

# the leader

NOVEMBER 2001

VOLUME 32 NO. 3

## KUB KARS

### Let's Bring Back Some Sanity!



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# Contents

November 2001

Volume 32, No. 3

## Features

- How Did Kub Kars Become So Complicated?**  
Let's introduce some sanity ..... **4**
- 'Geek' Training Camp**  
Computer network games for Cubs and Scouts..... **7**
- Hot Web Sites for Scouters**..... **9**
- Christmas Crafts for Cubs and White Tails**..... **12**
- Feedback for Survivors**..... **14**
- How We Fund Programs**..... **15**
- Photo Contest Announcement**  
Photography releases: New requirements..... **17**
- Why Do Computers Crash?**..... **37**



15

## Columns

- Bridge the Gap**  
Working with Keo to bridge the gap..... **18**
- Fun at the Pond** Christmas activities ..... **20**
- Sharing**  
The poppy: Our remembrance flower..... **22**
- Outdoors**  
A field guide to the weather ..... **24**
- Patrol Corner/Venturer Log**  
Play on hard water: Ice fishing for kids..... **26**
- Network**  
A checklist can help improve your group ..... **34**



26

## Also

- Cross-Country Photos** ..... **16**
- Swap Shop** ..... **30**
- Service to Scouting**..... **32**
- In the Market** ..... **33**
- Scouter's 5 & Songs**..... **35**
- Last Word** ..... **38**



16

# How Did Kub Kars Become So Complicated?

## Let's introduce some Sanity

by Ross Francis

**W**here did we get off the "track"?

Every year telephone calls, letters and e-mails flood the National Office from parents whose Cubs have had a bad Kub Kar experience.

Issues are wide-ranging, and include complaints about:

- ☞ Cubs racing last year's winning Kar again
- ☞ People lubricating wheels
- ☞ Kars somehow advancing to the racing finals that didn't even win their heats
- ☞ Cubs not allowed by parents or leaders to touch their own Kars
- ☞ People cutting wheels in half to reduce friction
- ☞ Different rules for different geographical areas
- ☞ Allegations of parents and/or leaders losing their tempers or mistreating each other
- ☞ Cubs who have been disappointed and lost faith in Kub Kar racing.

It's an endless list. You know the story; you've seen it too.

### Basic Conceptual Analysis

Somehow we've lost the original concept of Kub Kars, which involved parents and Cubs simply working away in their basements cutting, sanding and painting their models for showing and racing within their local pack.

Today, the Kub Kar 'problem' seems to revolve around how much parent support is appropriate during the building process. Think about it for a minute. How much satisfaction do you think a Cub would get from spending all kinds of time and energy building a Kar under the supervision of a parent, only to race it against other Kars that have been obviously built by adults? How much satisfaction do

you think the overall winning Cub feels after the race, knowing that he or she had little to do with the Kar because it was built and designed by Dad or Mom? What kind of message does this send? Is it consistent with what we teach in Cubs?

Somehow, somewhere we've crossed a fine line where the Kub Kar program has evolved into an event driven not by kids, but adults. In some cases (to ensure fairness in racing) adult organizers plan events so Cubs arrive with their cars and present them to "judges" who weigh/measure the Kars, and place them in the "pits." Sometimes, this is the last Cubs see of their creations until an adult places the car on the track for the race.

**Kub Kar  
racing  
is for  
kids,  
not  
adults.**



**"Okay guys, this is how we're going to organize the Kub Kar rally this year...."**

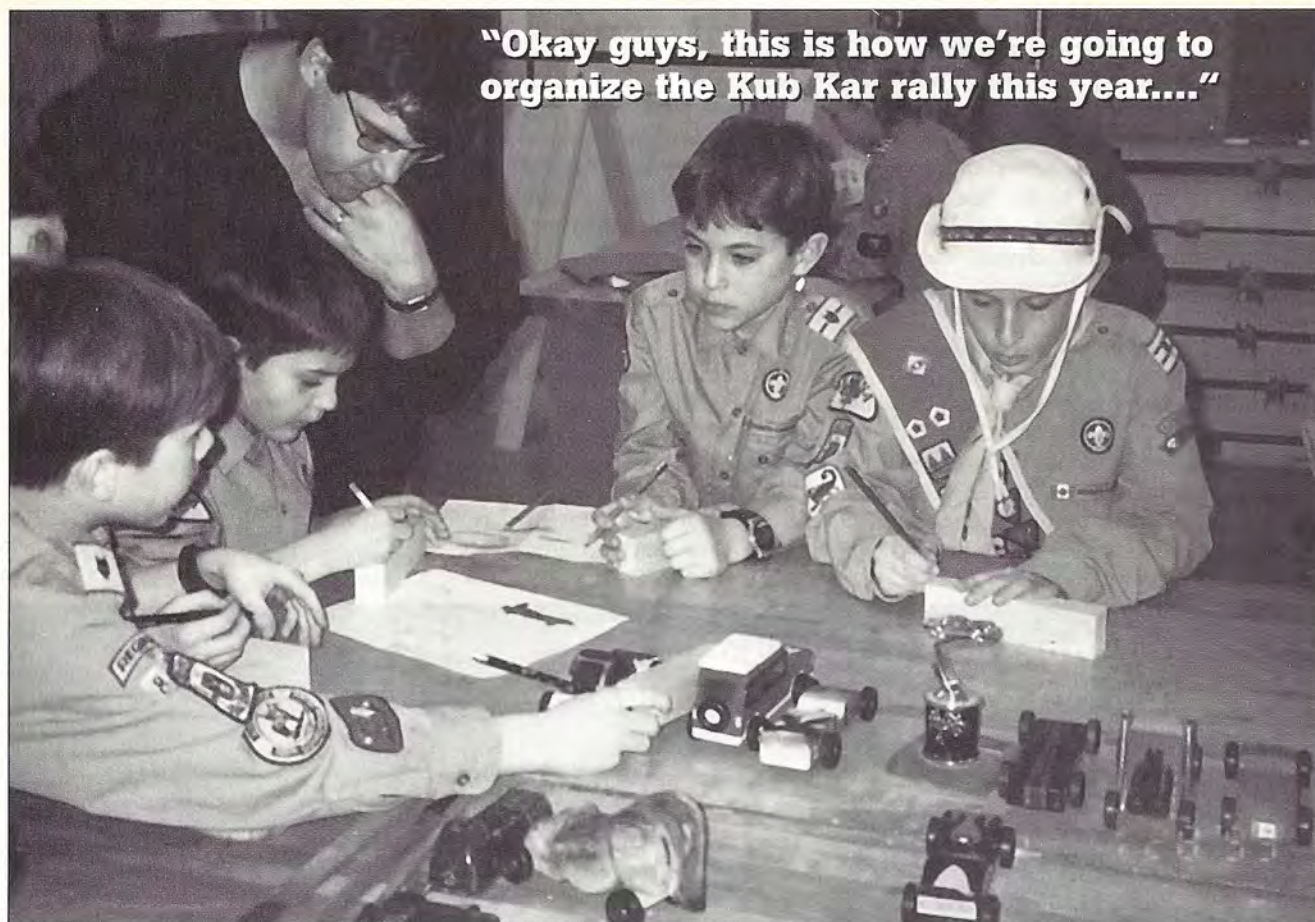


Photo: Benjamin Eng

How much fun is that for Cubs? They came to race and have fun, but end up spectators in an activity that was meant for them. In other situations where a Cub's Kar is beaten out early on, the child ends up sitting for long periods of time (sometimes hours) before anyone knows who won the race. Not surprisingly, these are the Cubs – the ones who lose early on – who end up often having the most fun. They grab their Kub Kars and move off to the side where they entertain themselves with buddies by racing their cars across the floor, over ramps and off stages. Great fun!

No wonder they enjoy themselves. They're allowed to play with their Kub Kars as the models were designed. The Cubs are having fun by *using* them, not *watching* them sit in the "pit."

#### **Let's Stay "On Track"**

Kub Kars aren't the only aspect of the activity that has changed from decades ago; racing tracks have evolved as well. Gone are the manual release handles and judges standing at the end of the track. These have been replaced with electronic starters, timers, finish lights, computers and software packages for score keeping.

Now don't get me wrong. I'm not saying that this is a bad thing, but it does illustrate how the emphasis has shifted. Once, Kub Kar racing was a fun, playtime for kids. Now, all too often it is a highly competitive event involving adults who feel the need to over-regulate in the name of fairness and coordination.

Come on! The stakes aren't that high. Nobody is walking away with huge cash prizes. Kub Kar building and racing is supposed to be FUN.

#### **Parallel Races**

I'm not suggesting that Kub Kar racing shouldn't be exciting for adults

## **Other Great Kub Kar Ideas**

**H**ere are a few ideas to include in your Kub Kar rallies.

1. Draw or tape a target on the floor, and ask Cubs to roll their Kub Kars from behind a starting line toward the target. Whoever comes closest to the centre of the target wins.
2. Organize competitions to see whose Kar will go the farthest simply by rolling it quickly across the floor.
3. When building the Kars, set up a number of different stations ("pit stops") around the hall, and rotate your Cubs through them. Various pit stops might include cutting, fine carving, sanding, painting, and special features (e.g. wings, spoilers).
4. Set up jumping ramps for Cubs to shoot their models over. You may want to lay out some pillows for 'landing' areas.
5. Organize a demolition derby. Only include old Kars, or those that no one wants anymore.
6. Set up a couple of tracks and let your Cubs do their own thing without any adult interference.
7. Organize your Kub Kar building program by simply bringing all of the tools and equipment to the hall and inviting parents and Cubs to come in and do the building right there. (This levels the playing field by ensuring that everyone has access to identical tools and equipment.)
8. Organize special races where sixes "average" their racing times to find the team with the fastest overall score. (This way allows youth with slow Kars to take part in additional racing.)

as well as for kids. But, if some adults are keen on building and designing Kars and tracks, organize a race for them on the side; let them enter their Kars in races against other adult-designed and built Kars. Never allow a Kar built by an adult to be raced in their child's name against other Kars built by Cubs. Adults should race their Kars against other adults – no exceptions.

If you think this wouldn't work in your area, think again. I've attending races where Cubs made Kars which they and their parents worked on together, and then separate races were held for adult-built Kars. This levelled the playing field in both categories; tension and anxiety seemed to disappear, and everyone enjoyed them-

selves thoroughly. At this Kub Kar rally, organizers even had the local highway patrol officer arrive and "arrest" one of the Dads. His crime? Racing a Kar with a motor in it – a monstrous offense. This theatrical display channelled fun, and transformed the spirit of the event from an all-out competition to an event for everyone.

#### In Short

Kub Kars are for the kids, not adults, to dominate. If adults want to get in on the Kub Kar action, great. But design separate races and competitions for them – ones that will complement the *youth* program.

Here's a thought....why not ask your Cubs to design and conduct a Kub Kar rally for their parents? \

## Everything in its Place

**W**hen conducted appropriately, Kub Kar building and racing is still an excellent parent/Cub activity, but let's maintain the youth focus.

- ☞ Let Cubs run the starters.
- ☞ Let Cubs handle the Kars.
- ☞ Let Cubs manage the "pits."
- ☞ Let Cubs participate fully in the youth program that was designed for them.

Yes, adults will still need to supervise and provide assistance, but turn the program back over to your Cubs.

**Get away from the high tech gear that takes the fun out of Kub Kar racing.**



### Remember:

**Never allow a Kar built by an adult to be raced in their child's name against other Kars built by Cubs.**

Photo: Ken Begline



## 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.

# 'Geek' Training Camp

## Computer Network Games for Cubs and Scouts

by David Villeneuve and Brian Simard

When the weather turns terrible, and you just can't get your kids outside, try this interesting program to introduce Scouting youth to computer networks.

In the 1950s and '60s, ham radio attracted Cubs, Scouts and Venturers who were interested in high-tech gadgets. (Jamboree on the Air began at this time, and is still a popular fall, Scouting activity.) Today the Internet offers youth the ability to reach around the world instantly. Computer networks have fundamentally changed how we communicate and seek information. To introduce pack members to Internet concepts, our leaders devised two games where each Cub acted as a node on a network. The following week, our pack visited National Research Council's computer classroom for some in-depth fun.

### Internet Routing Game

Our Internet routing game showed how message packets are routed between computer nodes on a network. The game works well with 10 to 15 Cubs at a time. We laid out a computer network on the gym floor using fan-fold computer paper, although you could use rope or tape.

Each Cub sat at an intersection of the paper, representing a routing node. They wore signs on their front and back with the name of their location (e.g. Toronto.ca, Ottawa.ca, Chicago.us, Munich.de). Each Cub was within arms reach of several neighbours but could only communicate with those to whom he was connected by the network.

Leaders standing on the periphery initiated message packets into the network. The messages were envelopes with a destination address written in large letters on the front. Each "node" looked at the address on the envelope, and then passed it on to a neigh-



**Games are a terrific way to learn how computers work. Intersperse games with actual "hands on" demonstrations when working on Computer Badge requirements.**

bour, based on the best choice of route. (The Cubs had to make this decision.) When you're doing this, make sure each message can reach its destination.

Once our Cubs got the idea, parts of the network were broken by a "calamity," represented visually by a cardboard lightning bolt or a picture of a natural disaster. When this happened, we ripped the paper between some nodes to show that the link was broken.

Our Cubs saw how easily the Net recovered from the disaster by re-routing messages around through other nodes – just as in real life. This problem-solving activity excited the youth.

At the end of the game, each Cub opened a variety of messages which contained parts of a magazine picture which had been cut into a puzzle. If the Cub had received all the sent packets, he or she could then put the puzzle together.

### "Token Ring" Network Game

This game demonstrated how a "token ring" network operates. Half of our Cub pack played this game while the other half played the Internet routing game. Here's how to play. Cubs sat in a circle and were each given a hexadecimal address, such as IB3F84C. A cardboard door key represented the token, which is passed around the ring. A "token in use" flag could be raised on the key to show that it contained a message.

Each Cub received an envelope with a destination address attached, and wrote a message which she enclosed in the envelope. The token was passed around the ring, and if its "token in use" was not raised, a Cub could raise the flag and attach her envelope via a paper clip. The token was then passed around the ring with the envelope attached until it reached its destination. The recipient then removed the message and lowered the flag, and sent the token around the ring again. The Cubs found it difficult to wait until the token arrived with its flag down so they could send their message.

### World Wide Web Telephone Protocol

This activity is more of a demonstration than a game; it shows how servers on the World Wide Web give information to users. It requires several non-functioning telephones; leaders use these as they sit at desks.

The first leader receives a telephone call, but pretends not to understand how a telephone works. First the Scouter doesn't know he should pick up the receiver; when he does, he holds it backwards, then says "bye" before "hello." Eventually you'll find your Cubs start shouting instructions to the disoriented Scouter. At the end of the game/demonstration, the Scouter learns how to receive a phone call and, in doing so, demonstrates a "protocol" that is used with telephones. The

Scouter then explains that computers must also have a protocol for communicating with each other.

This brings the pack discussion to the Web; it's really just a lot of computers on the Internet which use a protocol (HTTP) for giving information to clients (e.g. Netscape, Mosaic).

How did we demonstrate this complex information? Easy.

Several Scouters held telephones and acted as web sites dispensing information. The first leader (who had now mastered the telephone), called a server and gave information on a particular topic (e.g. sports scores). The second server gave out weather information, but also provided links to other weather sites. The third server operated as a search engine directing callers to a site based on topics for which the Cub was searching.

### Computer Classroom Visit

These activities prepared our Cubs for the following week when we visited the National Research Council's (NRC) computer classroom; it had 14 networked computers and a large screen projection display for the instructor. The computers were loaded with Netscape, from which our Cubs could sign on to an introductory home page (set up on another NRC computer) with links to popular sites such as NASA, the Ontario Science Centre and Disney. The Cubs were surprised to see pho-

tographs of themselves on the web page. (Before doing this we asked approval from all parents.)

After a brief explanation, our Cubs quickly started searching for various web sites and were able to find the Prime Minister's page. A pair of Cubs even figured out on their own how to send an e-mail message to the Prime Minister. (Before they sent it, Chil read the words to ensure the message complied with Scouting.)

### More Cub Program Ideas

Computers are everywhere; help your Cubs discover just how widespread they are by organizing a hike through your neighbourhood looking for different ways businesses and homes use computers. Make a list as you walk. How do businesses use them? Do robotics include computers? Are scanners important for computers? What about cameras and automobiles?

Why not encourage some Cubs to publish a pack newsletter? Visit an office that uses desktop publishing (e.g. newspapers, publishing firms). Get some Cubs to write a newsletter using a computer, then ask them to design it using a software package so it appears professional.

### Additional Scout Program Ideas

Here are some ideas that might interest your Scouts.

- Use a database manager to create a roster of your troop showing the name, address and telephone number of each member. It might also include a record of attendance over the past month.
- Develop a budget for an upcoming camp using a spreadsheet program. The spreadsheet could show both the budgeted and actual amount for each item listed.
- Use a computer graphics program to design and draw "the perfect Scout camp." How would it appear? Would the dining hall be the central focus of the camp?!
- Create a troop web page using special software.

This theme program proved very popular with our Cubs, many of whom knew little about computers before our meeting. The games set the educational basis for further educational computer games.

If you think up some games of your own, please share them with **the Leader Magazine**.<sup>^</sup>

### Program Links

Cubs: Computer Badge,  
Tawny Star  
Scouts: Computer Badge

— David Villeneuve and Brian Simard work with the 4th Orleans (Ottawa) Pack A.



Photo: Benjamin Eng

**WHY DO COMPUTERS CRASH?**  
If this question has baffled the best minds in your pack or troop, turn to page 37 of this issue for the answer. Dr. Seuss provides an excellent explanation.

**Visit a large computer centre, and let Cubs and Scouts ask all the questions they can.**

# Hot Web Sites for Busy Scouters

by Judy Marcus

**A** GOOD SCOUTER, NO MATTER how knowledgeable or experienced, is always ready to learn new skills and try new ideas. For many new leaders just keeping ahead of the kids can be a daunting task.

## Internet to the Rescue

Although you may not think of computers as a resource for camping and outdoor skills, many web sites offer real help in these areas. Some outdoor stores and magazines have web sites providing lots of good information for your outdoor expeditions.

*Backpacker Magazine's* site "The Lightweight Backpacker" (<http://www.backpacking.net>) has a variety of information focussed on backpacking, including equipment selection, making your own gear (great 'crafts' even for Scouts and Venturers), and low impact camping. The site even offers tips and guidance for beginner backpackers.

The *Great Outdoor Recreation Pages* (<http://www.gorp.com>) contain tips on trip planning, equipment selection, food, and safety for a variety of outdoor activities such as hiking, biking, canoeing and more.

*Marin Outdoors Information Brochures* (<http://www.marinoutdoors.com/brochure.htm>) has lots of information on selecting and caring for your gear, as well as camp planning and low impact camping. (See the **Leader's** June/July *Outdoor* column for a full review of this subject.)

But the Internet has come to the rescue; it has become another powerful resource tool for leaders looking to enhance their indoor and outdoor programs.

## Knots, Pioneering and Compass Sites

If you need help learning to tie knots, "Get Knotted" (<http://www.mistral.co.uk/42brghtn/knots/42ktmenu.html>) is the site to check out. It has animated knots so you can watch as the knots are tied, as well as information about what each knot is used for.

"Marlinspike" (<http://131.230.57.1/knots.htm>) also has animated knots, but with a boating emphasis. Sea Scouts and Venturers will like this site particularly.

If you need help with map or compass skills, "How to Use a Compass" (<http://www.uio.no/~kjetikj/compass>) provides step by step instructions.

## The Sky's the Limit

A great way to get outdoors on a meeting night involves going star-gazing. "The Dome in the Sky" (<http://einstein.stcloudstate.edu/Dome>) helps you know what stars will be in your sky on a specific night, and how to find constellations.

"Star Child" (<http://starchild.gsfc.nasa.gov/docs/StarChild/StarChild.html>) is a youth-oriented site developed



<http://www.backpacking.net>



<http://www.gorp.com>



<http://www.marinoutdoors.com/brochure.htm>



<http://www.uio.no/~kjetikj/compass>



<http://einstein.stcloudstate.edu/Dome>



<http://131.230.57.1/knots.htm>



<http://www.epa.gov/recyclecity>



<http://www.mistral.co.uk/42brghtn/knots/>



<http://www.space.gc.ca/kidspace>

by NASA with information on astronomy, presented at different levels for different age groups.

"NASA for Kids" (<http://www.nasa.gov/kids.html>) features lots of astronomy and space technology information, as well as some cool things to build, like bottle rocket launchers.

The "Canadian Space Agency KidSpace" (<http://www.space.gc.ca/kidspace>) has more space-related activities, as well as information on the Canadian space program.

## Environmental Forecaster

Increasingly, environmental issues are gaining in importance. Youth are especially interested. Again, you'll find an abundance of useful resources on the Web.

Turn to the Internet when you're planning your next outing and find out what weather to expect. Environment Canada's weather office has an interesting and informative site that offers many opportunities for Scouting programs ([http://www.weatheroffice.ec.gc.ca/canada\\_e.html](http://www.weatheroffice.ec.gc.ca/canada_e.html)).

"Mapquest" is a great site for planning a trip. It has an ability to display or print road maps (at various levels of detail) making it a great way to produce a map to your next camp or of the streets around your meeting hall. This site focuses on North America, but it will produce large scale maps of most countries in the rest of the world.

"Recycle City" (<http://www.epa.gov/recyclecity>) explores the many ways individuals and businesses can re-cycle and save the planet.

Environment Canada's web site, called "The Green Lane," has information on a lot of environmental issues, such as endangered animals and pollution.

The World Wildlife Fund Canada (<http://www.wwf-canada.org>) and WWF for Kids sites (<http://www.wwfcanada.org/satellite/wwfkids/index.html>) provide environmental information aimed at adults and youth respectively. You can find out about many different animals and the environment in which they live.

## Huge Craft Resources

Leaders are always on the lookout for new craft ideas, and the Internet brims over with great ideas for indoor and

outdoor projects. Following are some sites worth checking out. They are categorized by topics; some sites allow you to select by material as well.

- EarlyChildhood.Com's "Arts & Crafts" (<http://www.earlychildhood.com/Crafts>)
- "The Idea Box" (<http://www.theideabox.com>)
- Disney Online's "Craft Finder" (<http://www.Family.go.com/Categories/crafts>)
- "Family Crafts" (<http://craftsforkids.tqn.com>).

## Learning Made Easy

For those who are always curious, explore "How Stuff Works" (<http://www.howstuffworks.com>), which gives easy to understand explanations along with pictures and diagrams of how a wide variety of things work.

"Learn2" (<http://www.learn2.com>) explains in basic terms and illustrations how to do hundreds of useful things such as choose the right tent, make a kite, and fix a leaky faucet. Of course, these tie into many badges for Cubs, Scouts and Venturers.

The Internet Public Library (<http://www.ipl.org>) has sections for youth and teens, with fun ideas for crafts, science experiments and much more.

## Surf to Parks Canada

Scouting emphasizes the outdoors, so if you're looking for a helpful web site, see Parks Canada's (<http://parksCanada.pch.gc.ca/>). It has information on national parks across Canada, including facilities, fees and reservations. Use this site to plan hiking, canoeing and camping treks.

The Internet offers a wide selection of web sites providing many great ideas for anyone willing to surf for several minutes. The time you invest will certainly bear great fruit. The sites we've featured represent but a few of the many of interest to leaders and youth.

Have fun surfing!

— Judy Harcus is a Scouter who lives and surfs in British Columbia.



<http://www.wwfcanada.org>



<http://www.wwfcanada.org/satellite/wwfkids/index.html>



<http://parksCanada.pch.gc.ca/>



<http://craftsforkids.tqn.com>



<http://www.howstuffworks.com>



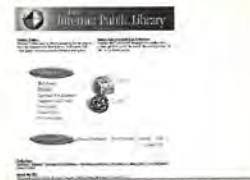
<http://www.earlychildhood.com/Crafts>



<http://www.theideabox.com>



<http://www.Family.go.com/Categories/crafts>



<http://www.ipl.org>

# More Web Sites Worth Exploring

Adults aren't the only Scouting members who can surf the Web looking for excellent projects and information. Here's a further taste of web sites that may broaden your program horizons. If you get youth members involved, their efforts will help them earn the Computer Badge and others.

## Astronomy and Star-Gazing

The National Aeronautics and Space Administration hosts a terrific site ([science.nasa.gov/](http://science.nasa.gov/)). Daily additions on high-interest topics (including comets, harvest moon, satellite studies, and aurora) keep the site updated and current.

The best non-NASA site is: [www.flatoday.com/space/today/index.htm](http://www.flatoday.com/space/today/index.htm). This site offers insider information on the Kennedy Space Center launchings, and happenings around the Center.

Amateur astronomers turn to *Sky and Telescope's* site ([www.skypub.com/news/](http://www.skypub.com/news/)) for the latest news on all aspects of astronomy. This site is accurate, interesting and well maintained.

If you want to know when specific satellites will be crossing over your area, see: [www.heavens-above.com](http://www.heavens-above.com). Backyard astronomers consistently award this site top marks.

## Outdoor Adventure

Looking for outdoor adventure and ideas? Then surf to: [www.out-there.com](http://www.out-there.com). Choose from 12 activity categories, then follow the prompts. You'll be amazed with the infor-

mation on trails, guides, outfitters, rentals, parks, books, accommodations, and more. It's a very user-friendly and useful site.

## Hiking

Hikers will want to check out: [www.trailpaq.com](http://www.trailpaq.com). This site offers a one-stop shop for hiking information. Search by province and region, or narrow your focus even further to find out detailed descriptions of popular or little known trails.

Hike Ontario (representing 21 hiking clubs and trail-building associations in Ontario) maintains an excellent site ([www.hikeontario.com](http://www.hikeontario.com)) describing a wide range of hiking trails in the province. It also offers 18 fact sheets covering such topics as introductions to hiking and backpacking, and recommended hiking in Ontario's national and provincial parks.

## Paddling

The Canadian Heritage River System's site ([www.chrs.ca](http://www.chrs.ca)) provides valuable information for novice and expert paddlers. This site describes canoe routes, local geography, natural and human his-

tory on 36 Canadian designated heritage rivers.

Canadian Canoe Routes offers an excellent site ([www.canadiancanoeroutes.com](http://www.canadiancanoeroutes.com)). Though it focuses on Ontario and northern Canada, it also covers other regions.

## Cycling

If the road is beckoning, pack up your panniers and head to: [www.cyclecanada.com](http://www.cyclecanada.com). This site is a great place to start your cycle touring search. It also features links to racing and recreational clubs, and events across the country.

Atlantic Canada Cycling has an excellent site ([www.atl-canadacycling.com](http://www.atl-canadacycling.com)). Join one of its trips or use the trip planning section to create your own adventure tour.

## Skiing and Snowshoeing

Cross-country skiers will want to check out [www.canada.x-com](http://www.canada.x-com). Its recreational and touring page links to trail sources across the country.

For snowshoers, this site ([www.out-there.com/ssh\\_m.htm](http://www.out-there.com/ssh_m.htm)) offers a complete breakdown of trails by province. X



[www.science.nasa.gov/](http://www.science.nasa.gov/)



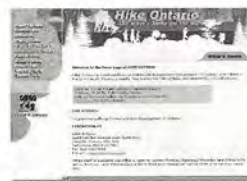
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[www.skypub.com/news/](http://www.skypub.com/news/)



[www.out-there.com](http://www.out-there.com)



[www.hikeontario.com](http://www.hikeontario.com)



[www.chrs.ca](http://www.chrs.ca)



[www.canadiancanoeroutes.com](http://www.canadiancanoeroutes.com)



[www.atl-canadacycling.com](http://www.atl-canadacycling.com)



[www.out-there.com/ssh\\_m.htm](http://www.out-there.com/ssh_m.htm)

# COOL, CREATIVE CHRISTMAS CRAFTS FOR CUBS AND WHITE TAILS

by Susie Mackie

**L**OOKING FOR A FUN WAY TO LINK third-year Beavers to your Cub pack?

These easy-to-make, inexpensive December crafts will not only deck your meeting area with delight but also give you another opportunity to excite White Tail Beavers in

your Cub program. The activities include treats to eat, ornaments to hang, and fun gifts to make for every member of the family.

So you better watch out... you never know when the Grinch might be coming down your chimney!

## Stained Glass Cookies

Food – eating or making it – is a guaranteed favourite for kids of all ages. Cooking interesting recipes helps fulfil a creative need in Cub-aged youth. These stained glass cookies require refrigerator cookie dough (chilled), LifeSaver™ candies (multi-coloured), plastic sandwich bags (one for each colour), and a rolling pin.

### Instructions

1. Pinch off small pieces of dough and roll it into strips about 3/4 cm thick. Place on a foil-covered cookie sheet, pinch the dough ends together well, and make outlines of various shapes. Start with simple shapes before trying more complex ones.
2. Sort the LifeSavers™ into plastic bags by colour. Crush them with a rolling pin, and use them to fill openings in the cookies.

3. If you want to hang the cookies on your Christmas tree, thicken dough at the top and punch a hole with a straw through it before baking.
4. Bake at 190°C (375° F) for eight to ten minutes until the cookies are lightly browned. Cool completely, then peel off the foil.

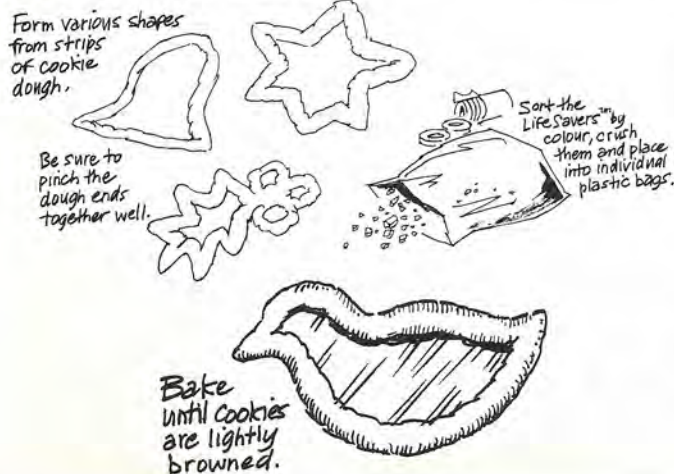
## Chocolate Spoons

There's never been a kid who doesn't like chocolate. For chocolate spoons you will need heavy plastic spoons, milk chocolate, white chocolate, chocolate sprinkles, coloured sugar, waxed paper, thin plastic wrap and ribbon.

### Instructions

1. In a microwave, melt half of the white chocolate in a bowl, and melt half of the milk chocolate in another bowl. (Of course, you could use a stove top if you wish.)
2. Dip half of the spoons entirely in white chocolate, and dip the other half entirely in milk chocolate. (Dip just the spoon bowls.) Place them on waxed paper, and let them set completely.
3. When the chocolate sets, dip the white chocolate spoons in milk chocolate, and dip the milk chocolate spoons in white chocolate. This time, dip *only* half way up the bowl to create a layered effect. Then, place the spoons back on waxed paper and let them set. (See diagram)
4. Allow the chocolate to set only partially (about 5 minutes) before gently dipping the spoons in chocolate sprinkles or coloured sugar. When finished, let the chocolate set completely.
5. When dry, wrap each spoon in cello wrap, and tie with a ribbon. Your Cubs will find these make excellent Christmas or Hannakha gifts.

## STAINED GLASS COOKIES



## CHOCOLATE SPOONS



## Wrapping Paper

Kids use many rolls of wrapping paper in December. They'll appreciate gifts more when they make their own paper.

For this craft you'll need tempera or poster paint, butcher paper in a large roll, and several pre-cut sponges in various shapes (or cut your own). If cutting your own sponges, pick a simple shape such as a star, leaf or house (stable where Jesus was born). You could buy regular kitchen sponges at a Dollar Store to reduce expenses.

### Instructions

1. Pour paint into a saucer or other flat structure. (Gold or silver paint makes extra shine, but red and green are also good Christmas colours.)
2. Spread butcher paper (white or brown) out on a table or floor.
3. Dip a shaped sponge in the paint, making sure to cover the entire surface; sponge off excess paint.
4. Stamp the sponge over the surface of your wrapping paper; use different sponges with various colours for a more dramatic effect.
5. Add extra pizzazz to the creations by sprinkling glitter over the wet painted paper.

## Pine Cone Christmas Tree

Pine cone Christmas trees make excellent decorations. Use them for either trimming your tree or as a table centrepiece. You'll need small paint brushes, construction paper, dry pine cones, green glitter, glue and sequins.

### Instructions

Let your Cubs paint their pine cones with glue using the small paint brushes. Before the glue dries, sprinkle the cones with green glitter.

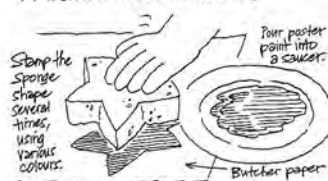
Cut out small stars, and tell Cubs to glue one to the top of their pine cone. When it dries, your Cubs can glue on sequins or tinsel to make them shiny. Make a stand for the mini-Christmas tree from Play-do™ if you want it for a centrepiece, or hang it from a life-sized tree with a tie. (See diagram)

## Candy Cane Reindeer

Although the playfulness of reindeer (especially Rudolph) captures

the spirit of the season, these candy cane reindeer will capture the taste. You will need 15 cm candy canes (wrapped), ribbon, two googly eyes for each reindeer, red or brown pom-poms, pipe cleaners, and craft glue or a glue gun.

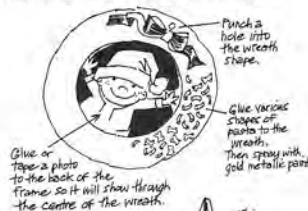
## WRAPPING PAPER



## CANDY CANE REINDEER



## WREATH PHOTO FRAME



## GRINCH IN CHIMNEY ORNAMENT



### Instructions

Leave the wrapping on the candy cane or your Cubs will have very sticky fingers and reindeer.

Glue googly eyes on the rounded face of the candy cane. Then, glue a red pom-pom on the face for a nose. (See diagram)

Tie a ribbon into a bow on the straight part of the candy cane to make your reindeer more respectable for Christmas. Cut one of the pipe cleaners in half. Wrap the full pipe cleaner around the crook of the candy cane to anchor the antlers on the cane, and twist it into an antler shape.

## Pasta Wreath Photo Frame

Thousands of photos are taken each December to celebrate the season. This craft will prove very useful. You'll need poster board, scissors, a hole punch, a pencil, circle patterns, gold metallic spray paint, uncooked pasta (a variety of shapes), glue, photographs and ribbons.

### Instructions

1. Draw a circle on the poster board about 10 cm in diameter. (Use a tin can or margarine tub lid for a pattern.)

2. Next, draw a smaller circle in the middle of the first one; make it a size that will fit your photo.
3. Cut out both circles to make a wreath shape. (See centre diagram) Punch a hole in the wreath shape for hanging the frame.

(Cubs should write their name and date on the back of the frame.)

4. Glue on various shapes of pasta (shells and bows work beautifully) to make a pattern on the wreath, and let the glue dry.

5. Spray the wreath with gold metallic paint, and set it aside to dry.

6. Glue or tape a photo onto the back of the frame so it will show in the centre of the wreath. Finish by attaching a piece of decorative ribbon.

## Grinch in Chimney Ornament

Each of these fun crafts requires an empty film container, paint (oil based paint is best), thin ribbon, cotton balls, a 4-6 cm green pom-pom, green chenille stem and glue.

### Instructions

Paint small rectangles onto the film container so they look like chimney bricks. Let the paint dry completely. Cut a 20-24 cm piece from thin ribbon. Fold it in half to form a hanger for the ornament. Glue both ends onto the top inside edge of the film container.

Glue the cotton balls around the top edge of the film container. Glue the pom-pom so it is half-in and half-out of the film container – this will be the Grinch's bottom stuck in the chimney.

Cut two 7 cm pieces from the green chenille stem. Glue them to the green pom-pom so they look like the Grinch's legs. (See diagram) Bend the bottom part of the leg down to form the feet. Finish by hanging the ornament on a tree.

What games can you tie into these crafts? Ask each six to think up one game – something suitable for Third-year Beavers. What a great way to build linking bridges to the colony. ^

— Susie Mackie works at the National Office.

# Desert Island Feedback for Scouter Survivors

by Colin Wallace

**E**VERY ORGANIZATION conducts its activities according to certain rules – written and unwritten.

Written rules (the duties and deadlines that regulate the organization) are usually clear, obvious, and readily accessible to everyone. Unwritten rules (the unvoiced assumptions that govern common behaviours) can be vague, and sometimes cause huge communications problems.

Just like all groups, your pack or troop has written rules and unwritten rules, too. For example, your troop might have a written rule that requires the Court of Honour to meet monthly. An unwritten rule might say that it's always *you* who convenes the meeting. Or, perhaps you have a written rule that requires weekly meetings to start at 7:00 p.m. every Tuesday; but an unwritten rule might dictate that the meeting doesn't start until you arrive, even if you're late.

## Disaster's Waiting

So what's the problem?

Well, if you're planning to implement a change in your section or group, and your change contradicts one or more *unwritten* rules, you'll have difficulty establishing a new pattern of behaviour. But, what if some rules are unwritten and you need to change them? How can you identify them?

Use an exercise developed by Stanford University Professor David Jemison.

## Pick Your Island Carefully

Assemble your leadership team. Tell them they're stranded on a desert island and it'll be 90 days before they're rescued. (Tie this into a survivor theme program, like the fabulous one that appeared in the

June-July **Leader**.) Their radio transmitter has only five minutes of battery power left. Your leadership team members must use those few precious minutes to send a message to their Scouts. The message will provide guidelines for successfully conducting the troop's program during the leaders' temporary absence.



The marooned leadership team might suggest things like:

- ☐ Organize at least one outdoor event every month.
- ☐ Wild adventure must be a theme in at least one activity a week.
- ☐ Tarpaulins must play a significant role in all your activities – outdoor and indoor.
- ☐ Involve parents.

The results of your desert island exercise can help show directions that your leadership team expects the troop to pursue. The exercise can also reveal some underlying assumptions that leaders make about ensuring the sustained success of the troop program. And it can show what the leaders believe they've been contributing to the effectiveness of the program.

Discuss the team's comments and include important points in your troop's program plan. You might even want to translate some of your unwritten rules into written rules so you don't lose sight of them.

Try a variation of this exercise. Maroon some Scouts on a desert is-

land. Their goal: provide a five-minute transmission of guidelines for the adult leaders to follow in preparing a troop program. (This is a great way to get youth feedback and direction for your program.) It'll be an interesting way to conduct a brief "needs assessment."

## A Message in a Bottle

Here's another fun application that encourages youth initiative. When your Scouts arrive at the meeting hall, have the leader's instructions for the evening stuffed into a bottle lying in the middle of the floor. Make it look as if the bottle had just washed up on shore. The instructions should tell of the adult leaders being marooned on an island for that week; it's up to the patrol leaders to run the program. The message in the bottle could offer some suggestions, then turn the program over to the patrol leaders. (Have parent volunteers present to watch, but instruct them that they should let the patrol leaders run the entire evening themselves.)

Could you use a set of walkie talkies with bad batteries to add to the realism? How could these tie into a survivor game that your Cubs, Scouts or Venturers think up? Perhaps it could involve knots, pioneering activities and other outdoor skills. The Scouting opportunities are endless!

## Choose Any Island

This survivor exercise can work with any group: a Cub pack, a Scout troop, a Venturer company, district service team, or a regional committee.

Try it. Then send a brief, to-the-point transmission to the **Leader** describing the results of your activity. (Include lots of juicy program activities.) After all, you wouldn't want to leave the rest of us stranded. ^

— Colin Wallace (Scarborough, ON) is a "survivor" of many Scouting camps and events.

Illustration: Richard Petsche

# How We Fund Scouting Programs

by John Rietveld

**A**RE YOU BUYING achievement badges for your Scout troop? Building a new kybo at camp? Writing and publishing a Scouting manual?

Everything we do in Scouting involves a cost. And we need adequate funding to ensure that Scouting can continue to offer quality programs in the field. But how are these costs met, and who does what to raise the funds needed?

An Angus Reid poll in 1999 showed that the cost of Scouting was not a barrier to membership for parents of youth. As the "consumers" of our Scouting product, most parents appreciate that they're expected to pay for programs they want for their children. However, if we want youth from all segments of society to have access to Scouting programs, we can't charge the true cost through a membership fee. If we did this, the cost could be prohibitive to many parents. Only the most affluent families could afford to have their children belong.

## Sources of Income

Three revenue sources fund Scouting programs:

- ☐ Fees
- ☐ Retail income
- ☐ Fund-raising.

Fees include the annual registration fee (used partly for our insurance premium), weekly dues and event fees. Parents usually pay these fees. Scout Shop sales represent the retail side of Scouting; it's another member-based source of funds. The remainder of Scouting's revenue comes from fund-raising.

## Multi-faceted Approach

Each level of Scouting conducts ac-



tivities that raise funds. Scouts Canada encourages groups and sections to use the Movement's three accredited fund-raisers: the Scout Calendar, Trail's End Popcorn, and Scouttrees.

If groups or sections use these fund-raisers exclusively, usually they will be able to meet their annual budget needs without additional fund-raisers. While Scouting levels above the group and section also benefit from the profits of these accredited fund-raisers, the largest share of the income stays at the group or section level to benefit the local program.

Councils and Scouts Canada's corporate level conduct other fund-raising activity to help cover some of their costs. Approximately 20 percent of Scout councils receive funding from the United Way. Councils also run special events: everything from the Leadership Breakfast (in Edmonton and Greater Toronto Region's Haliburton Club), to golf tournaments and programs known as the Friends or Associates of Scouting.

Some of the fund-raising is managed centrally at the corporate level of Scouts Canada; it benefits all levels. These include:

- ☐ A corporate campaign. (We ask Canada's largest companies and foundations to make a donation, which we use to finance the head office budget.)
- ☐ Sponsorships, like the TIDE program advertised on the Scouts

Canada web site, also help cover corporate costs.

- ☐ The Northern Lights Society direct mail campaign offers individuals a chance to give to Scouting anonymously.

Combined, the corporate campaign, sponsorship and direct mail programs raise over \$3 per member. (In effect they reduce the cost per participant by that amount.)

## Testing the Fund-Raising Waters

Scouts Canada is always testing new fund-raising ideas. One used by many organizations is known as an "affinity program." This offers members a benefit or discount, while at the same time helps to raise funds. (Credit cards, travel clubs, long distance telephone services, insurance and Internet services are all example of affinity programs.) Scouts Canada's MasterCard affinity program is managed from Ottawa, with income reverting back to the region in which the card holder lives.

Scouts Canada does *not* sell its membership lists; that's an important point to stress that some members have asked. However, if you would rather not receive the quarterly mailings about our MasterCard program, just drop us a line and we will gladly honour your request.

Last fall we created the Fondation Scouts Canada Foundation. This Foundation exists to raise funds for special projects and to help secure funding for the future. While some councils also operate their own Foundations, the national Foundation helps donors direct their gifts to the level they choose.

## It Help All Levels

Fund-raising is essential to the financial well being of Scouts Canada. It helps keep Scouting affordable, and gives the community ways to acknowledge support for Scouting through a monetary contribution. Let's all work to make it successful.  $\wedge$

## CROSS-COUNTRY PHOTOS

**F**or over 13 years, Scouters from Saskat-chewan have been making spudnuts to raise money for their youth programs.

The tasty delicacy is made from potato flour, looks much like a bagel, and comes in either vanilla, chocolate or plain.

During a recent Buffalo Days Exhibition, volunteers made about 4,000 spudnuts every day to sell for \$2 each or \$10 for a half dozen. Those not sold were given away to a food bank – an idea that generated lots of local PR.

Photo: Jean Thomas



**"WHAT'S A  
SPUDNUT?!"**

## Enter the Leader's Photo Contest

**D**id you see the **Leader Magazine's** photo contest announcement last month?

Win one of over 50 prizes by simply sending in your best Scouting photographs by January 31, 2002.

Time is running out! You have less than three months to send us your best shots. Those wishing their photographs to be used in a wide range of Scouting publications should see the notice on the next page (p.17).

Get shooting! You could win a tent, stove, backpack or "Bring on the Adventure" activity wear.

## PHOTOGRAPHY RELEASE FORM: NEW REQUIREMENTS

Scouts Canada has introduced a new photo release form to obtain permission from youth and their parents to use photographs in which they appear. If you would like to have your photos used in Scouting handbooks, our catalogue, promotional pamphlets, posters, or print advertisements, be sure to submit a completed and signed copy of this form.



## Show Off Scouting at Local Events

**L**ast year our Scouting group publicized Scouting at Toronto's Sportsman Show – an event attended by over 165,000 visitors. It proved an excellent opportunity to tell the public about our great programs. Over 120 Scouts, Venturers, Rovers and leaders staffed our booth over a nine-day period. The booth featured a mock campsite, a kayak, a Kub Kar track, and a canoe-topped SUV under a lashed pole archway. We handed out 10,000 packages of Trails End microwave popcorn, each with our telephone number and web site written on the package. By the end of the show we had obtained 647 completed membership enquiry forms from visitors to our booth. Why don't you organize a similar exhibit at a public show in your area? Photo: Kristi Carthew

# Photography Release Form

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AGREED TO AND ACCEPTED this \_\_\_\_\_ day of \_\_\_\_\_, 20\_\_\_\_

\_\_\_\_\_  
Participant's Signature

\_\_\_\_\_  
Witness

\_\_\_\_\_  
Signature of Parent or Guardian

\_\_\_\_\_  
Witness

Print name of Participant: \_\_\_\_\_

Telephone Number: \_\_\_\_\_



# Working with Keeo to Bridge the Gap

by Bryon Milliere and Lauri Cunningham

**D**O YOU HAVE A KEEO IN YOUR COLONY? If you do, you know the importance of this youth leadership position. Not only does a Keeo make running a colony easier for adults, but it helps fulfill Scouting's Mission by training future youth leaders.

This month we explore how to "bridge the gap" between young Beavers and your leadership team by adding a Keeo to the team.

## Who Is Keeo?

Keeo is a Cub, who may have been a Beaver. Keeo shows leadership skills and should take an active part in the colony by working with the children, as well as adult members of the leadership team.

In the *Friends of the Forest* story, Keeo is an older beaver who has (for some reason) become restless in the

colony. During a storm a magic light appears around the beaver and transforms him. When Keeo looks at himself afterwards, he sees that his fur is silver, but more importantly Keeo is now able to think like, and speak to, humans. When the other beavers learn of Keeo's new capabilities they ask him to act as their "spokesperson" when they want to communicate with humans.

## Who Chooses Keeo?

Before choosing a Keeo, communication between the Beaver leaders and Cub leaders is essential. Akela needs to know the characteristics that you're looking for in a Keeo. Akela will then suggest several names for Beaver leaders to consider, and describe what attributes of each child makes the Cub a good candidate for Keeo. The final decision on who becomes Keeo rests with the Beaver leaders; after all, they have to work with the child.

Desirable qualities include:

- ☒ Warm and friendly, and able to get along with Beaver-aged children. The Cub must not be a bully, but helpful and empathetic to everyone.
- ☒ 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 Beaver.
- ☒ Able to gain satisfaction through giving, as well as getting.
- ☒ Capable of helping with activities.

## Does Keeo Have Any Special Identification?

After Keeo has attended a few Beaver meetings, leaders should formally welcome the child with an investiture ceremony. At this time, present Keeo with a Keeo scarf. (A silver/grey scarf with a Keeo badge works well.) Keeo only wears this scarf at Beaver activities, not Cub meetings.

## What Does Keeo Do?

As a member of the leadership team, Keeo takes an active part in all areas of the Beaver program. Keeo sees your program through the eyes of a child, and that is a primary benefit for having Keeo. Seek Keeo's input and listen to the youth's suggestions on how to ensure the program meets the interests and needs of the Beavers.

Help Keeo to recognize and lead appropriate activities for Beavers. Keeo provides an active link to the Cub program, but must not bring activities appropriate to the Cub program to the colony. (This might just frustrate young Beavers, as it may prove beyond their capabilities.) Involve Keeo in preparing the White Tails for their transition to Cubs; this will make swimming up easier for them.

## The Keeo Book



**V**isit the Scout Shop and get a copy of *The Keeo Book*, an outstanding 36-page resource. It provides Keeo with essential information about the role. Use the book as an orientation tool and as a handy reference. Contents include such helpful information as:

- "Beaver Talk" (a glossary of Beaver terms).
- An orientation to the Beaver program.
- An explanation of where Keeo fits into the Beaver program, and Keeo's role.
- Tips on how to be a good link between the colony and the rest of the leadership team.
- Tips on how to lead various activities.
- An overview of a typical meeting.
- Tips on working with Beaver-aged children.
- Instructions for the Swimming-Up Ceremony.
- Tips on how to represent the pack to the Beavers.

## Typical Duties

Apart from helping with games, crafts and stories, some of Keoo's special functions involve:

- ☛ Informing Cub leaders about Beavers, and the Beaver leaders about the Cub program.
- ☛ Participating in the Swim-Up Ceremony, and escorting the Busy Beavers up the river to the Cub pack.
- ☛ Introducing Busy Beavers (seven-year-olds) to Cubbing in order to make their transition from colony to pack easier.
- ☛ Setting an example of what Beavers can become as they grow into Cubs and later Scouts. Keoo understands and lives up to the Beaver Promise and Law, but with a deeper understanding than the Beavers.
- ☛ Linking with Beavers and Cubs at joint functions, such as a Christmas party, a picnic or other group outings.
- ☛ Attending the leader meetings on programming.
- ☛ Setting an example for Beavers.
- ☛ Understanding and living the Beaver Promise and Law.



**"Keoo makes our program so much better."**

Photo: Scouts Canada archives

If selected, trained and used carefully, Keoo can be a great asset to your colony, which can result in a closer relationship between the colony and the Cub pack within your group. At the end of the year, be sure to thank your Keoo for the unique contribution to the colony. Then, contact the Cub leaders to recruit a new Keoo for next year.

Keoo – it's hard to run a colony without one. X

## How Can A Keoo Help with Crafts?

**Y**our Keoo can help out in many ways.

She or he can suggest interesting crafts for your colony. Keoo is close to the Beaver age, and this youth may have been a Beaver once too. If your Keoo suggests an idea that is more age-appropriate to a Cub, jump at the opportunity to try it, *but* use your creative ability to make it age-appropriate to Beavers.

Keoo can help prepare crafts in your colony; for example, he or she can cut out pieces for your Brown Tails.

This Cub can distribute supplies (e.g. make sure there is enough paper/scissors/glue). Keoo can help your Beavers "create" their craft; the youth should first remember to ask Beavers if they want help first.

Keoo can help your Beavers put their names on their crafts, but only if they want the help. (Beavers will recognize their own creations even if you can't make out the name.)

She or he can supervise any Beavers who finish early with a quiet game or song, and assist in clean-up.

Employ Keoo in all aspects of the colony program as a unique member of the leadership team. Be careful not to put this child in positions of responsibility beyond his or her abilities. Remember that Keoo is a youth who requires supervision. Your Keoo may feel uncertain about some tasks; when you encounter this, help the youth to experience personal growth and build confidence by succeeding.

While an active member of the leadership team, Keoo does not count in the adult/youth ratios.

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# Fun at the Pond

by Ruth Dubeau



## LET'S LOOK AT some December activities.

December is a time of much excitement and happiness as children get ready to celebrate Christmas. The activities in this month's *Fun at the Pond* will burn off some of the excess energy your Beavers have stored up all year. Jewish Beavers can easily adapt many of the games and crafts to make a suitable Hanukkah or winter theme.

### Shining Star of David Decorations

These Star of David decorations make a beautiful backdrop for Hanukkah celebrations or a Christmas pageant.

Start with a dark coloured piece of construction paper 9" by 9" (22.5 cm x 22.5 cm). Fold the paper diagonally, creating a triangle. (See diagram) Next, fold one corner up across the opposite side, and repeat this for the opposing corner. Fold the shape in half again lengthwise.

Cut away the bottom of the folded shape diagonally. (See diagram)

Unfold the paper, flattening it out. Now you have a beautiful, six-

cornered Star of David. Punch many holes into the dark paper with a paper punch, then glue a piece of aluminum foil over one entire side of the paper. (See diagram) The star and holes now appear shiny.

Outline the star with glitter, and hang colourful ribbons from the bottom of the decoration.

### What's in the Stocking?

Put several items (e.g. a marble, a small toy, a clothespin, a comb, a toothbrush) in a Christmas stocking or a regular large sock. Ask each player to try to guess what's inside by feeling the objects through the sock. Have a separate sock for each lodge. Your Beavers will love the suspense.

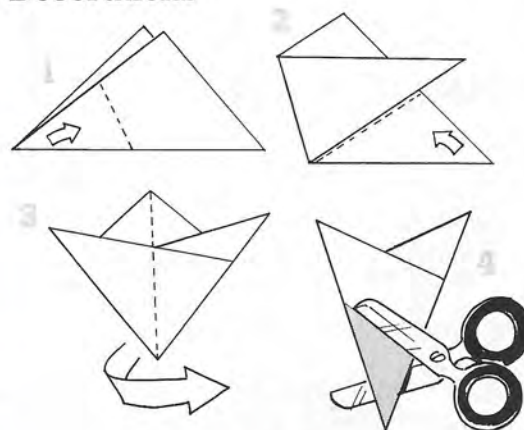
### Frosty the Snowman Fridge Magnets

Start this craft before your meeting by painting tongue depressors white. With your Beavers, make Frosty's hat from green felt, and his hat band from yellow felt. Either use felt for Frosty's nose (orange) and cheeks (red), or colour these with a marker. Paint black dots for Frosty's eyes, mouth and buttons. (See diagram)

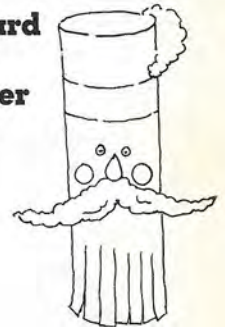
Help your Beavers tie a red ribbon around Frosty's neck for a bow tie. Finish by cutting a piece of magnetized strip (available at craft stores) to Frosty's back, and gluing it in place.

Because Hanukkah is called the Festival of Lights, Jewish Beavers may want to make a candle fridge magnet using tongue depressors, coloured felt and magnet strips.

### Shining Star of David Decorations



### Cardboard Tube Character (Santa)



### Christmas Tree



### "One of Your Elves, Santa"

Put a chair in the centre of a circle of your Beavers. Choose one child to act as Santa; this person sits on the chair and covers her eyes.

A leader picks another youth who comes up and knocks (taps on Santa's shoulder), saying "Knock! Knock! Knock!"

Santa replies with, "Who's there?"

The elf answers, "One of your elves, Santa."

Santa then tries to guess the elf's name. The first time through this game, have everyone use their normal voice, but the second time through, your Beavers may disguise their voices. Change Santa frequently.

### Decorate the Christmas Tree Scouter

In this game each lodge will decorate a Scouter standing with arms outstretched, playing a Christmas tree. You'll need ribbons, masking tape, string, and old decorations (e.g. garlands, balls, candy canes).

Standing in relay formation, on a signal each Beaver runs up to a box beside a Scouter who is standing like a tree, picks an ornament and hangs it on the leader. Ornaments can be hung on the Scouter's ears, nose, fingers, belt, etc. Your Beavers might have to use tape or string to tie the ornaments on the Christmas tree Scouter. When a Beaver has hung a decoration, the child races back to the relay line so the next person can take a turn.

### Christmas Tree Puzzle Relay

Before your meeting cut out a large Christmas tree from green bristol board – one for each lodge. Ask Keeto to cut out coloured balls, candy canes, a star and other decorations from construction paper. Before starting the relay, cut the Christmas tree into large pieces. (See diagram)

On a signal, the first child in line picks up a piece of the tree, runs down to the other end of the room, and places the piece on the floor. The next Beaver picks up another piece of the tree, and races down to the puzzle, fitting it into the developing tree. Play continues until the tree is completely assembled. At this point, let your Beavers glue the decorations onto the tree.

### Santa's Reindeer

This game encourages listening and silence. Sit your group in a circle. One Beaver becomes Santa, and sits in the centre with closed eyes. A

### Christmas Tree Puzzle Relay



### Frosty the Snowman Fridge Magnets



### Marshmallow Santa



leader gives a small bell to one of the other Beavers. All players hold their hands behind their backs, and shake them gently. Santa opens his eyes and listens, then goes to the reindeer that he believes has the bell, and asks, "Are you one of my reindeer?"

The Beaver shows his or her hands; if the child isn't holding the bell, play continues until Santa finds the bell. Give everyone a chance to play Santa.

### Christmas Time

Sing this song to the tune of "Farmer In the Dell."

Christmas time is here  
Christmas time is here  
Hustle bustle busy time  
As Christmas time is here.

Christmas trees are up  
Christmas trees are up  
Tinsel balls and popcorn, too  
As Christmas time is here.

Santa Claus is here  
Santa Claus is here  
Bringing gifts and stockings, too  
As Christmas time is here.

### Judah Maccabee Tube Characters

Jewish Beavers can make Judah Maccabee figures for Hanukkah by using cardboard toilet tissue rolls and construction paper. Cut out robes and beards from various shades of construction paper, then use markers to colour in eyes and other features.

Make a Santa figure using the same techniques. (See diagram)

A Christmas tree figure is fun to make using toilet tissue rolls. (See diagram) Simply cut each roll into lengths about 4 cm long.

Cut a small tree shape from green construction paper, as well as tiny round balls (representing decorations), and a star for the top of the

tree. Glue the decorations into position. Apply sparkle and string to the tree for added drama.

Make a cut approximately 2 cm long down the length of each tube, and slide the tree so it is able to stand up on its own.

Several trees or Judah Maccabee figures make a nice table centre.

### Marshmallow Santa

For each Santa you'll need two large marshmallows (for Santa's head and body), and five mini marshmallows (for his hands, feet and the hat pom-pom). Cut out red felt for his hat, bow tie and buttons, and get two tiny black candies for his eyes. Use the diagram to assemble your marshmallow Santas. Be sure to have extra marshmallows for snacking. That's essential!

### True Spirit of Christmas

Santa, elves and reindeer are nice to talk about, but don't miss the true meaning of the season – the Christ child who came to bring peace to the world. While making crafts, spend time talking about this baby who represents God's gift to the world. Make a collage by cutting out spiritually-focused Christmas cards and gluing them onto newsprint. You might even want to stage a Mary and Joseph play with a Cub pack as a linking event. Why not invite parents, and find out if a farmer would let you use his barn and farm animal for props? That would provide unusual adventure for everyone.

Expect wildly exuberant Beavers in December as their anticipation peaks at Christmas. It's a time of great hope and excellent program opportunities. ^

— Ruth Dubeau is an ever-joyful Scouter living in North Bay, ON.

# The Poppy: Our Remembrance Flower

by Ross Francis

**O**N NOVEMBER 11TH, CANADIANS all across the country will stop and remember those who were killed in wars. People of all ages will parade to memorials in at least 2,000 cities, towns and villages across Canada. Then everybody will stand in silence as they remember the thousands of brave Canadians who were killed and wounded in past wars.

November 11, 1918 was the day fighting stopped in World War 1. That's why we call it Remembrance Day. On that day everybody wears a poppy – a reminder of the blood red flower which grows in the fields where many of these victims of war died. In World War 1, much of the fighting took place in an area called Flanders. Every spring, the soldiers fighting in the trenches noticed the red flowers blooming on the battle grounds. And as more and more of their friends were killed, the soldiers noticed that the poppies bloomed over the graves.

When the war was over and when the soldiers came home, they still thought of all their friends who were buried in Flanders. Each time they thought of the graves, they remembered the poppies which grew around them. Then the veterans decided that they would wear a poppy each year to show that they still remembered their friends. Other people who had not been in the war, but who loved and remembered the dead soldiers, also wanted to show that they remembered, so they wore a poppy, too. There weren't enough real poppies to pick and wear, so some of the veterans who had been wounded and couldn't work began to make poppies from cloth.



## The Endless War Cycle

Twenty-one years after the World War 1 ended, another world war started, and the children who had stood beside their parents at the war memorials now went off to fight, often in the Flanders area. Tens of thousands of young men died, many of them teens.

When the Second War War ended, more people than ever wanted to wear a poppy. Soldiers, sailors and airmen had all died defending their country against Hitler and the Nazis. Their sacrifice not only protected Canadians who

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## In Flander's Fields

Major John McCrae wrote a world-famous poem entitled "In Flanders Fields." He penned it in memory of a friend and former student who had been killed by an artillery shell on May 2, 1915 near Ypres. Read the poem to your Beavers as they make the craft.

### In Flanders Fields

In Flander's fields the poppies blow  
Between the crosses, row on row,  
That mark our place; and in the sky  
The larks, still bravely singing, fly  
Scarce heard amid the guns below.

We are the Dead. Short days ago  
We lived, felt dawn, saw sunset glow,  
Loved, and were loved, and now we lie  
In Flanders fields.

Take up our quarrel with the foe:  
To you from failing hands we throw  
The torch; be yours to hold it high.  
If ye break faith with us who die  
We shall not sleep, though poppies grow  
In Flanders fields.

lived through the war, but in future generations – people like us.

Shortly after the Second World War ended, the Korean War flared; more Canadians died in that conflagration. Peacekeeping missions followed, and even more Canadian were wounded or died attempting to bring peace to a troubled world.

#### Why Remember?

These soldiers fought and died so others could enjoy all the good things in life. They died to make your home safe, to give you a chance to go to school and to the church of your choice. They also died so you could make friends with whomever you pleased. They died to keep Canada free.

We didn't know these soldiers who sacrificed themselves in war, but they wanted to prepare a peaceful world for those coming after them – us. Therefore, on Remembrance Day, when people wear a poppy and stand in silence it's like saying "thank you" to these Canadian heroes.

#### Remembrance Day Poppy Crafts

As an act of remembrance, let's make poppies. Your Beavers will need white paper, bright red construction paper, green construction paper, black construction paper, scissors, and brass fasteners. (See poppy pattern)

##### Brown Tail Beavers

Beavers can colour the individual poppy pieces (already cut out by leaders), and assemble the flower.

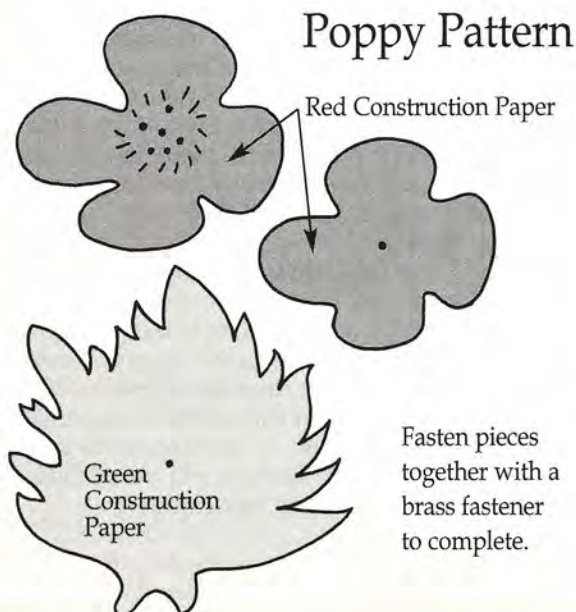
##### Blue Tail Beavers

Beavers can cut out the flower, leaves and centre (already traced onto construction paper by leaders), and assemble the poppy.

##### White Tail Beavers

Beavers can trace the poppy pattern (provided by leaders) of the flower, leaves and centre onto construction paper, then cut out the parts and assemble the craft.

Beavers could even print on the flower "I Remember," and sign their names. If they wish, your Beavers could then present their poppies to a veteran on Remembrance Day.



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# A Field Guide to The Weather

from Ontario Parks

**W**hile camping at Charleston Lake Provincial Park this summer, my son Michael participated in one of their interpretive programs and came back with the *Field Guide to the Weather*. All summer long, he carried it with him on canoe and camping trips. It's a great idea for leaders to do with their youth.

Ontario Parks kindly permitted us to reproduce the idea in **the Leader**. To make your own *Weather Guide*, simply redraw the pictures below and assemble the booklet. Each child will need crayons, cotton balls, a glue stick and a stapler to complete the booklet. Of course, your Beavers or Cubs can add to any of the pictures and colour them in any way they wish.

We're only able to recreate the drawings in miniature in this column; if you want the images full-size as they appear in the Charleston Lake Provincial Park booklet, go to Scouts Canada's web site ([www.scouts.ca](http://www.scouts.ca)) where you can download an actual size version of the drawings in "PDF" format. *Note:* PDF files are viewable with Adobe Acrobat Reader, which is available for free on the Internet and on the Scouts Canada *Program Builder* CD.

## Your Personal Weather Guide

Divide a regular sheet of paper (8 1/2" x 11") into four equal rectangular panels, then cut them out. An alternative method involves enlarging the pages illustrated in this column using a photocopy machine.

The front cover has the title words printed on it: "**A Field Guide to the Weather**" and "by: \_\_\_\_\_."

Page 1 shows a picture of many individual raindrops. At the bottom of the page are the words: "**Greenish Sky During Rain:** The Rain will become worse." Your kids should colour the sky green behind the raindrops.

A dramatic rainbow arching across the sky illustrates page 2. At the

bottom of the page are the words: "**An Evening Rainbow:** There will be a strong wind."

Page 3 shows a picture of altocumulus clouds above a house and telephone poles. At the bottom of the page are the words: "**Altocumulus Clouds:** A high layer of many tightly packed little clouds. Usually this means that rain will come in 8 to 12 hours." Let your Beavers or Cubs break up cotton balls into smaller balls, and glue them onto the illustrated clouds.

A cicadas insect appears on page 4. Below it are the words: "**Cicadas Sing Loudly:** This buzzing insect tells us that the weather will be nice." Kids can colour the picture and, if outdoors in the forest, listen carefully for the cicadas buzzing. (It sounds like bad static on a phone or television.)

Cirrocumulus clouds illustrate page 5. The writing at the bottom of the page says: "**Cirrocumulus Clouds:** High, thin layers of clouds that look like waves on a beach. They mean continued good weather."

"**Other Signs of Good Weather:**" these are the title words on page 6. Below are the words:

"**Wind Changes Direction Slowly:** The weather will be fair.

**Heavy Dew:** The day will be nice.

**Fog on the Fields:** It will be sunny."

Your members can illustrate this page any way they wish. As they are working, teach them the sailor's rhyme: Red sky at night, sailor's delight; red sky in morning, sailors take warning.

Page 7 shows a picture of a brilliant sunset. Below it are the words: "**Red Sunset:** Fine weather."

Fluffy cumulus clouds illustrate page 8. At the bottom of the page are the words: "**Fair Weather Cumulus Clouds:** Fluffy white clouds with rounded tops. If they are small and float slowly along, they mean continued good weather." Beavers or Cubs can stretch cotton balls out, and arrange them with rounded tops and flat bottoms before gluing them.

"**Other signs of Bad Weather:**" these are the title words on page 9.

Below the title are the words:

"**Red Sky in the Morning:** Expect bad weather.

**Wind Changes Direction Quickly:** Expect bad weather with wind storms.

**A Light Dew And No Wind:** Expect rain.

**Fog on the Hilltops:** Expect rain."

Page 10 shows a picture of raindrops. Ask youth members to colour the sky behind the rain a dark blue. The bottom of the page has these words: "**Deep Blue Sky During Rain:** Showers will continue."

Birds flying high above a landscape illustrate page 11. Below are the words: "**Birds Flying High:** Good weather is coming."

When you see a ghostly halo around the sun (as it appears on page 12), expect dampness in the air. At the bottom of the page write: "**Halo Around the Sun:** There will be rain in 10 to 12 hours."

A threatening cloud appears on page 13. At the bottom of the page are the words: "**Thunderhead:** A cloud shaped like a mushroom. This usually marks the site of a big thunderstorm."

Page 14 is illustrated by high-flying clouds over a scenic vista. Below are the words: "**Cirrus Clouds:** Very high, thin, wispy clouds that look like horse tails. When they start to cover the whole sky there's an 80 percent chance of rain in the next 24 hours." Beavers and Cubs can stretch cotton balls until they are thin and wispy, before gluing them to the scene.

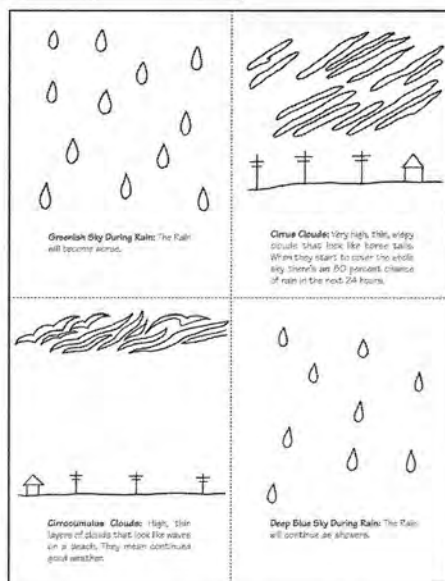
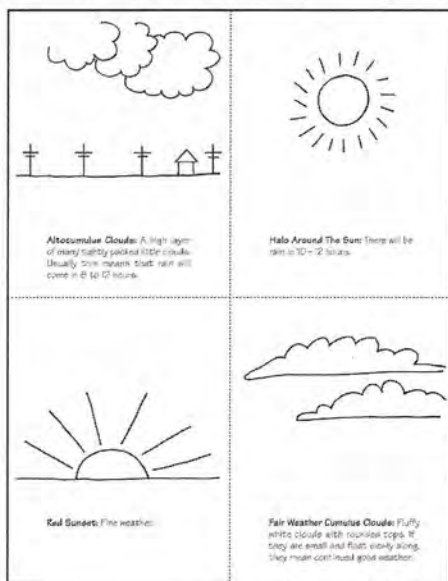
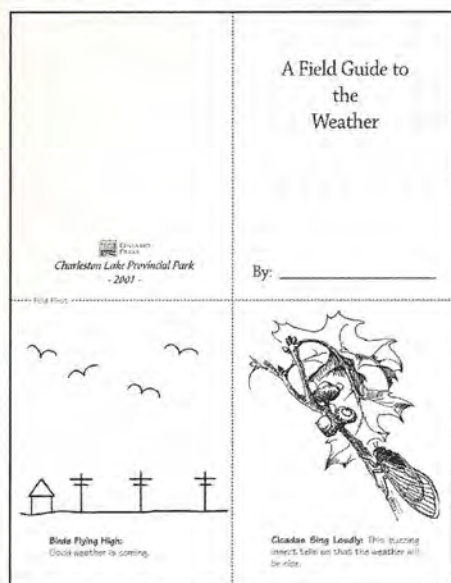
The back cover has the Ontario Parks logo and the words: "Charleston Lake Provincial Park."

## Finishing Touches

When all panels in the booklet are cut out and put in the right order, staple them as you discuss the weather during the previous week. Whenever you go out on hikes, encourage your Beavers or Cubs to take their booklets with them. It will make them more aware of the weather. X

— Developed by Amy Whitehorne for children's programs in Ontario Parks.

Please use the pages below as reference only. The full-size version of the guide (suitable for print) is available as a PDF at the Scouts Canada web site at [www.scouts.ca](http://www.scouts.ca). Download it today!



'A Field Guide to The Weather' courtesy of Ontario Parks

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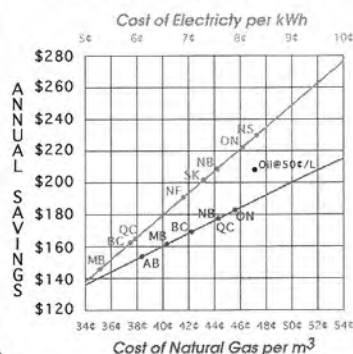
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# Come Play on Hard Water: Ice Fishing for Kids

by Ian Mitchell and Susan Muehlherr

## Ice fishing.

It's great activity for your Scouting program for at least three reasons:

- ☛ It requires minimum equipment
- ☛ Most youth have never tried the sport
- ☛ It offers outdoor adventure in the middle of winter.

So, gather up your equipment, check the weather and ice conditions, dress in layers, and head for hard water.

### Equipment Check

What equipment will you need? Here's a short list:

- ☐ Ice spud and auger
- ☐ Ice skimmer
- ☐ Jigging rod
- ☐ Tip-up

An ice spud and an auger to get through the ice are the first things you'll need. An ice spud is a tool with a handle on top and a piece of cutting steel on the bottom. You can use it to enlarge a hole that you've made with a hand auger. (A hand auger makes short work of thick ice, especially when everyone takes a turn.)

An ice skimmer will remove the ice and snow from the hole you just made. (The water will constantly ice up and freeze while you're fishing.) An ice skimmer looks like a small colander with a handle attached. It's available in either aluminum or plastic, but be careful. Many people have lost a skimmer when it slipped out of their hands and fell into the hole. It's hard to get it off the bottom of a lake in winter!

A jigging rod will let you feel the slightest "hit" by a fish. Remember, in winter water is *cold* and fish are sluggish; hits are generally light and hard to feel. A rod with two to four pound test line is good for perch, pan fish and small trout; a medium action rod with four to 10 pound test

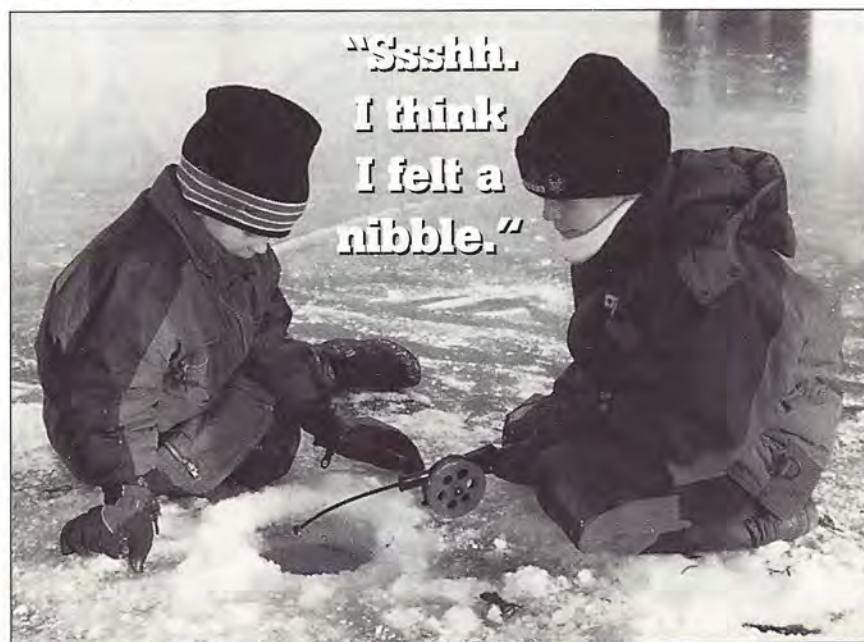


Photo: Murray Cameron

line is excellent for larger trout, wall-eye and bigger fish.

Have you ever heard about a piece of equipment called a tip-up? It's a very useful item for ice fishing – a "must-have" tool. A tip-up also makes a terrific craft item that ties into several badges. See the sidebar on p. 29 for construction details.

### Other Gear

Some ice fishing anglers take along a small pocket tackle box holding a few extra hooks and weights, a small container of bait, a handful of jig poles and a spud or auger. Others pack most of these items into a large pail; this not only serves as a convenient seat, but it can hold the fish you catch. Some members use a sled and fill it with food, blankets, hot chocolate jugs, lanterns, minnow buckets and other equipment.

Another piece of gear that many anglers improvise or purchase contributes to both enjoyment and safety. Boot cleats greatly improve footing on a frozen lake, and it's obvious that a vertical angler is more effective, more comfortable and safer than one who is horizontal much of the time.

### Ice Fishing Clothing

Cold weather clothing and boots are absolutely vital when ice fishing. What a great opportunity to teach youth about hypothermia. Make sure everyone knows how to recognize the initial stages of hypothermia, and how to combat its effects.

Warm footwear – this is probably the single most important piece of clothing when ice fishing. Most insulated hiking boots will not keep youth warm enough while they're standing out on a lake for hours; neither will inexpensive nylon or plastic boots lined with synthetic fur. Gimmicks such as battery-powered electric socks can prove to be a big disappointment in cold weather.

Good quality, insulated rubber or leather boots with heavy felt liners, government surplus arctic boots or boots with separate, thick felt liners, are the best insurance against cold feet. Don't look for style and fashion when considering good ice-fishing boots. They should fit loose enough to accommodate extra socks and to allow maximum blood circulation. Snowmobile boots with felt liners are often adequate.

If you're going to be out on the ice for a long time, bring something to stand on that offers insulation. Even

standing on a piece of thick wood will prevent the cold from working up from the ice into still feet.

Teach your members to layer their clothing. Several layers of comparatively light clothing are warmer than just one or two bulky garments. The layers trap air for maximum warmth, and allow the angler to add or remove layers to match changes in temperature or levels of activity. At moments of heavy exertion (e.g. dragging equipment across the ice or auguring holes), an angler can shed some clothing and avoid breaking into a sweat.

Avoid strenuous activity that causes perspiration; in cold weather this dampness will start to freeze, causing your body to expend considerable energy as it tries to raise your body heat.

Good headgear is particularly important for ice fishing. Up to 75 percent of heat lost on a cold day leaves the body from the head and neck. A wool cap or parka hood can make you warmer very quickly; if you're on the verge of breaking into a sweat, merely take off your cap or parka (exposing your head) to cool down.

If you're looking for good insulation on a cold day, wear comfortable long underwear worn next to the skin. Over this, slide on insulated coveralls or a wool, down or fibrefill insu-

## Delicious Fish Fry Recipe

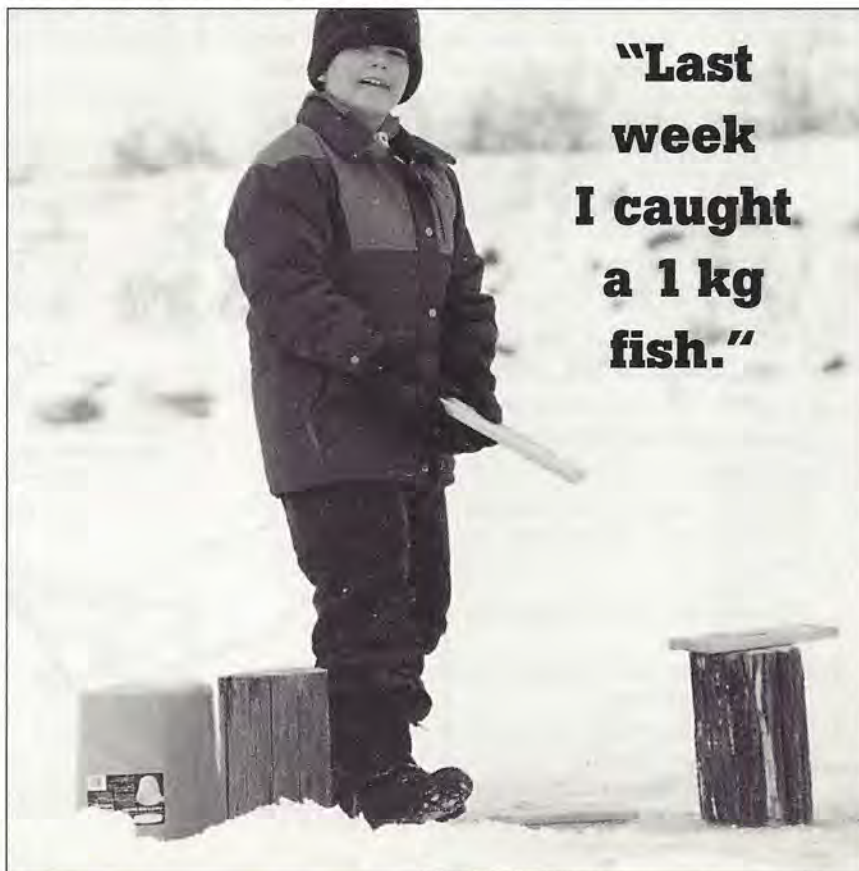
**T**RY THIS BASIC RECIPE for fried fish fillets. No amounts are listed, as it depends on the amount of fish you're cooking.

The ingredients include: finely crushed corn flakes; a small amount of flour; a sprinkle of garlic powder; as well as salt and pepper.

Mix these ingredients together in a plastic bag. Beat an egg or two in a bowl, then dip the fish into the egg and drop it into the corn flake mixture. Coat thoroughly.

Heat some butter, margarine or bacon fat in a frying pan. Cook the fish until it's golden brown on one side, then flip it over. Your fish is ready when its flesh flakes easily with a fork.

Do you have some favourite recipes? Send them to **the Leader Magazine**; we'll try to include them in future issues.



**"Last week I caught a 1 kg fish."**

Photo: Libby Nelson

lated snowmobile suit to create a middle layer. Finish off by putting on a windproof, moisture-repellent outer layer. Many anglers also wear a heavy parka for added warmth as a further barrier to the wind.

Everyone fishing must also wear gloves. Some experienced anglers wear light gloves inside mittens, and do all but the most delicate knot tying and hook baiting while wearing the gloves. Other people prefer bulky, loose fitting mittens that they put aside to do most tasks. Each member should take two pairs of gloves in case the first pair gets lost or wet. Pocket warmers help to "thaw" cold fingers after working without gloves or mitts for several minutes.

### Ice Fishing Shelters

Even well dressed, experienced anglers, find ice fishing on a bitter-cold day little more than tolerable. However, a shelter or wind shield can make the experience downright enjoyable.

Ice-fishing shelters range from simple windscreens improvised from a toboggan or sled, to elaborate shanties complete with roofs, walls, heaters and floors with trap doors leading to the ice. (A simple temporary shelter or windbreak is sufficient for most occasional anglers.)

An easy-to-build shelter might include a small, three-pole tipi covered with canvas or plastic, and open on one side. Other shelters might in-

volve a basic frame covered with plywood, canvas, plastic or cardboard. Turn your Scouts or Venturers loose with a pencil and paper to design a shelter. Combined with Scouting pioneering skills, they'll produce a suitable shelter in less than an hour.

### Ice Conditions

"How thick does ice have to be to support my weight?"

This question has haunted those who ice fish for centuries.

Thickness isn't the only factor that determines the load bearing capability of ice. The type of ice also affects its strength. Here's a reliable rule of thumb.... A minimum of 7.5 cm of clear, blue lake ice (preferably 10 cm) will support a single angler. Ice that is 13 cm thick will hold several anglers who are standing in single file.

Slushy ice is only half as strong as clear lake ice, so double your calculations when encountering this condition. Ice weakens with age - particularly late in the season. When it turns dark and appears "honeycombed," it's time to quit for the season.

Be particularly cautious and vigilant around any lake with moving water in it - whether from an inlet canal, springs, ground water seepages, an outlet, or warm-water discharges from a power plant. Moving water, no matter how slight, slows and inhibits freezing. Some ice may even appear thick, but contain thin spots that are hard to detect.

Discoloured ice should ring alarm bells in your head. Imbedded materials, such as weeds or logs, also weaken ice. Large objects in or on the ice (e.g. abandoned duck blinds) can absorb the sun's heat and weaken ice. Ice near shore may also be weakened by heat from the ground.

Make a cover to place over your fishing hole to keep the light from shining down into the water. (A piece of cardboard with a slit in it is easy to make and carry.) If you don't, the extra light will sometimes spook the fish and keep them from striking - particularly true when fishing in shallow or clear water.

### Safety First

Ice fishing will capture the imagination of youth members. Use it to practise ice rescues, winter first aid, knot tying and pioneering.

If the weather turns nasty on the day your group is planning to go fishing, cancel the outing and do something indoors. It's always better to err on the side of safety than face a possible emergency with frostbite or hypothermia. ^

### Program Links

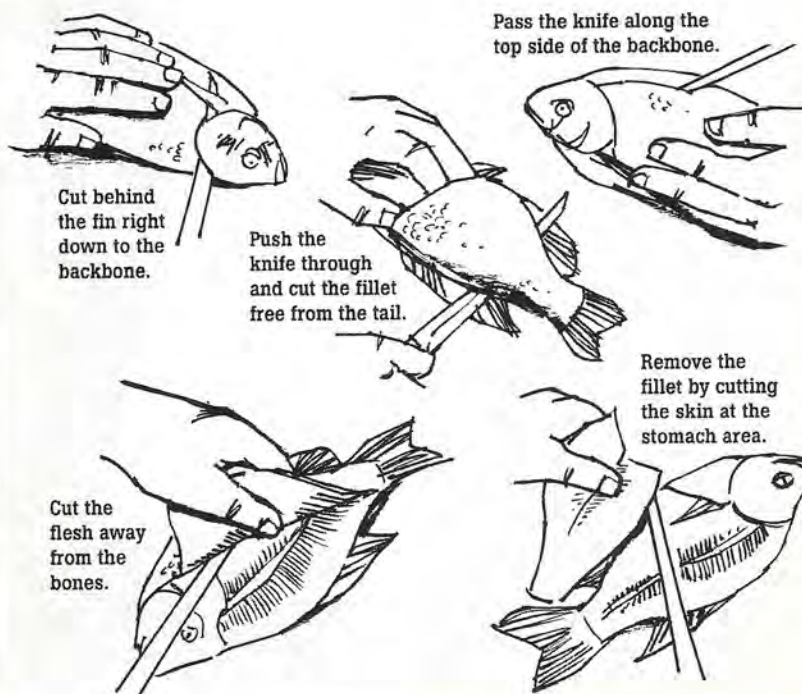
Scouts: Winter Sport Badge,  
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Venturers: Personal Interest  
Award, Outdoorsman Award

## How to Fillet a Fish

**H**ere's a task that some of your Scouts might already know how to do. Ask one of them to demonstrate how to fillet a fish. (See diagram)

For those needing instruction, here are some step-by-step instructions.

1. Cut behind the fin right down to the backbone.
2. Pass the knife along the top side of the fish's backbone.
3. Push the knife through, and cut the fillet free from the tail.
4. Cut the flesh away from the bones.
5. Remove the fillet by cutting the flesh away from the stomach area.



# Build a Fishing Tip-Up

**Y**our Scouts can make two separate tip-ups that are perfect for ice fishing. One's a simple design, while the other is more elaborate.

Use minnows with these tip-up designs. Lures aren't effective because the person fishing doesn't impart any movement to the lure and, therefore, there is no action to attract the fish.

## Simple Design

For this tip-up you'll need two sticks (2.5 cm x 2.5 cm x 45 cm); two nails; and fishing line. It isn't an ideal design because it requires snow cover on the ice, and it may blow over in a strong wind. (See diagram 1)

Cut a notch into the end of one stick, and tie a fishing line on the other stick.

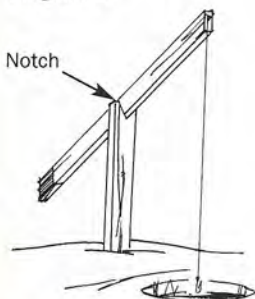
A Scout pushes the stick with a notch into the snow beside the fishing hole, leaving the notch exposed. Then the Scout balances the other stick on the notch, so the end with the fishing line is higher than the opposite end.

When a fish hits the bait, the lower end of the stick will rise indicating that a fish is biting.

This tip-up type doesn't allow the line to play out, so you have to keep a close eye on it or you may miss the strike.

## Simple Design

Diagram 1



### Tip-up Tip:

This tip-up type doesn't allow the line to play out, so you have to keep a close eye on it or you may miss the strike.

## Advanced Tip-up

This design requires long, thin nails; fine eyelets; "cup hooks" bent to right angles; a wooden tip-up handle (2 cm x 2 cm x 45 cm); a plywood base (15 cm x 30 cm x 1.3 cm); and a cradle (10 cm x 15 cm x 2 cm).

Nail the plywood base to the cradle. (See diagram) Cut a slot across the top of the cradle, as well as a notch wide enough to hold the wooden tip-up handle. (See Diagram 2)

Screw a fine eyelet into the end of the tip-up handle. Screw two cup hooks that have been bent to a 90 degree angle into the tip-up handle, about 2/3 way down the handle on the opposite end as the fine eyelet. Your anglers will wind fishing line around these. (See Diagram 3) At the mid-point of the handle, drive a long nail through so it sticks out on both sides. (The nail fits into the cut slot of the cradle.) Drive several more nails into the handle on either side of the balancing nail, once more so the nail fits into the cradle's cut slot.

Thread the fishing line through the eyelet and wrap one end around the cup hooks. Attach a hook to the other end of the line.

When ready to fish, place the tip-up on the ice beside the hole, drop the line into the water and balance the tip-up handle on the slotted cradle so the end with the line is angled upwards at about a 45 degree angle. (Diagram 4)

## Advanced Tip-Up

Diagram 2

Plywood base

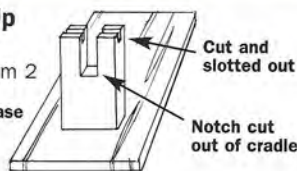


Diagram 3

Fine eyelets

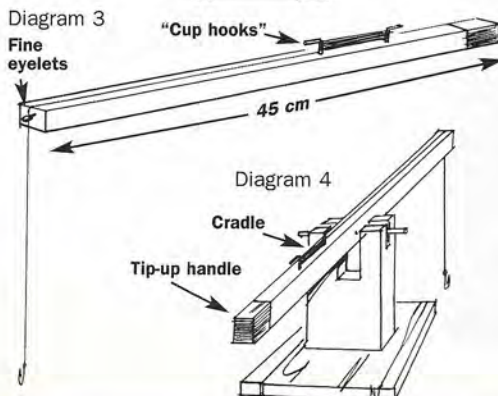
"Cup hooks"

45 cm

Diagram 4

Cradle

Tip-up handle



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# New and Improved Resources

## Get them at your Scout Shop!

Scouts Canada has just produced or updated a number of outstanding resources to make your planning easier. Available at Scout Shops right now, they are:

- ☐ *Beaver Leader's Handbook*
- ☐ *Cub Leader's Handbook*
- ☐ *Program-Builder CD-ROM*

What's the *Program-Builder CD*?

It contains over 1,700 Beaver, Cub and Scout activities (crafts, games, songs, recipes, etc.) as well as a template for building your program. It's outstanding. Each Beaver, Cub and Scout section received a copy of the CD free this fall; additional copies are available at Scout Shops for \$3 each.



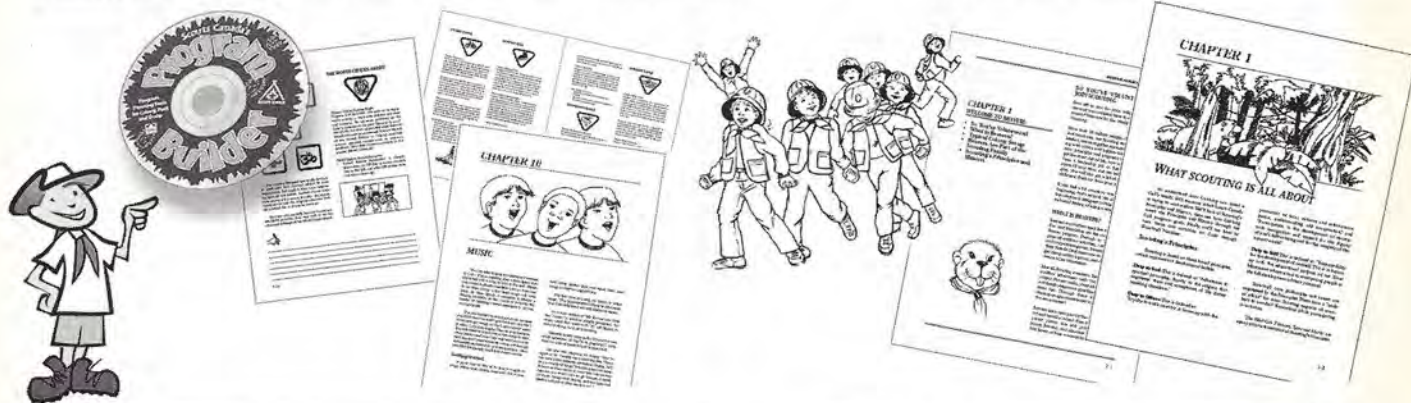
The updated handbooks include the *Scouts Canada's Duty of Care* material, the *Program Standards* for their respective program section, and references to the *Camping and Outdoor Activity Guide*.

### Difficult Decisions

Each time Scouts Canada introduces new documents or guidelines for leaders, we must find the most effective way to ensure that leaders have access to current information. In these latest resources, we've decided to include everything, with the exception of the *Camping and Outdoor Activity Guide*.

Scouts Canada has posted the *Duty of Care*, *Program Standards*, and the *Camping and Outdoor Activity Guide* on its web site ([www.scouts.ca](http://www.scouts.ca)) so leaders with "old" handbooks can access the information readily. (The *Program Standards* were printed in *Leader* issues in Aug./Sept. 2000 and Oct 2001.)

Stop by your nearest Scout Shop today to pick up these exciting new resources, check out the new "Bring on the Adventure" clothing, and pick up the camping equipment you need for your next outing. 



## Reptilia - Discover the World of Reptiles!



Reptilia's shows are an excellent programming tool that you can use to enrich your group's experience. All presentations feature encounters with live reptiles and amphibians! Our programs cover a variety of badge related topics including: habitat, conservation, ecology, and pet care. Groups can visit Reptilia at 91 Fernstaff Ct., Unit 8, Vaughan ON L4K 3L9 or we can bring the animals to you.

Visit our website: [www.reptilia.org](http://www.reptilia.org) or call toll free: 1-888-REPTILIA

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## For Service to Scouting

*compiled by Cheryl Dinelle*

We are pleased to announce in this issue the names of people in Scouting who have been recognized for gallantry and service between March 19, 2001 and July 31, 2001. We will announce awards made after July 31, 2001 in a spring issue of **the Leader**.

### AWARD FOR FORTITUDE

*(for perseverance despite physical or mental impediments)*

Graham Adamson, Burnaby, BC  
Frederick Bishop, Dartmouth, NS  
Tanner Danyleyko, Calgary, AB  
Benjamin Dilivio, Hamilton, ON  
Lindsay Farrell, Cobourg, ON  
(Posthumous)  
Torrance Ho, North York, ON  
Brian Hodgkiss, Breton, AB  
Dennis Krysak, Clinton, ON  
Barb Lewis, Calgary, AB  
Terry Luneburg, Carleton Place, ON  
Peter MacArthur, Calgary, AB  
Scott Mangan, Toronto, ON  
Ken Middleton, Calgary, AB  
Adrienne Saunders, Whitehorse, YK  
Brian Savile, Sebringville, ON  
Hannah Silk, Whitby, ON  
Vi Zak, Calmar, AB

### CERTIFICATE FOR MERITORIOUS CONDUCT

*(for meritorious conduct worthy of recorded commendation)*

1st Blyth Troop, Blyth, ON  
45th Kitchener Scout Troop,  
Kitchener, ON  
160th Scout Troop, Toronto, ON  
Ian Burr, Scarborough, ON  
Paul Conway, Gloucester, ON  
Martin Gougeon, Orleans, ON  
Harold Hadley, Alouette, QC  
Dallas Jarvis, Toronto, ON  
Jesse Kluwak, Toronto, ON  
Natashia Kluwak, Toronto, ON  
John MacLean, Halifax, NS  
James McNaught, Gloucester, ON  
Jonathan McNaught, Gloucester, ON  
Bill Newton, Toronto, ON  
Donna Newton, Toronto, ON  
Shawna Orenchuk, Toronto, ON  
Renee Quesnel, Toronto, ON  
Lucas Steeves, Calgary, AB  
Chantal Stepa, Toronto, ON  
Norman Thompson, Toronto, ON  
Roy Thompson, Toronto, ON  
Stefan Trenholm, Mission, BC  
Jennifer Tyler, Toronto, ON

### BAR TO SILVER ACORN

*(for further especially distinguished service to Scouting)*

Richard Druce, Victoria, BC  
David Gillard, Corner Brook, NF  
Jo-Anne Munk, Vernon, BC

### SILVER ACORN

*(for especially distinguished service to Scouting)*

George Clark, Victoria, BC  
Brian Dennis, St. Albert, AB  
Glen Hay, Calgary, AB  
Clara Maltby, Revelstoke, BC  
Keith Martin, Burnaby, BC  
Rick Ross, Lethbridge, AB  
Ed Sautiere, Halifax, NS  
Jim White, Pitt Meadows, BC

### BAR TO MEDAL OF MERIT

*(for further especially good service to Scouting)*

Victor Anderson, Campbell River, BC  
Fred Burgess, Guelph, ON  
Bob Chipman, Dartmouth, NS  
Robert Craddock, Calgary, AB  
Fran Edwards, Peterborough, ON  
Gerald Fifield, Corner Brook, NF  
Bob Jackson, Trenton, ON  
Sean Munro, Whitehorse, YK  
David Palmer, Aylmer, ON  
Karen Palmer, Aylmer, ON  
Doug Walkington, Pointe-Claire, QC

### MEDAL OF MERIT

*(for especially good service to Scouting)*

Linda Aug, Burnaby, BC  
James Baird, Burnaby, BC  
Frank Beart, North York, ON  
Lou Beaubien, Burnaby, BC  
Michel Bédard, Vimont, QC  
Michael Belanger, Lachine, QC  
Cindy Bell, Winnipeg, MB  
Dorothy Blackwell, Winnipeg, MB  
Janice Bonnett, Winnipeg, MB  
Paul Bourgeois, Calgary, AB

Arch Brewer, Corner Brook, NF  
 Evelyn Buchan, Calgary, AB  
 Jean-Pierre Busschaert,  
 Dollard-Des-Ormeaux, QC  
 Jean Buydens, Victoria, BC  
 Tom Caithness, Halifax, NS  
 Shirley Carreiro, Westmount, QC  
 Eugene Cartier, Calgary, AB  
 Allan Cazes, Burnaby, BC  
 Roger Colborne, Sydenham, ON  
 Jamie Conklin, Burnaby, BC  
 Jean Connolly, Elginburg, ON  
 Philip Conroy, Calgary, AB  
 Bill Crompton, Winnipeg, MB  
 Marcel DeSutter, Upper Rawdon, NS  
 Jennifer Douglas, Salmon Arm, BC  
 Elsie Doyscher, Fort St. John, BC  
 Thom Eggertson, Calgary, AB  
 Peter Elwick, Winnipeg, MB  
 David Farmer, Winnipeg, MB  
 Fred Gillis, Dartmouth, NS  
 Don Gordon, Calgary, AB  
 Eva May Gray, Stratford, ON  
 Alan Green, Kamloops, BC  
 Gary Halber, Cranbrook, BC  
 Ron Hammond, Laval, QC  
 Stan Hayden, Hatchet Lake, NS  
 Steven Heslop, Burns Lake, BC  
 John Hetner, North York, ON  
 (Posthumous)  
 Robert Heward, Calgary, AB  
 Brian Hodgkiss, Breton, AB

Mark Hoefling, Terrace, BC  
 Gary Holisko, Burnaby, BC  
 Delbert Jarvis, Piton, ON  
 Ellen Johnson, Whitehorse, YK  
 Sharon Johnstone, Terrace, BC  
 Mike Jubenville, Calgary, AB  
 Mark Ketler, Calgary, AB  
 Roger Kingsley, Winnipeg, MB  
 Steve Knox, Halifax, NS  
 Dennis Krysak, Clinton, ON  
 Carol Lacroix, Burnaby, BC  
 Kim Lanyon, Victoria, BC  
 Howard Lee, Burnaby, BC  
 Michael Leeder, Ottawa, ON  
 Brian Little, Minnedosa, MB  
 Prem Lochan, Burnaby, BC  
 Wendy MacDonald, Montague, PE  
 Patricia Marshall, Lasalle, QC  
 Ellen McFarlane, Flin Flon, MB  
 Fay McFarlane, Kitimat, BC  
 Maxine McLean, Gold River, BC  
 Richard McLean, Montreal, QC  
 Thomas McNeil, Mt. Uniacke, NS  
 Albert Miller, Scarborough, ON  
 Glen Miller, Port Moody, BC  
 Ross Miller, Pointe-Claire, QC  
 Janice Morrison, Milford Station, NS  
 Christine Nault, Surrey, BC  
 Dale Nault, Surrey, BC  
 Nithy Nitheanandan, Pinawa, MB  
 Kent Ockey, Calgary, AB  
 Al Patterson, Brandon, MB

Robin Petten, Ottawa, ON  
 Henry Puschel, Leduc, AB  
 Sally Robinson, Pointe-Claire, QC  
 William Simmons, Burnaby, BC  
 Steven Sostar, Waterford, ON  
 Steve Soule, Calgary, AB  
 Gerry St-Amand, Bedford, NS  
 Gary Stedman, Calgary, AB  
 Gary Stevens, Whitehorse, YK  
 Robert Stewart, Halifax, NS  
 James Stirling, Pointe-Claire, QC  
 David Sutman, Mississauga, ON  
 Russell Temreck, Cloverdale, BC  
 Michael Tompkins,  
 Peterborough, ON  
 David Tozer, Pointe-Claire, QC  
 Ipie Van Der Veen, Peterborough, ON  
 James Wall, Port Coquitlam, BC  
 Jimmy Wang, Burnaby, BC  
 Robert Wiley, Edmonton, AB  
 Joan Wilson, Pointe-Claire, QC  
 Chuck Wong, Alert Bay, BC  
 Vi Zak, Calmar, ON ^

## CORRECTION

In the last "Service to Scouting" we misspelled the name of a recipient of the Certificate for Meritorious Conduct. His name is Daniel Striemer, of Saskatoon, SK. Sorry for the error.

## IN THE MARKET

# Health and 16-Kilometre Hikes

by Ben Kruser

**W**ith winter "blahs" crouching on the horizon, now is the time to start planning more outdoor activities. Hiking is a very adventurous activity for kids, especially if they go to places where they've never explored. Armed with a map, compass and a bag lunch, you'd be surprised at how fun it can be to just investigate your own neighbourhood.

More important, day hikes instill a healthy lifestyle attitude in kids that will extend, and may even save, their lives later on as adults. Most Scouting members are familiar with the benefits of exercise: lower LDL ("bad") cholesterol and higher HDL ("good") cholesterol; lower blood sugar and insulin levels; reduced blood pressure; higher lean muscle and bone density.

Exercise reduces the risk of heart attack, cancer and stroke – the three leading killers of adults. New studies have provided interesting statistics worth discussing with your group.

## Extending Life

How much extra life can you expect when you exercise regularly?

The Harvard Alumni Study showed that people who expended 2,000 calories per week during exercise had an extended life expectancy of about two years. Even a modest investment in exercise brings good results, while vigorous walking or running (e.g. 16 kms per week) produces terrific results.

A principle investigator in the Alumni Study, summarized the finding by saying that for every hour of exercise, you get two hours of extra life. Of particular interest, exercise has been found to reduce the risk of breast and reproductive cancers in women, as well as prostate cancer in men.

## Social Costs

Health care costs are rising. Are there financial benefits to exercise, other than generating profits for hiking and running shoe companies?

Researchers at the United States National Centre for Disease Control and Prevention found that in 1987, the average sedentary adult spent \$1,349 a year for health care, while physically fit people spent about \$1,019. (The savings of US\$330 represent roughly CDN\$500.)

## See Your Scout Shop Now

Scout Shops across Canada can help you find the best clothing and outdoor gear for you and your group. The most important part, however, involves getting out once a month for simple day hikes. Whether in the woods or traversing an inner city route, build a lifestyle attitude that stresses healthy exercise. It's what Scouting is all about.

Bring on the Adventure! ^

# How Are You Doing?

## A Checklist Can Help Improve Your Group



by Bryon Milliere

**U**se this checklist to do a quick assessment of how your group committee supports section leaders. It'll give you great insights, and make programs run smoother.

### Membership

- ☐ All youth and adults are registered. (Check regularly with leaders.)
- ☐ All adults have completed the volunteer screening process.
- ☐ Leadership ratios are met.
- ☐ Everyone who wants to join the group has either joined or has been referred to other groups. (Be prepared to start new sections to accommodate demand.) Be creative when finding meeting facilities, volunteers and resources. You'll find your council willing to help.

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info@junglecatworld.com

*Note:* Be sure to submit additional registrations as you receive them throughout the year. This will ensure insurance coverage, and start the **Leader Magazine** subscription for new Scouters.

### Recruitment

- ☐ Once leadership ratios and group committee positions are met or exceeded, potential leaders are identified for next year's program and group committee roles. (Hint: Recruit all year long.)
- ☐ Parents are regularly encouraged to volunteer for a variety of roles.
- ☐ As new volunteers complete their orientation and probation period, one or more experienced Scouters meet with them individually to discuss their role, and to ensure that they have the support they require.
- ☐ Registered and casual volunteers receive essential orientation materials (e.g. a job description, the *Duty of Care* document, and *How to Protect Your Child from Child Abuse - A Parent's Guide*). See the Scouts Canada web site ([www.scouts.ca](http://www.scouts.ca)) or your council office for an orientation document available for each section. On our web site, look under Program Resources.
- ☐ Volunteers and parents know about the process for selecting group committee members.

### Development and Resources

- ☐ All registered volunteers have a personal development plan.
- ☐ All leaders have the essential resources (including handbooks) to plan and deliver the program.
- ☐ Every Beaver colony, Cub pack and Scout troop has at least one complementary copy of the Program Builder CD. (Copies are also available from the Scout Shop for \$3.00.)

### Recognition

- ☐ Volunteers receive frequent and sincere appreciation for their efforts.
- ☐ Outstanding, and long, service are recognized through Scouting's honours and awards system.
- ☐ Youth leaders are recognized and thanked for their roles.

### Program Quality

- ☐ Program delivery meets or surpasses the National Program Standards.
- ☐ Parents and youth provide positive feedback on the program.
- ☐ Members say they're having FUN!

### Group Committee Meetings

- ☐ The committee meets regularly.
- ☐ Parents are invited to attend group committee meetings.
- ☐ Volunteers and parents are informed about the group's plans.

### Linking Activities

- ☐ Leaders work together to help youth move through the sections.
- ☐ Junior leadership roles are present in all sections (e.g. Keeo, Kim, activity leaders and Scouter-in-Training).
- ☐ The group hosts multi-section activities, such as a Scout-Guide Week banquet and a year-end barbecue.

### Budget and Finances

- ☐ The group budget reflects and balances the needs of the section programs.
- ☐ All bank accounts are properly registered with at least two signing officers.
- ☐ The group participates in Scouts Canada endorsed fund-raisers (i.e. calendars, popcorn and Scoutreets).

### Partner Relations

- ☐ The group keeps the partner informed of group activities, and seeks as much involvement as the partner is willing or able to offer.
- ☐ Special considerations (if any) of the partner are applied to the group's operation.
- ☐ The partner is thanked for contributing to the success of the group at appropriate events (i.e. banquets).

After you complete this checklist, discuss it with your leaders and group committee. Make plans right now to shore up weaknesses you've identified. Seek to make them your strengths.

Visit your local Scout Shop or contact your closest council office for a list of available resources to aid you on your way to a smoother program. X

## SCOUTER'S 5

### Show Kids You Care

from Guy Mandeville

**P**art of a leader's job is to build up the self-esteem of youth members so they can grow into well-adjusted adults. Here are some ways to show your members that you care for them. These help fulfil our Mission.

1. Notice your members doing things well and succeeding.
2. Smile a lot.
3. Learn their names and say their names frequently. (Everyone likes the sound of their own name.)
4. Remember youth members' birthdays.
5. Look in their eyes when you talk to them, and really listen not only to the words being spoken, but also the intent.
6. Play with your Beavers, Cubs, Scouts or Venturers. Actively take part in some of their games.
7. Read stories to your group, and get them to improvise and act out some of their own. This encourages creativity and self-confidence.
8. Giggle together. Plan a regular joke night. This builds friendships.
9. Say "yes" a lot. Does anyone *not* like the word "yes"?!
10. Set boundaries that keep youth members safe. Involve them in the decision-making so they "own" the rules and help maintain them.
11. Be completely honest at all times. Talk about how this ties into Scouting's Promise and Law.
12. Be yourself. This will keep you relaxed and enjoying the program.

Scouter's Five Minutes

November 2001

## SONGS

### We Are Mighty Beavers

**S**ing this song to the tune of Queen's "We Will Rock You." Scouters Gordon Bell and Carolyn Kelso-Bell (4th Kanata "A" Colony, ON) wrote the words. Before singing it, make Beaver musical instruments like shakers, tambourines, and kazoos, and feature several instrumental solos during the song.

We are mighty Beavers.  
We are mighty Beavers.

Who are we and what do we do?  
Beavers, Beavers, Sharing, Sharing  
You've got a Brown Tail or Blue or White  
And maybe some day you'll have a silvery stripe.

We are mighty Beavers.  
We are mighty Beavers.

Beavers gonna have fun, work hard  
Help out your family and friends  
and your neighbours, too  
We have fun when we meet,  
and fun when we play  
I wish I could go to Beavers everyday.

We are mighty Beavers.  
We are mighty Beavers.  
We are mighty Beavers.

### CPR Skills Song

by Dean Turner

**S**ing the song on the next page to the Army tune, "I Don't Know But I've Been Told." You'll be amazed how quickly it will help Cubs, Scouts and Venturers learn CPR.

Songs

November 2001

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the **leader**

I have learned a basic skill,  
See a person's laying still.  
Look around, survey the scene,  
Check for dangers, now be keen!

Get in closer, tap and say,  
"Do you need help? Are you okay?"  
No response, then shout for help!  
No reply, call first yourself.

Tilt the head, lift up the chin,  
See if air moves out and in.  
Feel no air, give two slow blows,  
Check if circulation flows.

Circulation failed the test,  
Find your landmark on the chest.  
Join your hands and elbows lock  
Move in close, it's time to rock!

#### *Chorus*

Four cycles, (*Reply*) 15/2!  
Look and feel, (*Reply*) does chest move?  
Re-check vital signs to 10 (*All*)  
Start that CPR AGAIN! (*All*)  
(*Repeat chorus*)

Tilt the head, lift up the chin,  
See if air moves out and in.  
There's no air, give two slow blows,  
Check if circulation flows.

Circulation failed the test,  
Find your landmark on the chest.  
Join your hands and elbows lock  
Move in close, it's time to rock!

— Scouter Dean Turner works for Personal  
Solution First Aid/CPR Training and Consult-  
ing in Toronto.

#### **Songs**

13. Listen to the personal stories of youth members. If someone wants to tell you what happened to them that day (perhaps a sad incident), give the child a chance to share it with an adult.
14. Present creative options to your members to help them think through various problems.
15. Notice when an individual youth member is acting differently, or out of character. Perhaps something terrible has happened to him or her. Scouting leaders can always help, if only by alerting parents or friends to the possible problem.
16. Surprise your colony, pack or troop. Surprises are invigorating for youth.
17. Stay with them when they're afraid. This might mean getting another leader to be with you also.
18. Suggest a range of better behaviours when they act up, or ask them to suggest a brainstorming list of five alternate behaviours.
19. Occasionally show up at their concerts, games, and special events to support their efforts. This will really make a shy or uncertain child feel important!
20. Celebrate their discoveries. Use it as an opportunity to build up their self-esteem.

Use this list during Scouter meetings to ensure that your members are given every opportunity possible to grow into healthy teens and adults. Your leadership team might want to concentrate on two or three points each meeting so it covers all of them in several months. Then you can return to the top of the list and work through it again.

— Guy Mandeville lives and Scouts in Trenton, ON.

#### **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.O. 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](http://www.scouts.ca)) has many links with Scouting groups around the world.

# Why Do Computers Crash?

## An Explanation from Dr. Seuss.

from Susan Muehlherr

**U**SE THESE COMICAL DIVERSIONS when your pack or troop are learning about computers. (See pages 7 to 11 for several excellent games and resources.)

**I**f a packet hits a pocket on a socket on a port,  
And the bus is interrupted at a very last resort,  
And the access of the memory  
    makes your floppy disk abort,  
Then the socket packet pocket has an error to report.

**I**f your cursor finds a menu item followed by a dash,  
And the double-clicking icon  
    puts your window in the trash,  
And your data is corrupted 'cause the index doesn't hash,  
Then your situation's hopeless  
    and your system's gonna crash!

**I**f the label on the cable on the table at your house,  
Says the network is connected  
    to the button on your mouse,  
But your packets want to tunnel to another protocol,  
That's repeatedly rejected by the printer down the hall.

**A**nd your screen is all distorted  
    by the side effects of gauss,  
So your icons in the window are as wavy as a souse,  
Then you may as well reboot and go out with a bang,  
'CUZ sure as I'm a poet, the things a-gonna hang!

**W**hen the copy of your floppy's getting sloppy in the disk,  
And the macro code instructions cause unnecessary risk,  
Then you'll have to flash the memory  
    and you'll want to RAM your ROM.  
Quickly turn off the computer  
    and be sure to tell your Mom!

## Science Puzzlers

**H**ere are two puzzling jokes to ask computer geniuses in your pack or troop.

- ☞ Are part-time band leaders called semi-conductors?
- ☞ If genetic scientists crossed a chicken with a zebra would they get a four legged chicken with it's own bar code?

## Heat and Cold Joke

by Frank Dembicki

**Cubs will like this groaner.**

**1st Cub:** "In our science class we learned that heat causes an object to get bigger and cold causes the same object to get smaller. Now can anyone give me a good example of each?"

**2nd Cub:** "Sure. That's easy! In the summer the days are hot and long, while in the winter the days are cold and short."

— Frank Dembicki comes from Fort Saskatchewan, AB.

## For Future Rocket Scientists ONLY

**A**sk your computer wizard Cubs this question, then get them to break off into sixes to solve it. Give each six a pencil and paper to write down all their possible answers with their first choice up at the top. After two minutes gather everyone together and read the answers.

The question: What is the speed of dark?

Logic suggests that it is identical to the speed of light, which is 186,000 miles per second. (What is darkness? It's the absence of light.) X

# Putting Youth Safety and Well-Being First

by Sam Elsworth and Phil Newsome

**T**he position statement in Scouts Canada's *Duty of Care* document says it all: "The primary responsibility of adults in the Scout Movement is the welfare and development of youth members."

It's not just the primary obligation of adults; the safety, well-being and nurturing of youth is Scouts Canada's first responsibility. Canadian society and parents entrust their youth to Scouts Canada to deliver a fun, adventurous program. Scouting must do all it can to warrant that trust. Nothing else – not the reputation of Scouts Canada or the adults involved in Scouting, or the occasional desire to go against policy in the interests of expediency – takes precedence over the safety of youth members.

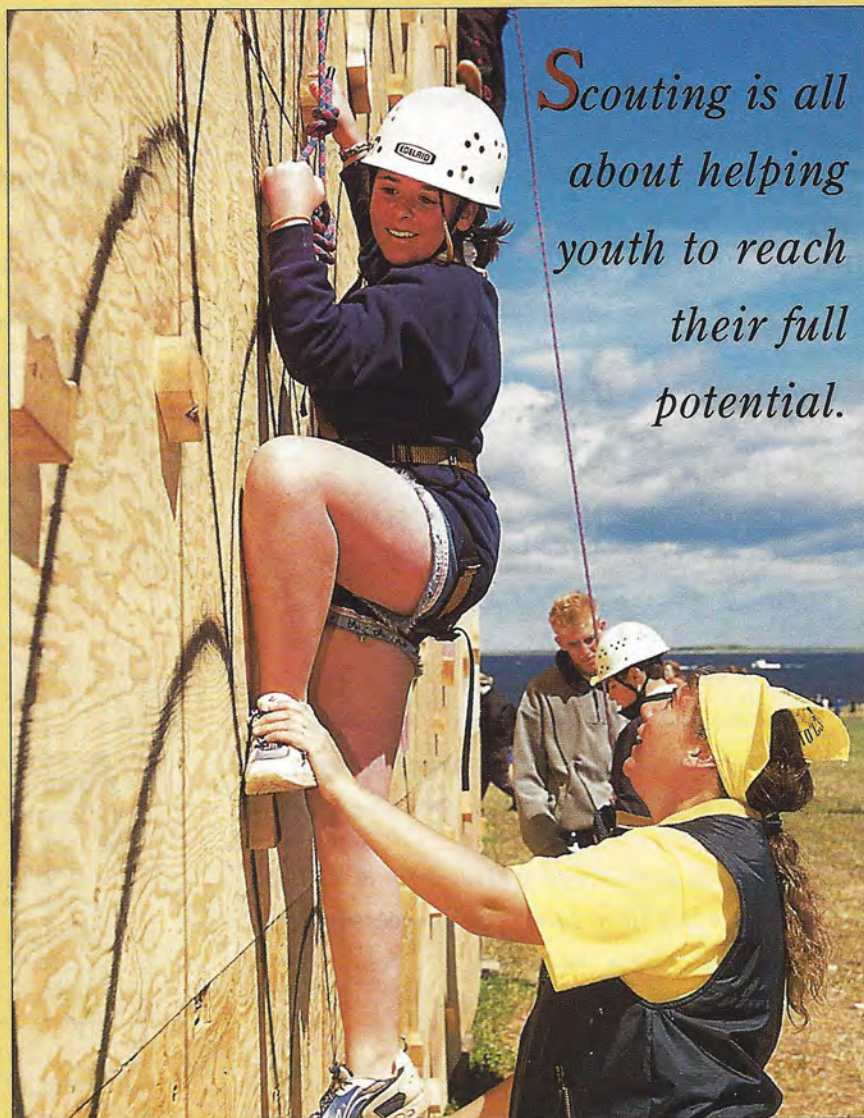
The vast majority of Scouting's leaders put the interests of our youth members front and centre. For example, over 14,000 youth and adults gathered to form PEI's third-largest city at CJ'01 last July. Many adult volunteers gave up cherished vacation time, and spent time away from family and friends to see that participants enjoyed fun and safe jamboree activities. Thanks to the selfless commitment of almost 5,000 adult volunteers, Scouts and Venturers experienced the adventure of a lifetime in a safe and youth-centred environment.

Unfortunately, there are a few adults who attempt to join youth-serving organizations without the best interests of youth in mind. Scouting isn't immune to this. In its mildest form, this might mean adults simply putting their own wants and needs ahead of the children's. At its worst, adults might join the organization to

actually hurt youth. In fact, there are only a few cases of Scouting volunteers abusing children, violating safety rules and guidelines, or otherwise acting against the best interests of youth. But even just one incident is unacceptable. We simply must do a much better job protecting the interests and well-being of our youth members.

Scouts Canada's Board of Governors and Management Committee are re-examining the very serious issue of youth safety. They're working

to improve Scouts Canada's screening process to help ensure only the most appropriate adults are involved as volunteers. The Board and Management Committee is also preparing to introduce new policies and re-enforce existing ones to ensure Scouts Canada programs are safer for our youth members. You'll read more details about these changes in future issues of **the Leader Magazine**. Here's a preview of some of Scouting's initiatives and strategies regarding youth safety:



*Scouting is all about helping youth to reach their full potential.*

Photos: Barrett and Muckay

## Harassment and Abuse

Scouts Canada introduced a procedure on how to handle allegations of harassment or abuse of youth members in November 2000. It is Canadian law that any allegation or suspicion of child abuse must be reported to Child Protection Authorities. All adult members of Scouting have a moral and ethical duty to act appropriately when there is suspected inappropriate activity related to any youth.

If a youth or parent says to you that an abuse has taken place, you must follow the following process:

- ☐ Listen, believe and re-assure.
- ☐ Advise the person that, as required by Canadian law, you will report the occurrence to the appropriate Child Protection Authority and the local Scouts Canada Council Executive Director.
- ☐ Ensure the child is not in any further danger.
- ☐ Advise the person that he or she will hear further directly from the local Child Protection Authority.
- ☐ Advise the child that all information will be kept confidential and only the Council Executive Director, Divisional Executive Director (Operations Division) and the Child Protection Authority will be provided with the information.

The same process applies if you witness an abuse, or have reason to suspect a child has been abused. Again, it's not only your ethical duty – it's the law.

## Multi-faceted Responsibility

Adult responsibility extends beyond the obvious issue of child abuse. You have a responsibility to make sure youth are enjoying safe programs in Scouting. If you witness or have concerns about the appropriateness or safety of any event or activity, don't stay silent. For instance, if you see a leader piling eight Scouts and their gear into a 1977 Pinto for a trip to camp, you have an obligation

to say something to the leader and help arrange for more appropriate transportation. Remember, you must do your part to ensure the safety and well-being of our youth.

## Many Changes and Improvements

Scouts Canada is tightening and clarifying the volunteer screening process to ensure we have only the



*The safety, nurturing and well-being of youth is Scouting's primary interest and responsibility.*

best leaders working with youth. As Scouts Canada moves forward on this, groups will need to start recruiting their adult volunteers in the spring so all potential leaders can be fully and properly screened (including Police Records Checks) before working with youth in the fall.

We're also clarifying and streamlining the suspension and termination process to deal with adults who act, or engage, in inappropriate activities. Check future issues of **the Leader** for more information on these items.

Beaver colonies, Cub packs and Scout troops should have a minimum of two Scouters (See *B.P. & P.*, p. 62). It's also important to have no less than two adults present during all Scouting activities and events, to ensure proper supervision and safety for youth and adults. The Board will be revising appropriate policies to clarify this.

Scouts Canada is developing an annual management audit process for all groups to ensure they are delivering top quality, safe programs, and are

fully complying with all Scouts Canada policies. This audit will review membership growth, program quality and safety, leadership, training, group committee involvement, finances, youth involvement, and other important items.

The audit will help ensure groups are operating safely, efficiently and in full compliance with all Scouting policies and procedures. The process will also identify groups that might need some extra help.

Scouts Canada will work to improve communication and education of parents and guardians. This is necessary so they are fully aware of what is considered to be a Scouting activity, and what steps must be taken before youth are involved in a Scouting activity outside the regular meeting time and location (e.g. group committee approval, completed permission forms, etc.).

We are also working to improve our youth safety educational programs and tools so youth members understand the vital issue of abuse and youth safety, and are aware of their rights.

## Our Goal: Safer, More Protected Youth

Scouts Canada is not implementing these changes to create more forms or work for already hard-working leaders. We *do* want to ensure all activities and programs are consistently planned and evaluated. We also want to create heightened awareness of safety and youth well-being for all members. Watch **the Leader Magazine** for more information and details. Let's all work together to make sure kids are safe.

The improvements in our current processes and other initiatives mean that Scouts Canada will be even more youth-focussed. They will ensure that youth members have the best, most adventurous, and safest programs they can possibly have. They deserve nothing less.  $\Delta$

— Sam Elsworth is Scouts Canada's National Commissioner. Phil Newsome is Scouting's Chief Executive and President.

