions and allowing the blindfolded Cub to hold the guide's arm. After they complete the course, have the two switch places and do it again.

As their comfort level increases, have Cubs provide only verbal instructions, and offer physical guidance. Then do the opposite, guiding by touch without words. Once again, let the Cubs switch places. After each trip through the obstacle course ask your Cubs how they felt about trusting their safety to someone else, or being trusted with the responsibility for someone's safety.

Debriefing Is Important

After these simple challenges, ask your Cubs to sit down to discuss how things went. A debriefing provides an important opportunity for Cubs to make the connection between experience and ideas.

Help them understand the importance of being able to trust and being trusted, especially when another person's safety is concerned. Trusting and being trusted are critical to any relationship and to an individual's self-esteem. Friendships grow out of people's trust and respect for each other.

Close your meeting by considering the Golden Rule: "Treat others as you hope and want them to treat you." Ask your Cubs how they would like to be treated, and encourage them to let that be their guide as they decide how to treat others.

Trust. It's a vital component in all relationships. ✕

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ENAMELED PINS



Playing With Matches: Sometimes It's Okay

by Ian Mitchell

"Don't play with matches!"

My parents used to warn me with these words. Of course, they meant matches that were still capable of igniting into a flame.

Here are a few ways of creating hours of fun using only a box of matches. Use these match games when Scouts are in their snow shelter, or when waiting for drives to arrive at the end of a

camp. Match games store very compactly, and weigh next to nothing – perfect for carrying in your pack.

One last important item needs attention. To guarantee that all members stay safe, be sure to strike all matches, and safely put them out. Wipe them clean with paper towel before playing any games.

Nim

This game originated thousands of years ago in the Orient where people played it with stones. Today it is popular with travellers because all the equipment needed is carried in a matchbox.

Arrange any number of matches into as many piles as you like. The piles need not contain an equal number of matches. (See diagram #1)

Each player in turn takes part or all of any one pile of matches.

The game is over when the last match is picked up. The winner is the person who picks up the last match or last remaining pile of matches.

Squayles

For this game, arrange 31 matches into a large rectangle of 12 inner squares. (See diagram #2 below) Each player in turn may take as

many matches as he or she likes, as long as the matches are adjoining. The person who picks up the last match wins.

Nimbi

Begin by laying the matches out in a rectangle or square of any size. (See diagram #3) Each player in turn takes any number of adjacent matches from any row or column. Whoever picks up the last match wins.

Here's an example. In the diagram below, if the first player takes the top three matches from the second column, the second player cannot take the whole first row at one time because of the gap. However, this player could pick up the entire fourth row because there is no gap in it.

Match Puzzles

Looking for something individual

to amuse your Scouts? These match puzzles should keep them busy.

1. Transform the triangle in diagram 4 into three connecting triangles using the same number of matches. (See diagram)
2. Remove five matches from this figure to reduce the number of triangles from nine to five. (See diagram 5)
3. Arrange 24 matches into a square composed of nine small triangles. Remove eight matches to reduce the number of inside squares to only two.
4. Try building the illustrated "pioneering project" with matches. It may look impossible, but start at the top; that will make it easier. X

Puzzle Answers

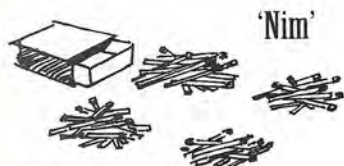


Diagram 1

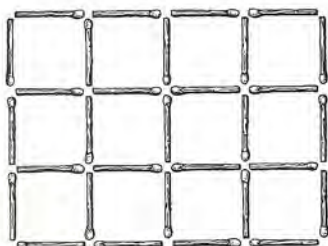


Diagram 2



Diagram 3

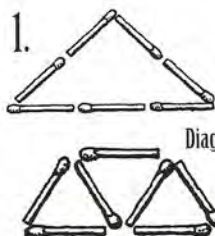


Diagram 4

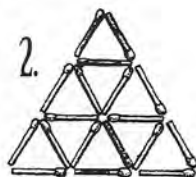
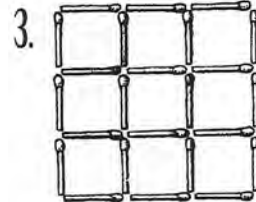
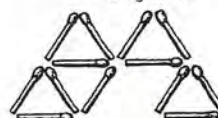
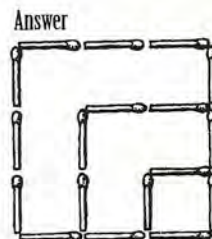


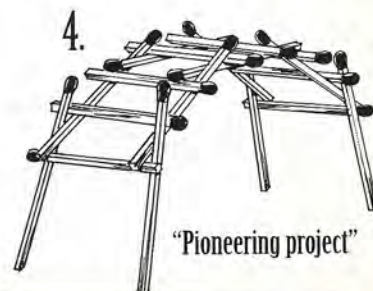
Diagram 5



3.



Answer



"Pioneering project"



JAMBE:

Quebec's Provincial Jamboree

Experience the Adventure!



*Appel à tous
les scouts,
aventuriers et
animateurs!*

Are you looking for an incredible jamboree adventure next summer? This is it.

From July 14 to 20, 2002 Scouts, Venturers and leaders from across the country will be descending on Camp Tamaracouta – the oldest, continuously operating Scout Camp in the world – for a week of jam-packed adventure.

Operating since 1912, Camp Tamaracouta is located approximately 40 minutes north of Montreal on its own lake. The camp encompasses approximately 400 hectares of stunning countryside with beautiful campsites and wilderness.

The jamboree theme will vary depending on whether you are a Scout or Venturer. Offers of Service, Scouts and Venturers will have their own subcamps. In addition, all participants will have the opportunity to spend a day at a water park with their unit or family.

Exciting Scout Program

Scout participants will be divided into one of eight great First Nations: Cree, Abénaquis, Montagnais, Algonquin, Huron, Mohawk, Outaouais or Inuit. These will participate in

"The Manitou Quest: Catch the Soul of the First Nations." Each Nation will be subdivided into tribes that will have to complete seven challenges:

- ☐ Maze
- ☐ Mud hole
- ☐ Rope bridge
- ☐ Orienteering
- ☐ Pioneering
- ☐ Travois race
- ☐ Hunt.



We've divided each challenge into five separate activities:

- ☐ Learning
- ☐ Crafts
- ☐ Native game
- ☐ Cooking
- ☐ Main activity (the seven challenges).

For each of the challenges, tribes will receive a rock of a specific colour, each colour symbolizing the earth, the sun, the moon, the water, etc.

When tribes complete all seven challenges, participants will join together to build eight fires representing the eight Nations. Each tribe will place the rocks received during the challenges to form a circle. Then, a special surprise awaits everyone.

Venturer Program

Following a wild *coureur des bois* theme, Venturers will explore an unknown land (Tamaracouta's property).

Coureur des bois were proud, independent adventurers who lived

off the land and learned to adapt as they opened up Canada's heartland. Always quick to leave their homes for new horizons, they strained forward for new experiences.

Jambec Venturers will follow an incredible journey involving:

- ☐ Canoes
- ☐ Portage trails
- ☐ Racing in the forest
- ☐ Climbing
- ☐ Swimming
- ☐ Orienteering.

Which company will win the glorious honours? Only the most clever, disciplined and structured one.

Can you built a teepee or a long house? Do you know all the secrets of backpack cooking? Have you ever built a canoe or a fort? Come share your knowledge, and develop new friendships. Don't miss the fun.

Sign Up Now!

We're limiting registration to 3,000 participants, so book your spot now. Registration costs (including food) are \$250 per youth, \$125 per adult leader, or \$100 for an Offer of Service. (The first payment of \$25 per participant is due by December 31, 2001.)

Please check our web site (www.welcome.to/jambec2002) for more details; there, you'll even be able to get all the necessary forms.

Don't miss this fantastic opportunity. Sign up today.

Nous vous attendons avec impatience! ^



Photos: Barrett and Mackay

*You'll eat
really well
at Jambec.*



*"I love playing
in the mud!"*

Scout Shops Offer Great Holiday Gifts

by Ben Kruser

When thinking of holiday presents for your group or family, don't forget to visit the local Scout Shop for gift ideas. Scouts Canada has included a wide range of new products that are perfect for the person who already has everything.

Our new PickUp Truck Kit (catalogue # 71208) is a new member of the Kub Kar family. Along with the 18-Wheeler Kit Deluxe and Catamaran, the PickUp Truck offers a bit more challenge and design options. Unfortunately, tradition has unfairly labelled these products by section. While we try to place products in the

PICKUP TRUCK KIT



DUTCH OVENS



AIRPLANE MINI KITS



MAGIC STRIKER KIT

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catalogue by skill level, these are all craft items that are suitable for any member to work on outside of section related activities and events.

If you're a fan of Louis L'Amour westerns, you will know that famous cowboy hero, Hopalong Cassidy, always carried an old bird's nest with him in order to start a fire. Now you can be assured of being able to start a fire with the Magic Striker kit (catalogue # 51195 without belt pouch, and # 51196 with belt pouch). Shave off a few strips of the resin soaked "fatwood," and let the sparks fly. With some practice, you'll be rescuing some poor cowpoke and boiling up a great pot of hot chocolate at the same time.

If you expect to be snowed in for the holidays, stock up on over seven different kinds of Airplane Mini Kits (catalogue # 71360 to # 71366). These take a lot of patience, glue and poster

paint. With more than one kit, kids can create their own flying machine squadrons.

Winter is a great time to practice outdoor cooking in a big way. Cold weather needs hearty meals. Dutch ovens (catalogue # 51171, 51172 and 51174) were the main cooking tools of Canadian pioneers. Get a fire going, whip up some bread or muffin batter, place it in a tin that fits inside the Dutch oven being used, and then put it inside the oven. Cover the top with coals top and bottom, and let the contents bake. It's that simple. Nothing beats a hot biscuit or muffin after a long winter hike.

Happy Holidays!

On behalf of the staff in Retail Services and Scout Shops across Canada, I wish you and your family the very happiest of holidays. ^

SCOUTER'S 5

I Shall Not Whine

- ☐ Break up into sixes or patrols, and ask your Cubs or Scouts to put these words to music. When they've completed that task, give each six "the stage" to perform their song.

- ☐ Afterwards, break into small groups again and challenge each to make up the largest list they can think of covering everything for which they are thankful. Examples might include family members, a pet, friends, and sunny days.

- ☐ Here are the words to put to music:
- Today, upon a bus
I saw a girl with golden hair.
And I wished I was as fair.
When suddenly she rose to leave,
I saw her hobble down the aisle.
She had one leg and carried a crutch,
But as she passed, she smiled.

Oh, Lord, forgive me when I whine.
I have two legs, the world is mine.

- ☐ I stopped to buy some candy.
The lad who sold it had such charm.
I talked with him, he seemed so glad.
If I were late, it'd do no harm.
And as I left, he said to me,
"I thank you. You've been so kind.
It's nice to talk with folks like you.
You see...," he said, "I'm blind."

- ☐ Oh, Lord, forgive me when I whine.
I have two eyes, the world is mine.

(Continued...)

Scouter's Five Minutes

December 2001

RECIPES

- ☐ Although this first "recipe" has little to do with food, it is worth repeating in December as we prepare for dark cold months ahead.

Recipe for Happiness

- ☐ Your section will be happier when leaders role-model this recipe for happiness.

Start with two heaping cups of patience. Add one heart full of love, two hands full of generosity, and a dash of laughter.

- ☐ One head full of understanding will mellow everyone, as will a generous sprinkle of kindness. Add plenty of faith in your youth and leaders, then mix well.

Spread over a period of a lifetime, and serve this recipe to everybody you meet.

Chocolate Scouts

Here's a tasty treat for December's parties. The recipe calls for nuts, but don't use any if someone in your group has a nut allergy.

- ☐ Gather together 70 mL of unsweetened cocoa powder, 125 mL of all purpose flour, 1 mL of salt, 250 mL of packed brown sugar, 125 mL of puréed prunes, 45 mL of melted butter, two egg whites, 15 mL of vanilla, 60 mL of chopped walnuts or pecans, and various colours of frosting.

- ☐ Preheat the oven to 160° C. Combine cocoa, flour and salt in a small bowl. Set it aside. Blend together brown sugar, prunes, butter, egg whites and vanilla. Gradually add the flour mixture, and blend it after each is added. Stir in the nuts.

- ☐ Spray a non-stick oil onto a baking pan (20 cm by 20 cm). Pour the batter into the pan and spread it evenly. Bake for 20 to 22 minutes until the edges feel dry to the touch; the centre should appear fudgy. Do not overbake!

Recipes December 2001

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Remove the contents from the oven and let it cool.

With different colours of frosting, let youth members draw a picture of a Beaver, Cub or Scout on the mixture. Slice and serve.

Personal Pizzas

These pizzas are surprisingly delicious, easy to make and very nutritious. They make excellent party snacks.

You'll need a can of spaghetti sauce, English muffins, pepperoni, green pepper and grated mozzarella cheese.

Let Beavers, Cubs and Scouts spread a *thin* layer of sauce on a *toasted* English muffin. (Your members might want more than one.) Put pepperoni, green pepper and any other vegetables on the pizza.

Top the personal pizzas off with a generous portion of mozzarella cheese. Place the pizzas on a flat pan and put them into a pre-heated oven at about 190° C for ten minutes, or until the cheese is golden brown.

Take from the oven, let cool for a minute, then dig in. Leaders should make sure everyone has (and uses) a paper napkin. Overly stuffed pizzas tend to "leak."



Recipes

Later, while walking down the street,
I saw a child with eyes of blue.
He stood and watched the others play.
He did not know what to do.
I stopped a moment and then I said,
"Why don't you join the others, dear?"
He looked ahead without a word.
And then I knew, he couldn't hear.

Oh, Lord, forgive me when I whine.
I have two ears, the world is mine.

With feet to take me where I'd go.
With eyes to see the sunset's glow.
With ears to hear what I'd know.
Oh, Lord, forgive me when I whine.
I've been blessed indeed,
The world is mine.

— *Author unknown.*

Thanks to Sue Pike for sharing it.

Live Each Day

Live your life each day as you would climb a mountain. An occasional glance toward the summit keeps the goal in mind, but you'll see many beautiful scenes from every new vantage point.

Climb slowly, steadily, enjoying each passing moment; the view from the summit will serve as a fitting climax for the journey.

— *Harold Melche*

Scouter's Five Minutes

Pen Pals from Around the World

Britain

Scouters Roy and Joan Walker will find British pen pals for all individuals or groups seeking an overseas friend. Contact them at "Waybrook", Ewing Close, Reepham, Norfolk, NR10 4JQ, phone: 011-44-603-870352

Netherlands

Would you like a Dutch pen pal? Contact the Dutch pen pal secretary. Her address: E. Dekkers-van Houten, Post Box Secretaresse, Scouting Nederland, P.C. Hooftlaan 4-14, 7552 HG Hengelo, The Netherlands.

Australia

Australian Scouting youth are looking for pen pals in Canada. If you would like one, please contact Barbara Riley, the pen pal co-ordinator for the international team in Queensland, Australia, at e-mail address: penpals@qldhq.scouts.com

Please Note

The Leader does not provide a regular Pen Pal column. Scouting members who want a pen pal may contact the three Scouting organizations above that will help them connect with a youth or leader. Leaders should screen all letters or e-mail messages coming from pen pals to ensure that people do not misrepresent themselves or make inappropriate statements. Scouts Canada's web site (www.scouts.ca) has many links with Scouting groups around the world.

A Winter Sled that's Perfect for Camping

by Ian Mitchell

Can you see your Venturers doing a pulka?

Hold it. I said a pulka, not a polka. If you don't know what a pulka is, I'll tell you. It's a sled designed for pulling your gear in winter, rather than carrying it on your back.

A Great Early Winter Project

Let's look at how to build a simple pulka for your next outdoor, winter adventure.

This design will carry up to a 90-litre pack. It's good for short, week-end, camping trips. Your Venturers will have a terrific time building them, and will look pretty impressive out in the wilderness.

For each one, you'll need:

- ☐ A children's plastic sled (Rigid and fairly flat)
- ☐ Two pieces of 1.5 m x 13 mm plastic electrical conduit
- ☐ Conduit 1 metre x 13 mm
- ☐ Nylon rope 5 metres x 6 mm
- ☐ Nylon rope 1 metre x 6 mm
- ☐ Nylon rope 1 metre x 3 mm
- ☐ Two carabiners
- ☐ Two 3 metre nylon straps



Construction Details

1. Cut out holes A, B, C and D on the front edge of the sled. (See diagram) Keep holes A and D close to the edge of the sled so you can fold the arms (when attached) back when not in use.
2. Thread the thicker nylon rope through the holes A-B C-D, and the two longer conduits. Knot the ends through the carabiners (U and V) as close as possible to the conduit. This will minimize slack.
3. Fix the short conduit between E and F for more stability. Use the short 6 mm nylon rope by threading it through the conduit, and ty-

ing it to the longer arms. Use duct tape to ensure these stay in place.

4. Use the 3 mm rope to create the cross members from B to F and C to E. These will add extra stability for pulling on uneven terrain. (Note: The knots at B and C should be loose enough so you can easily undo them so the arms can be put back when not in use.)

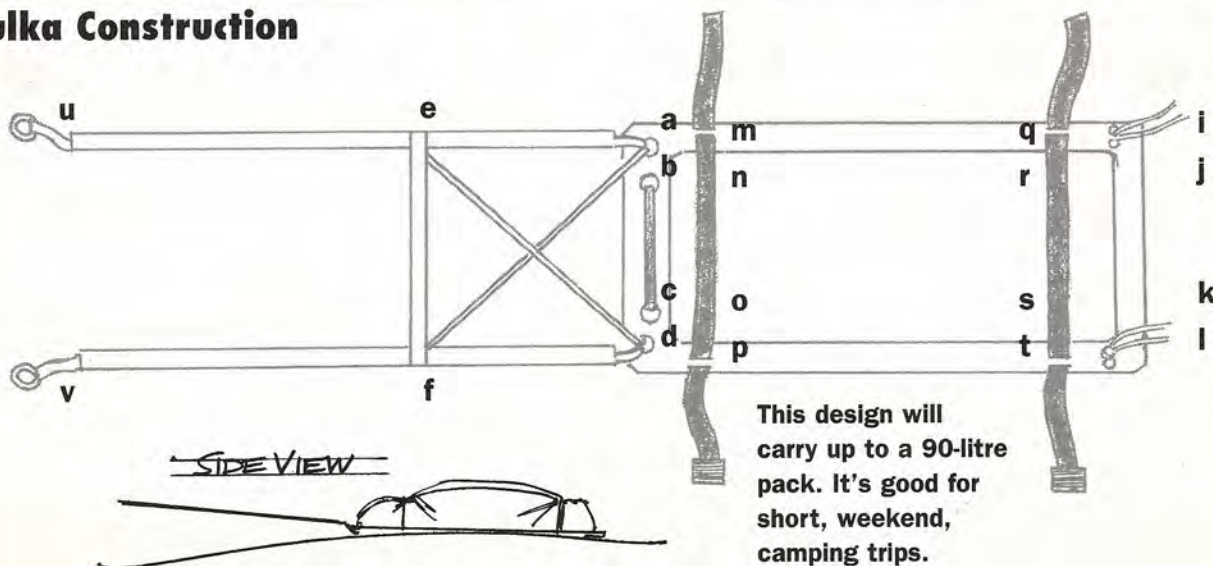
5. If you wish, drill holes I, J, K and L, and attach about 10 cm of string. This will hold the arms back when not in use.

6. Cut slots M, N, O and P, and Q, R, S and T. Thread through the two longer straps that will hold your pack to the sled.

You can attach the sled to your waist for pulling using several methods. The simplest involves tying a piece of nylon rope around your waist with two loops tied in it. I prefer using a waist strap from a backpack. The two carabiners will make connecting to whatever you use easy.

When you fasten your pack on the sled, place it with the straps facing up. This way will let you quickly put the whole assembly on your back and carry it across a road or even into town. ^

Pulka Construction



This design will carry up to a 90-litre pack. It's good for short, weekend, camping trips.

Is Anyone Listening?

by Tyler Arrell

Has anything changed?

National Commissioner Sam Elsworth's January '01 article in **the Leader** reporting on the decision to de-emphasize Scouts Canada's formal uniform in the Scout, Venturer and Rover programs generated much reaction and discussion. Many youth members applauded the decision, but I was shocked at the emotionally-charged negative reaction by some leaders.

In fact, since the decision was reported in **the Leader**, I've seen virtually no change in many leaders' attitudes towards the uniform. I still see Scouts and Venturers wearing the full uniform at weekly meetings and outdoor activities. Also, I see pictures submitted to the Magazine of groups wearing the formal uniform while paddling canoes and riding bicycles.

A Decision, Not a Discussion

Sam's article wasn't 'floating' an idea for discussion. It was communicating an important decision that Scouts Canada

has made, based on the best interests of our youth members, backed by sound research. It reflected what Scouts Canada – through the National Youth Committee, youth networks and focus groups from across the country, and the National Commissioner – is saying about the uniform.

The uniform has little to do with Scouts Canada's Mission, Principles, or programs. It stigmatizes current youth members (particularly in the older sections), and keeps others from even considering Scouting as an extra-curricular activity. This means fewer youth are trying new experiences, learning outdoor and leadership skills, and gaining self-confidence. Scouts Canada made this decision to:

- ☐ Remove membership barriers
- ☐ Modernize our out-dated public image
- ☐ Appeal to more youth.

In other words, we made the decision to better meet Scouting's Mission.

CJ Experience

CJ'01 showed that Scouts can enjoy and benefit from our programs and activities without a formal uniform. Very few youth members wore (or even brought) their uniforms to the event. Many wore jamboree T-shirts, jackets, or customized CJ'01 gear.

At the Camp Chief's tent, we heard about the uniform from many Scouts and Venturers in a "Speaker's Corner" setting. Once again, most agreed that the uniform has a place in Scouting in ceremonial and formal occasions. But, they feel the uniform is not appropriate for outdoor activities, or even for the average weekly meeting. Simply put, leaders must accept that it's OK not to wear the uniform all the time, and youth members in our older sections must be entrusted to make their own decisions around the uniform.

Clothing Youth Want to Wear

Scouts Canada has created two services to help provide attractive, comfortable and relevant clothing that members can wear while participating in Scouting activities. The "Bring on the Adventure" line of clothing includes fleece pullovers, vests, outdoor jackets, T-shirts, sweats and ball caps. Scouts CustomFactory.ca allows members and groups to design their own clothing—customers can choose the type, style, colour they want to wear, and customize it by adding various Scouts Canada logos. These two new services provide flexibility with a variety of branded youth-oriented clothing. Not only will our youth members want to wear this gear for Scouting activities, they'll actually wear it to school or while out with friends.



YOUTH DESERVE A VOICE

by Sam Elsworth



THE GREATEST PRIVILEGE I'VE HAD DURING MY TERM as National Commissioner has been to meet and work with the exceptional members of the National Youth Committee, and its networks across the country. Most of the teens and young adults I've met in my travels are intelligent, mature, thoughtful and deeply committed to Scouting's success. Many of the participants I met at CJ'01 confirm that our general youth membership share these qualities.

Given that, I'm very concerned that many adults seem reluctant to heed the advice of our youth members. The decision to de-emphasise the uniform was not a flippant one. This is not a simple case of youth saying: "You can't make me wear that." The youth we spoke to while researching this issue share a profound concern for the future of

Scouting in Canada. They see flexibility on what they wear while participating in Scouting as vital to our organization remaining vibrant and relevant to youth today. Our youth feel the uniform is a major contributor to our old-fashioned, out-dated image. It prevents young people from joining us. And that means fewer youth are receiving the benefits of your volunteer efforts.

Please. Consult your youth on this and many other important issues. Respect their wishes. Explore with them "Bring on the Adventure" gear and the scoutscustomfactory.ca service as practical and relevant alternatives to the uniform. And let's continue to give our youth members a strong voice in Scouting. A voice they richly deserve.

— Sam Elsworth is Scouts Canada's National Commissioner.

What Would B.-P. Think?

I've read many of the letters sent to the National Commissioner or posted on Internet chat groups about the topic. I realize that some leaders, particularly long-serving members, are concerned about any talk of reducing the uniform's importance. But Scouting shouldn't be about adults re-living their own Scouting experience, or what Baden-Powell would have thought about today's Scouting. We truly don't know what he would think of Scouting today. We do know that he readily adapted the program to meet the wishes and needs of the youth in his era. It's now 2001, and we need to meet the needs of today's young people.

I was particularly disturbed to read the comments from some leaders that said that Scouting has given too much authority to youth, and that youth don't know what's good for them. I read one e-mail that said if you gave Scouts the option of choosing their own camp menus, they'd choose chocolate pudding for each meal. This lack of respect

for the intelligence and judgement of our youth members is sad. I know this doesn't reflect the view of most of our leaders, but no leader who works with youth should have this attitude. Scouting is a youth organization. We must continue to have a meaningful voice in decisions that affect us as members.

Defined By Actions, Not Clothing

Our uniform doesn't define us as Scouts Canada members—we define ourselves through our actions and values. We don't need a tan shirt on our backs to know that we are part of the largest and best youth development organization in the world. It's time to stop bickering about the clothes we wear while participating in Scouting activities, accept the reality of change, and get the focus back on providing adventurous, educational programs to more youth across Canada. λ

— Tyler Arrell chairs the National Youth Committee.



Happy Holidays!

To all members of Scouts Canada, may you have a Merry Christmas, a Happy Hannukah, a Ramadan Mubarak and a Happy and Blessed Eid. We wish everyone peace, health and happiness in the new year.

**Proceeding
as planned!**

**Share Our World,
Share Our Cultures**

20th World Scout Jamboree

Sattahip, Chonburi Province, Thailand December 28, 2002–January 8, 2003

As a result of the tragic events of September 11 and the current conflict in Afghanistan, many Scouts Canada members have asked about the status of the 20th World Jamboree (20WJ), December 28, 2002-January 8, 2003 in Sattahip, Thailand.

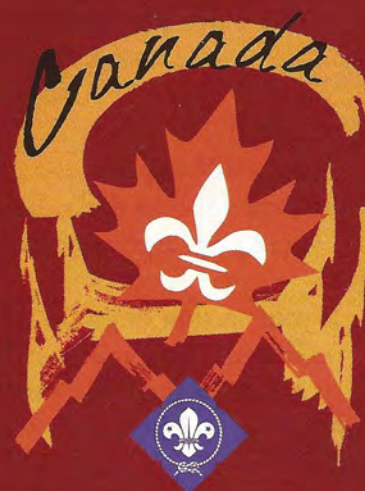
The World Scout Bureau has advised us that **the 20th World Scout Jamboree is proceeding as planned.**

At this point, Scouts Canada intends to fully participate in 20WJ. We will continue to monitor the world situation. If, in the unlikely event that the jamboree is postponed/cancelled, or if Scouts Canada decides not to attend the jamboree because of safety or travel concerns, all Scouts Canada participants and International Service Team (IST) members will receive a full refund of their fees.

If you are planning to attend 20WJ as a participant or IST member, be sure to send in your registrations as soon as possible. For more information, see the October 2001 Leader Magazine, visit www.scouts.ca/yinfo/wj2003.stm, or contact your council office.

For more information on 20WJ

See the March, 2001 Leader article * Visit www.scouts.ca * Call your local council office



20th WORLD JAMBOREE 20e MONDIAL

THAILAND, 2003



When you're selling popcorn, you're selling Scouting.

When you're out in the community selling Trail's End® Popcorn, you're doing more than raising funds for your group. You're also promoting the fun, adventure and education of Scouting to everyone you sell to.

You know that Scouting is a great product. Scouts Canada's seven exciting programs provide young people with leadership and outdoor skills, and the opportunity to spend time with their friends and have fun.

Trail's End® Popcorn is a great product too. Trail's End offers a wide variety of top-quality microwave popcorn and other popcorn snacks. It's easy to sell and administer, features attractive packaging (especially the collector tins), and provides excellent profits for local groups.

Is your section or group selling Scouting by using Trail's End Popcorn as your fund-raiser? Trail's End® Popcorn is one of three officially endorsed fund raising programs of Scouts Canada. With these three outstanding fund-raisers, you can spend your time running a full year of exciting activities, rather than a full year of fund-raising.

If you aren't selling Scouting in your community by selling Trail's End® Popcorn, contact your council office today!

