

the leader

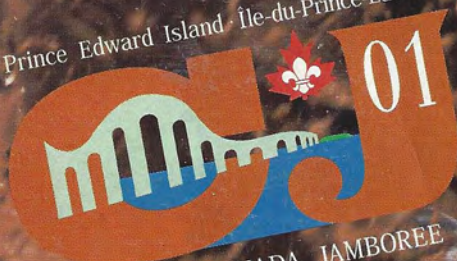
OCTOBER 2001

VOLUME 32 NO.2

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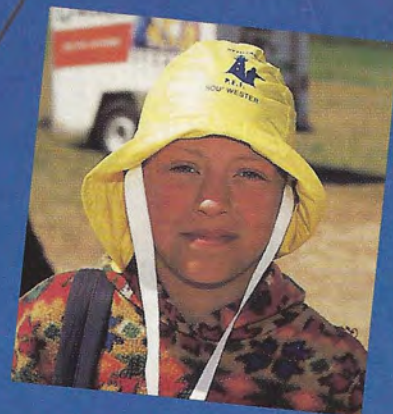
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"More Fun, More Friendship and More Good Memories" You Can't Beat a CJ Experience!



Photos: Barrett and Muckey



by Ian Ferguson and David Evans

"That was incredible! Absolutely incredible!"

Only moments before, Michael Sgro (25th Nepean Troop, ON) had ridden the lightning-fast jamboree zipline to a watery splash-down. With eyes wide with excitement, he called out, "Let's do it again!"



The CJ adventure smorgasbord included three main categories: water, land, and the X-Centre.



Were you one of 14,068 youth, leaders and volunteers from around the world who attended the 10th Canadian Jamboree (CJ'01) in Prince Edward Island from July 7-14? Our jamboree drew Scouts from as far away as Norway, Switzerland, Thailand, Egypt, New Zealand, Hong Kong, the West Indies, and other exotic places.

Not far from Kensington and Cavendish, almost in the shadow of the fabled Anne of Green Gables home, the jamboree adventure site covered 150 hectares. Bordered by the sea, CJ featured grocery stores, a trained security force (including police and firefighters), an impressive computer network, a vast cobweb of telephone lines, and plumbing and electricity to fully equip a small town.

The jamboree opened with an exciting flourish of music and dancing, as well as a guest appearance by Prince Edward Island's Premier, Pat Binns. Many youth danced and sang late into the night. Few had a problem getting up next morning for the start of CJ's awesome program.

Program Activities

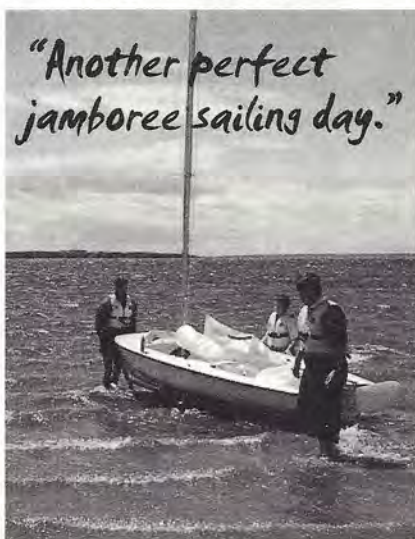
Scouts participated in over 50 incredible activities broken down into half-day lengths. (All youth came to CJ after having chosen a package of activities that interested them most.)

This adventure smorgasbord included three main categories: water, land, and X-Centre.

Water, Water Everywhere

Canadians recognize PEI as an ocean playground, with kilometres of coastline and numerous sandy, red beaches. PEI's Atlantic waters drew many Scouts to this jamboree. Thousands of youth experienced ocean sailing, leaning over the side of a boat while it heeled into the wind, racing ahead of a stiff ocean breeze. "There's no sensation like filling your lungs with salty, sea air," said one former landlubber Venturer.

Beach activities at CJ abounded. A mere sample included shallow water snorkelling, swimming, volleyball, deep sea fishing, log rolling, a relay/obstacle course, dory racing, as well as canoeing and kayaking.



Qualified lifeguards from the Youth Leadership Team (YLT) monitored all water activities to ensure that participants had a safe and enjoyable experience.

The ever-popular zipline sent its riders on a screaming free-fall flight from high in the air down into the ocean.

Landlubbers Haven

Land activities included everything from a ground search and rescue challenge, wilderness survival, and a BMX race, to building/flying rockets, baking clams on the beach, and a backpacking trip.

"What an adrenaline rush!" said one Venturer about Project Cope. This activity was based on various team-building skills, including multiple, high ropes challenges. The rope obstacle course soared 10 metres in the air. Another favourite (and appropriate) activity involved potato cannons where youth fired homegrown spuds at targets.

The jamboree didn't ignore cultural events. Scouts visited fishing villages and toured a rigging shop, sail loft and chart room. They explored centuries-old Acadian culture, and tasted traditional maritime food. Participants could take part in highland games and toss the caber, or visit the Celtic Centre to make crafts. The range of CJ activities was truly astonishing.

"Welcome to the X-Centre"

Located in the middle of camp, the X-Centre formed the hub of all jamboree activities. Food provided one of the most obvious drawing points for ever-hungry youth. In the X-Centre, Scouts could buy pizza, fish and chips, fresh seafood, pop, candy and other goodies from canteens, and not have to prepare it themselves – a definite plus!

If they were seeking non-program related entertainment, Scouts could burn off extra adrenaline in an arcade which provided each participant with 20 minutes of free playing time.

At the X-Centre Scouts could learn about and test the latest camping equipment at booths set up by such well-known companies as Coleman™

and Woods™, and others. Of course, a giant Scout Shop was set up where members could buy CJ'01 clothing, souvenirs and camping supplies.

The X-Centre catered to a wide range of camper needs and wants. It eased camp life for some young members by giving them a chance to talk on the phone with Dad, Mom, brother or sister. A large computer network with Internet connections expanded the horizons of everyone, allowing them to "talk" to family or friends on the other side of the country or world, with ease.

For those who sought quiet times during the jamboree, some members toured Charlottetown, Cavendish, visited the famous Potato Museum, and enjoyed PEI's picture-perfect land and seascapes.

leaders, involved the words "meeting new people and making new friends."

The experience of meeting people from all over the country clearly had a profound effect on everyone at CJ'01. This fostered feelings of community, understanding and friendship. In fact, some participants came to CJ'01 with a specific plan to use the unique venue to increase their awareness of different cultures. One such group was the 265th Iroquois Scout Troop, with members from St-Eustache, and Rosemere, Quebec. Members of this group made extraordinary efforts to reach out to neighbours in their sub-camp. The troop built a large teepee on their campsite in which they performed ceremonies where they made other Scouts honorary members of their troop. They conducted the ceremonies primarily in French to give their new friends a taste of Franco-phone culture. (The 265th is a bilingual group.)

International visitors were also welcomed with open arms at CJ'01. Helpful Canadians proved invaluable to Scouts of the 1st Forres Sandle Manor Troop from Fordingbridge, England, who arrived in Canada without any camping gear. All of it had been somehow left behind. Panic! Scouts Canada generously provided them with new equipment.

When British Scouts arrived at the CJ site jet-lagged from their journey, they stumbled around in the gathering dusk; it was hard for them to set up their tents. According to Scouter Judy Cochand, neighbours from the 1st Sutton Troop of Sutton, ON, "took pity" on Commonwealth members, and helped them sort out their equipment.

CJ'01 VIDEO: JAM-PACKED WITH MEMORIES

LOOKING FOR THE ULTIMATE CJ'01 souvenir? Check out the CJ'01 Memories video.

This action-packed, fast-paced, 20-minute video features all the sights and sounds of CJ'01 (including the opening and closing ceremonies), many of the on-site and off-site activities, and aerial footage of what was the third-largest city in PEI.

CJ'01 Memories features plenty of interviews with Scouts and Venturers, music video sequences, and Scouting humour along the way. The video portrays the fun, friendship and adventure of CJ, and the beauty of Prince Edward Island (including footage from Charlottetown, Summerside and Cavendish).

This video is a lasting memory of your Island Adventure, and a great way to show people who weren't there what a jamboree is all about. It's also a terrific recruiting tool for school talks, parent nights or service club presentations. As well, it makes an amazing gift for dedicated leaders.

CJ'01 Memories is available for the low price of \$17 (shipping included, taxes are extra.) Why not order a unit package of 10 for just \$153?

For more information, or to place an order, e-mail pmorralee@morvision.on.ca or visit <http://www.morvision.on.ca/cj01.htm>.

"We're Going Day and Night!"

Nighttime didn't slow the pace of jamboree excitement. When darkness fell, activities shifted to the subcamps. Each one provided an evening program of regional activities. Subcamp programs provided many opportunities for meeting new friends and fostering old ones.

One of the most popular nighttime activities was a wide game where Scouts and leaders alike crept around in total darkness. Running against a clock and looking for ten checkpoints, participants were "hunted" by YLT members who gave out time penalties.

Making New Friends

What proved a favourite CJ'01 highlight for participants? The most common answer given by youth and



Thank Jamboree You Scouters!

On behalf of all the youth who enjoyed the 10th Canadian Jamboree, accept our most sincere thanks for a job well done.

This jamboree was a Scouting highlight for over 11,000 Scouting youth who attended CJ'01. The success of this jamboree was directly due to *your* interest and support. Without your experience, freely given time and talents, it could not have taken place.

To your families and, in many cases, your employers who ensured that you could be available at the right time, we also extend our deepest appreciation.

You helped make this the best Canadian jamboree ever!

Sam Elsworth
National Commissioner

Larry Fox
Chairman of the Board

Phil Newsome
President/
Chief Executive

Tyler Arrell
Assistant National
Commissioner – Youth

Happy Trails to All

Unfortunately all jamborees must end sometime. Most youth members were physically exhausted, but emotionally filled to the brim, after a full week of non-stop Scouting adventure and thrills. Our Chief Scout, Her Excellency the Right Honourable Adrienne Clarkson, Governor General of Canada, took part in the colourful and music-rocking closing ceremonies.

CJ'01 made it clear that a vital aspect of Scouting involves bringing people together in the interests of learning, having fun and outdoor adventure. This is a great strength of our Movement – one that will help it not only thrive, but flourish in the future.

All youth who participated saw that Scouting offers much more than a place to play games or go camping; it provides vital preparation and grounding for life.

Meagan Wilson from White Rock, BC, described her jamboree highlight as “meeting new friends from across the country.” Others, like Winnipeg’s Gavin Finlay, echoed these words.

If you missed this year’s jamboree, make plans right now to attend the next world jamboree in Thailand.

What does “jamboree” mean? It stands for more adventure, more fun, more friendship, and more hope for the future. X

— Ian Ferguson is a Venturer from Etobicoke, ON. David Evans is a Venturer from Pickering, ON.

Thanks



While 14,000 Scouts, Venturers, leaders and other CJ volunteers were enjoying the great outdoors they weren't out of touch, thanks to Island Tel.

Island Tel provided over \$100,000 of in-kind services to ensure state-of-the-art communications facilities at CJ. Technicians strung miles of cable at the jamboree site to keep the 350 phones ringing, and provide high speed Internet capability to the Internet Café and the Media Centre. Island Tel also erected a temporary cellular tower to accommodate the many cell phones at CJ.

Thanks, Island Tel, for helping make CJ'01 a great success!



It's Off to Jamboree!

by Dave Huddleston



This poem describes the incredible jamboree experience that youth and leaders felt during CJ'01. Did you feel these thrills, too?

The sacks are all packed and our things are all marked
On the jamboree journey we're about to embark.
A shiver shakes me, but it's not the chill.
I'm a-quiver with nerves. I hope I'm not ill.

With a hug and a kiss, our goodbyes we say
Then we leave the familiar for a campsite far 'way.
Suddenly, everyone's quiet. At last we realise
We really are going. It's in everyone's eyes.

The airplane takes off. The train rumbles on.
The van makes its way to PEI next dawn.
A chirpy little voice speaks up from its seat
And needles ol' Scouter with, "So when do we meet?"

"There it is!" one shouts. "Where's our campsite?" we cry.
Look at all the people! They're stacked to the sky!
Scouter says stay here; they're off to register
It's tough to stay still. Are we really here?

My heart's just a-thumpin' as Scouter returns.
Our campsite's over there. Now it's time that we learn
If our rickshaw will work in this PEI sand.
We stack our things high and set off overland.

Look! A troop from Nova Scotia, from Saskatchewan, too!
There's one from Kansas and from Kalamazoo.
I heard some chatter from a bunch of New Zealanders.
And are those blue wooden shoes really from Hollanders?

Man! It's a long way to the site. We're out in a sweat.
Scouter says, "Keep going. We're not half way there yet."
With a huff and puff, we struggle on.
There it is! Our campsite for CJ'01.

Now what have I forgotten? My camera? My shorts?
Scouter chuckles and grins. "We'll make do," he retorts.
Funny it is that I can live for a week
With just this one duffle and all that it keeps.

We've set up our site just as we planned.
Surprising, it's easy when all lend a hand.
We're next to a troop from ol' Calgary
And another from Brandon. Where's that anyway?

As we fix our first meal and settle in for a bite,
We take our first bearings. Where's the KYBO for t'night?
Can we survive for more than eight days in this place?
You bet. With style and with some grace!

Now it's off to the opening. Wow! 14,000 strong!
With all of those neckers, what can go wrong!
M.C. takes the mike and proclaims with great pride,
"Jamboree's open! Why don't y'all come inside?"

— Dave Huddleston was the contingent leader for the 11th Ottawa Group to CJ'01





Build a Jungle Your Entire

by Sue Pike

CUB-AGED YOUTH enjoy make-believe and belonging to secret clubs; that's why Baden-Powell wanted to give them a program that would ignite their imaginations within a specific theme – something very different from Scouts.

B.-P. spent many hours wondering how to offer a completely different program to Cubs to address their natural interests. Because he loved Africa and India, he decided to use the jungle as the central Cub theme. Rudyard Kipling's *The Jungle Book* became the basis upon which he based the Cub program. He derived the key leaders' names from those of the principle characters in Kipling's book, but only those who served as positive role models. (That is why the names Shere Khan and Banderlog should never be used as a Scouter's name.)

When leaders use *The Jungle Book* throughout their program, it ties the Cub program together and sparks their overall interest. An excellent resource for introducing *The Jungle Book* is the animated movie called "Mowgli's Brothers." Avoid Walt Disney's "Jungle Book" movie because it doesn't depict Kipling's characters as intended by the author or B.-P.

A Total Jungle Theme

Try weaving a jungle theme into all aspects of your program. Do this for a limited period (e.g. a week or month, or for an entire year).

But how do you tie badge requirements into a jungle theme? Easy!

Start with a badge (e.g. Entertainer or Athlete Badge) and wrap a jungle theme around it. For instance, if you're working on the Entertainer Badge, have sixes make up a play that

relates to the jungle. Star requirements too can relate directly to the jungle. Don't you think your Cubs would like making a jungle puppet for Tawny Star requirements? Of course.

In fact, you can tie each of the Cub program's seven elements into the jungle theme.

- **Games** (make a jungle Kim's game, incorporate jungle themes into games, or modify wide games)
- **Crafts** (make jungle puppets, masks or musical instruments)
- **Music** (re-write some popular songs letting each six think up words for one verse. Use the jungle musical instruments you made as crafts to accompany your singing)
- **Storytelling** (read your Cubs some stories and ask them to make up their own jungle-related yarns)
- **Playacting** (act out scenes from *The Jungle Book*)
- **Spiritual fellowship** (recite passages from *The Jungle Book* or make up your own with a jungle theme)
- **Outdoors** (get your Cubs into the local jungle).

A Jungle Variety Show

Why not invite parents to a jungle variety show starring your entire pack? We did this as part of a weekend camp. Starting on Friday night we made the crafts, wrote and practised songs, stories, poems, skits and spiritual thoughts that we shared during the final hours of our camp. (Parents arrived early to enjoy the show before picking up their children.) Here's how to build a jungle variety show, and other jungle activities, into a weekend camp.



Photo: Cheryl Smith

Wildlife of all description can fit into a jungle theme. Visit a zoo or farm as an outing.

Bring the Theme into Cub Program



Jungle Instruments

Begin by making some jungle musical instruments. Make rattles (beans in cans), drums (margarine tubs), whistles and other instruments with jungle pictures painted on the side. This will tie into Tawny Star requirements.

Whistles are easy to make from two film canisters. Drill a 1 cm diameter hole in one at the closed bottom end (see diagram). Put the two together mouth-to-mouth, duct taping them in place. Blow into the hole, and it makes a wonderful jungle whistling sound.

Practise playing your instruments using a simple melody like those found in the *Scouts Canada Song Book*. You can take any tune you wish, but get your Cubs to think up their own jungle verses (one per six).

Jungle Masks

Make paper plate masks with Third-Year Beavers and young Cubs. Mask figures must be based on characters from *The Jungle Book*. For this craft you'll need paper plates, scissors, ribbon, cotton (for hair or fur), markers, glue, long rubber bands and/or string (so Cubs can wear the masks) and a stapler.

Give each six 10 minutes to think up a skit or short play with a jungle theme, or a performance that demonstrates a jungle rule. Let them dress in appropriate costumes (they might want to make them), and wear their jungle masks. After practising on their own several times, let each six act or mime out their skit or play in front of the entire pack. Choose the best two performances for the jungle variety show.

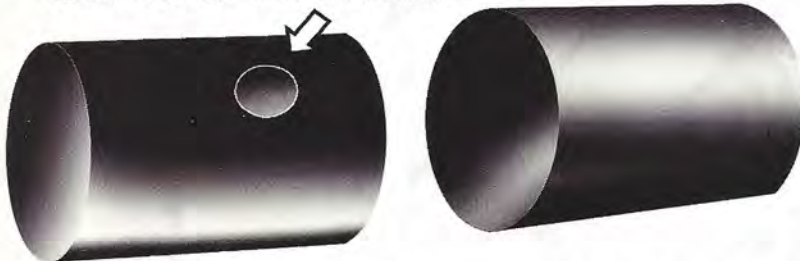
Singing Cubs

Every pack has some Cubs who love singing. They can form a singing troupe for the variety show. Let them prepare several songs, and use their musical instruments for accompaniment. Here's a song your Cubs might perform. Sing it to the tune of "Auld Lang Syne."

Now Chil the Kite
brings home the night
That Mang the bat sets free
The cattle are shut in
briar and hut
For loose 'til dawn are we
This is the hour
of pride and power
Of talon, tusk and claw
Oh hear the call
Good hunting all
Who keep the Jungle Law

Jungle Whistle Construction

DRILL A 1CM DIAMETER HOLE INTO ONE OF THE CANISTERS.



DUCT TAPE BOTH CANISTERS TOGETHER.



Photo: Allen Macarthey

Paper Bag Jungle Puppets

This craft is perfect for young Cubs. Buy paper lunch bags which have flat bottoms for some jungle puppets. (When you stick your hand in the opening of the bag, the fold at the base makes an opening mouth.)

Using craft items such as googly eyes, construction paper, colour pencils, crayons, coloured wool, felt, and tissue paper, let your Cubs make brightly decorated jungle animals.

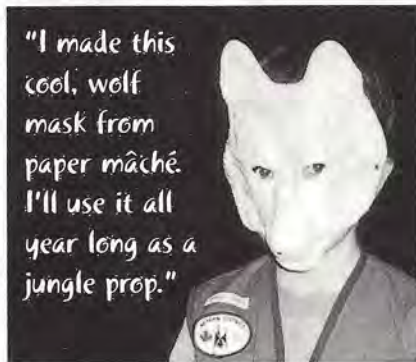
Older Cubs might want to make more involved puppets with paper mâché heads and fun fur bodies. (See diagram below)

When everyone has a puppet (or two) break into groups and make up several plays using the puppets, following a jungle theme. Choose the best two plays for your variety night. Other Cubs could build a stage and props. Your puppets could even tell a jungle story.

Advanced Paper Mâché Puppets

This activity requires a few weeks to complete all of the steps. Older Cubs might want to make these puppets from paper mâché, then perform a *Jungle Book* story later at the variety show. Cubs could make elephants, wolves, panthers, a man-cub, snakes, banderlogs, tigers, kites, bats or other jungle creatures.

Make the head by getting about half a kilogram of plasticine or modeling clay per puppet. Mould a head from the modeling clay, really exaggerating the features in comical ways.



(This plasticine will become the form over which you will put the paper mâché.) Make sure you give the puppet a long neck that flares outward at the bottom (see diagram) so you can attach and anchor a collar around it for the puppet's body. Once your Cubs are satisfied with their puppet heads, they can put them aside.

To make the paper mâché covering, tear newsprint into strips about 1 cm wide, and about 15 cm long. Mix the paste in a long, shallow container. (The paste is a thin mixture of all-purpose flour, a pinch of salt, and water.)

Now your Cubs apply paper mâché to the plasticine heads. Start by dipping

a strip of paper into the paste. Make sure the glue covers the paper completely. To remove excess paste from the paper, form your fingers into scissors and gently pull the paper through them. Put the paper strip on the plasticine head and smooth it into the figure so it follows each curve. Alternate the direction of each layer on your puppet head horizontally, vertically and diagonally; this makes the puppet stronger because the fibres of the paper will run in multiple directions. (Note: Don't paper mâché over the base of the head.)

While you're waiting for the paper mâché to dry between coats, make a body using fun fur – available at fabric stores. Using a pattern (see diagram), cut out the body sides; sew them together and attach it to the head using a collar that tightens around the neck.

Allow time for the paper mâché to dry before applying further layers. Put down at least three or four layers; this will make the puppets stronger.

When the paper mâché dries, take a craft knife or strong scissors, and make a single cut from the bottom of the neck to the top of the head. This will allow you to take the plasticine out of the head. Then, close up the cut and apply several layers of paper mâché so the puppet has a complete head again.

Photo: Ruth Merkel-Digner

Paper Mâché Puppet Construction (Advanced)



Jungle Outdoors

A jungle theme is perfect for Scouting's outdoors focus. Wide games are a natural. When our Cubs weren't working on their jungle variety show, they took part in active jungle athletic feats that tied into the Athlete Badge. We knit all activities into an overall jungle scenario involving a race Mowgli undertook to reach Akela. At the end of the event, have leaders total up the scores per six and award honours to the team that wins.

50-Metre Race

Jungle scenario: Mowgli has to cross a meadow where Shere Khan lurks. If he takes too long, he'll hear a roar – Shere Khan has spotted him! Mowgli races with other runners. The two who come in last lose a point – a "life" – for their team.

Standing Long-Jump

Jungle scenario: Mowgli's back is against a cliff, and the trail ends to the right. He can't turn back to his left (Shere Khan is coming); to take the only way forward, he has to jump across a pit of quicksand. If he doesn't make it – chomp! (He loses a "life.")

Set up this long jump over a tarpaulin for extra drama. If you're doing this at camp during a hot day, fill the tarp with water.

Running Long Jump

Jungle scenario: There's a deep chasm across the trail. In it are vicious alligators, starving rats, a raging river, a shark, and a whole bunch of other nasties. Mowgli has to take a running jump over the chasm. If he doesn't make it, all those along the side watching let out a blood-curdling scream knowing that Mowgli has lost another "life."

Push-up Dangers

Jungle scenario: Mowgli is dying of thirst and staring at a water hole, but a pool of acid lies between him and the water. Beside the water hole are two rocks, perfectly placed for his hands. If he keeps his toes on safe ground and places a hand on each rock and holds his body straight out, he can use a push-up to lower his lips to touch the water. He needs at least 10 sips with a pause after each. (Make this a smaller number for younger Cubs.) If Mowgli misses or buckles, he sizzles!

Again, use a tarpaulin to represent the water; place the two rocks on the tarpaulin.



Photo: Gary Burns

"One of our jungle themes involved finding our way through the jungle using maps and compasses."

Throw a Ball

Jungle scenario: As he runs near the river, Mowgli spots a banderlog on the other side. Unfortunately, the banderlog sees him. Since they are always hungry, Mowgli knows if he feeds the banderlog he'll distract it from warning Shere Khan.

Mowgli must throw a mango (ball) across the river (into a basket or through a hoop). If the mango misses, Mowgli loses a "life" and the banderlog chants, "Here tiger, tiger, tiger!"

200-Metre Race

Jungle scenario: Mowgli is happily practising his jungle calls when he hears a huge roar, and sees an avalanche of rocks driving toward him. He must outrun the avalanche or be squashed like a grape. A 200-metre track stretches ahead of him. He races with others; the two runners who come in at the last lose a "life."

Running High-Jump

Jungle scenario: Akela is almost in sight when Mowgli discovers a large fallen tree in his path. He thinks of crawling over it when he notices Shere Khan is right at his heels. There's no time. He must run and jump over the fallen tree to escape. Remember... because Shere Khan is lame, he is unable to leap over the fallen tree.

Unleash Pack Creativity

Creative leaders can fit the jungle theme into almost any game or craft. For instance, rather than making a scale model of your neighbourhood, why not make one of the jungle village mentioned in *The Jungle Book*? Use cardboard as a base, glue, plasticene, sticks, cotton, markers and toothpicks. Or, read a story from *The Jungle Book*, then ask each six to develop a comic book from the reading with paper, markers and pencils. If you have access to a computer, Cubs could create their comic using simple desktop publishing methods.

B.-P. knew exactly what he was doing when he built the Cub program around *The Jungle Book*. A jungle theme fits into the outdoors, compass work, map building, camping, hiking, canoeing – everything for which Scouting stands. X

Program Links

Cubs: Athlete Badge, Handicraft Badge, Artist Badge, Computer Badge, Tawny Star.

— Sue Pike has been a Pack Scouter for eight years, a Troop Counsellor for three years, and is currently a trainer with the Greater Toronto Region.

"HALLOWEEN: A TIME FOR FUN, NOT HORROR"

Halloween's mystery captures the imagination of all youth.

Combine these activities with your own program ideas to make a fun evening for everyone.

Remember... Make sure you don't seriously scare anyone, especially Beavers and young Cubs. Seek to *thrill* young members, but never horrify or shock them. Your Scouting program should centre on fun, healthy activities; it must never disturb anyone.

A COMICAL GHOST STORY

Many people stress the horror of Halloween. Although this comical story will spark spooky thoughts in your Beavers and Cubs, it ends on a very comical note. Make your Halloween party fun, not scary.

Set the scene for this story by darkening the room and lighting a single candle. Gather around the candle, then begin the story.

When I was in Europe on a holiday, I went to visit a friend who lived in an ancient castle. Pinned to the door was a note: "Away for a couple of days. Walk right in and make yourself at home."

So I did. It was kind of hard to feel at home in a castle, but finally I found a nice cozy bedroom and went straight to sleep. Around midnight I woke up

with a start. I heard big heavy footsteps coming along the hall to my room. My door creaked open, and a deathly hollow voice said, "Tomorrow it is 100 years ago!"

The door closed and the footsteps moved away. I was so scared I couldn't sleep anymore that night. When the sun came up in the morning, I couldn't wait to get out of that room. But I got

more and more curious. I decided I just had to know what happened 100 years ago. So, that night I slept in the same room again. Ohhh... it was so eerie!

Just like the night before, I was awakened by heavy footsteps. Clomp! Clomp! Clomp! The door creaked open, and the deathly hollow voice boomed out, "Tonight it is 100 years since I last washed my feet!"



Apple bobbing is a fun activity for Halloween.

Photo: Susan Abblack

GHOSTLY WINDSOCK

by Hazel Hallgren

These ghostly windsocks look very dramatic when hung up around your colony or pack. Youth can also hang them in their room. To make one, you'll need:

- ☐ White plastic, ready-made frosting container (or margarine container). It must be cleaned and with the label removed.
- ☐ Large, white (13 gallon plastic kitchen trash) bag
- ☐ 35 cm of black yarn/wool
- ☐ Paper clip
- ☐ Black markers (permanent)
- ☐ Scissors
- ☐ Tacky glue
- ☐ Tape or staples

Make a small hole in the bottom centre of the container. Thread the yarn through the hole and tie a paper clip onto the end inside the container (so the yarn won't pull through).

With a marker, draw a line across the bottom of the bag approximately 7 cm from the closed part. Cut vertical strips (4 cm wide) into the bag, stopping at the line so all the strips remain connected to the bag.

Now turn the container upside down. Using black permanent markers, draw two large ghostly eyes and a nose. (See diagram) Next, draw a squiggly line for a ghostly smile.

Fold the uncut portion of your trash bag so it fits inside the container lid, arranging strips so they fall over edges of the lid. (See diagram) Tape the bag to the centre of the lid, and put the lid onto the container. Hang your ghostly windsock from the yarn.

Ghostly Windsock Construction



Photo: Allen Macarney

Put a necker around your happy looking jack 'o lantern and take a picture of it with individual Cubs. It makes a neat Scouting Halloween souvenir.

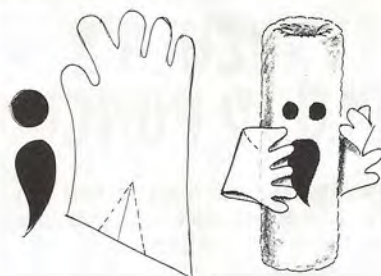
PAINT ROLLER GHOST

by Hazel Hallgren

This paint roller ghost makes a terrific table centre for Halloween. The craft might prove expensive for some groups, but leaders can reduce the cost by purchasing paint rollers at a dollar store.

Each paint roller ghost requires:

- ☐ 22 cm long white paint roller
- ☐ Black felt (to make a mouth)
- ☐ Black felt (eyes) or googly eyes
- ☐ White felt (hands)
- ☐ Tacky glue
- ☐ Scissors



Cut out eyes from black felt (see pattern and diagram above) or use large googly eyes available in craft stores. Next, cut out a mouth from black felt. Glue the eyes into place about 5 cm from the top of your roller, and 1 cm apart. Glue the mouth about 1 cm below the eyes.

Cut out the hands, then pinch the dash marks in the dart together, and glue the hands in place behind the ghost. (See diagram above) Make sure your ghost's thumbs point upward.

— Hazel Hallgren comes from Red Deer, AB.

MONSTERS AND WIZARDS

Monsters form a line along one side of the room and the Wizards form a line along the opposite wall. Monsters face the wall. On a signal, the Wizards creep up behind the Monsters. When they have come about half way, a leader calls out, "The Wizards are coming!"

At this alarm, the Wizards turn around and head for home, while the Monsters give chase. If they catch any, their captured prisoners go to the other side. After several tries, switch around so the Monsters get to sneak up on the Wizards.

Hint: for younger Beavers, call out the alarm soon enough that all of the Wizards will get back to their wall safely without getting caught.

You're a Difference-Maker!

by Sam Elsworth

In case you're wondering, let's clarify something. Scouting makes a difference to our youth and to society.

More specifically, *YOU* make a difference.

Our Mission speaks of education, self-fulfilled youth, and building a better world. But it's sometimes easy to question or doubt your own efforts. The media constantly bombard us with bad news about young people, highlighting violence in schools and youth crime. News headlines scream: "Growing Numbers of People Say They're Afraid of School Violence" or "Teen Anger Explodes in Youth Rampage." These negative stories appear almost weekly in media reports.

But a couple of recent studies prove that organizations that work with youth have a tremendously positive impact on their lives, and the communities in which the young people live.

How do the organizations accomplish it? Through education and innovation.



Photo: 3rd Burnaby Mountain Cubs, BC

Our Scouting leaders help us develop many life-changing skills.

Finally the Truth

The Public Education Network, a non-profit organization based in Washington D.C., recently published results of a 12-year study of teenagers in challenging urban and rural areas. The study, authored by Milbrey McLaughlin (professor of education at Stanford University), showed that youth who participate in effective out-of-school programs:

- ☑ Achieve at higher academic levels, and hold higher expectations for graduating from high school and going on to post-secondary education.
- ☑ Demonstrate greater self-confidence and optimism about the future.
- ☑ Have a strong sense of civic responsibility and express a strong



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.

desire to give back to the community.

- ☑ Go on to become productive citizens. (Most of those followed in the study – now in their 20s – are employed and active members of their communities.)

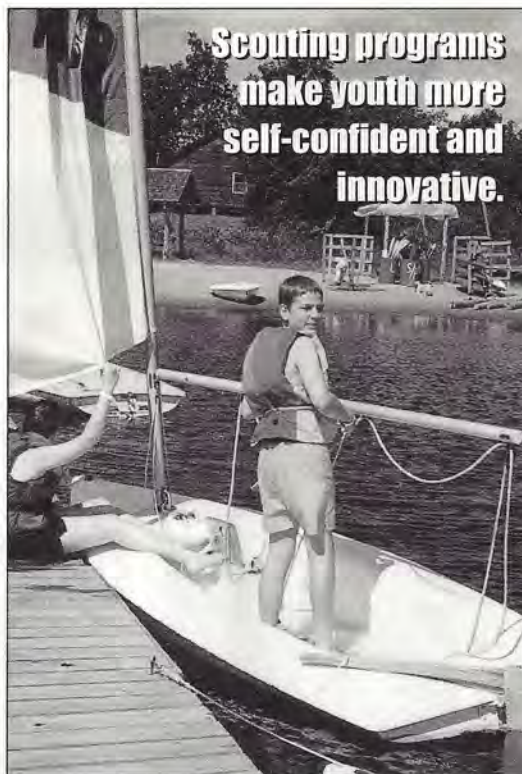
Simply put, effective community organizations help youth avoid the pitfalls of growing up, such as early pregnancy, drug or alcohol problems, and academic failure.

What is an effective youth organization?

The report concludes that effective youth organizations focus on learning and education. They have a high degree of youth leadership and input, provide youth with opportunities for on-going feedback, and offer family-like environments where youth can feel safe and build trusting relationships. Does this sound like a youth organization you're involved in?

Canada, Too

Statistics Canada recently released a study that offered similar conclusions. The National Longitudinal



Survey on Children and Youth studied over 23,000 children and teens aged four to 15. It showed that children who participate in organized activities outside of school (sports, music, the arts or clubs) tend to have higher self-esteem, interact better with friends, and perform better in school.

Children between the ages of four and nine who participate in extra-curricular activities tend to have fewer difficulties when reading or doing math than those who rarely or never participate. Also, younger children involved in activities are *twice* as likely to exhibit higher levels of "pro-social" behaviour (e.g. show sympathy to someone who has made a mistake, try to help someone who has been hurt, or offer to help someone who has difficulty with a task).

The National Longitudinal Survey on Children showed that teenagers who participate in extra-curricular activities exhibit increased social skills. They are four to five times more likely to see their friends outside school, report high self-confidence and self-esteem, and experience fewer problems with their friends.

Still Not Convinced?

Here are some real-life examples that show the positive effect of Scouting and its leaders on the lives of our youth members. (Some of the comments come from applicants to the Scouts Canada's Trust scholarship program.)

Robert Clarke, a Venturer with the 193rd Edgemont Calgary Group, credits Scouting with offering him important life-long skills. "I gained an incredible array of skills and knowledge.... Concepts such as leadership, organization, communication and self-determination are but a few of the more important qualities I gained from my Scouting experiences."

Daryl Cooper, from Fredericton, started his Scouting "career" in Beavers; he's now an assistant Scout leader with the 3rd Fredericton Group. He says Scouting helped direct his career choices. "When I began my final year as a Scout, I didn't know what the future held for me. I became a patrol leader, and that helped clarify my goals and showed me the value of my contribution to the lives of the Scouts I worked with. The Scouting experience

has propelled me towards a career in education. Although I give a lot to Scouting, it has given much to me."

Michelle MacDonald, from the 1st East Royalty (PEI) Venturer Company, says that Scouting's international spirit appeals to her. "The great thing about Scouting is that it brings people of different ages, races, religions, nationalities and languages together. It's given me the chance to connect with people I otherwise might not have met, and provided me with leadership and other important life skills."

Other scholarship applicants tell similar stories of Scouting and their leaders providing them with important new experiences, career direction, and improved social and leadership skills.

"I'm Proud of Scouting"

So, stand tall and be proud! Look beyond the negative news headlines, and recognize that your outstanding efforts in running a Scouting program and meeting its Mission have a tremendous positive impact – confident, committed youth and a vibrant and caring community. Remember, many of the youth whose lives you touch will go on to be the next generation of Scouting volunteers, and like you, they'll be difference-makers to tomorrow's youth. ^

— Sam Elsworth is Scouts Canada's National Commissioner.

Notice of Annual Meeting Boy Scouts of Canada

**Saturday,
November 17, 2001
4:30 p.m.
Embassy West Hotel,
Ottawa, Ontario**

Purpose:

- (1) Receipt and consideration of reports including the Corporation's annual report
- (2) Receipt and consideration of the financial statement and auditor's report for the preceding year
- (3) Election of Honorary Officers and Honorary Members
- (4) Recommendation to the Chief Scout of an individual to fill the position of National Commissioner
- (5) Appointment of Officers and election of members of the Board of Governors
- (6) Appointment of an auditor or auditors and,
- (7) Consideration and, if deemed appropriate, approval of any matter placed before it by the Board of Governors

Photo: Dawn Kassis



Book Talk

by Dave Jenkinson



Let's get crafty!

The holiday season is but 80 or so shopping days away, but it's never too soon to think about gifts and decorating the tree, house, yard or meeting place. This year, instead of using commercial decorations, why not make your own?

Gertridge's *Trim A Tree* provides directions for producing 25 ornaments to adorn eight theme oriented Christmas trees. Who wouldn't love the "sweet" tree decorations which can be eaten later? Some of the smaller and lighter decorations can be added to doors, or a construction paper tree can be attached to your fridge and then decorations can be "hung" on it via magnets. Those who prefer a live tree in their yard to a "dead" one in the house can make nut stars, popcorn silhouettes and snowmen (and possibly feed some birds as well). (Cubs: Tawny Star A2, 9, B5, Handicraft Badge 1, 5, Recycling Badge B)

Concerts are also part of December's holiday period, and this year your pack could volunteer to provide the noise... uh... I mean the music. *The Kids Can Press Jumbo Book of Music* by Deborah Dunleavy is an absolutely outstanding resource for creating more than 50 simple musical instruments. Each of the book's 11 chapters is organized around a type of band and contains appropriate instruments that children can make and then play without having to "know" music.

Decked out in a musical hat and a whistle collar, and shaking his or her ankle rattler while simultaneously using button gloves to play a Broiler Tray Frattoire, a Cub or Scout can become a one kid band. The book features many other band types. In fact, the author doesn't even overlook the human body as an instrument. Great fun!

Cubs engaged in the Recycling Badge are going to delight in the "Trash Band" which includes "Pop-Can Stompers" and the "Door-Stopper Sprong." As a bonus, Dunleavy suggests simple, familiar tunes that each band can play. (Cubs: Tawny Star A6, Entertainer Badge 1, Handicraft Badge 1, 5, Musician Badge 3, Recycling Badge B)



A Cub or Scout can become a one kid band after they've read *The Kids Can Press Jumbo Book of Music*.

Judy Ann Sadler's *Jumbo Book of Easy Crafts* aims at Beaver aged children, and offers more than 175 simple crafts that utilize items found around the house. If you find your house overflowing with popsicle sticks, turn to the "P" section (for popsicle) in this book where you'll discover that you can convert them into stars and baskets. Have you bought too many paper lunch bags lately? Don't despair; the "L" section will show you how to make puppets, baskets and wind socks. Cub leaders should also peruse this book for crafts for younger or less able Cubs.

If Cubs are looking for gifts to create for others, Sadler's *Making Fleece Crafts* offers opportunities to fabricate more than a dozen different toys and items of clothing. Some items

can be glued together, but because others need to be sewn, Sadler provides a brief overview on how to thread a needle, knot the thread and make overcast, blanket and backstitches. The step by step instructions are accompanied by illustrations which will help crafters produce mitts, neck warmers, hats, slipper socks and many other items. (Cubs: Tawny Star A2, B4, Handicraft Badge 5)

Other gift items could come from the nine projects described in Greta Speechley's *Clay Modeling*. The author uses air-drying clay for her projects; each project demonstrates a different way to use clay so that children can move beyond the examples to generate their own original creations. Even Beavers could make a "wobbly pot" which requires little more than "pinching" a hole in a ball of clay. Cubs and Scouts can use coiling, slab and moulding techniques to produce flower pots, squiggly bowls, dishes, tiles, boxes and triangular pencil holders. To individualize their items further, children can paint them with acrylic paints.

(Cubs: Tawny Star A2, 9, B5, Artist Badge 8, Handicraft Badge 5; Scouts: Handicraft Badge)

BOOK DETAILS

D. Dunleavy, *The Kids Can Press Jumbo Book of Music*, Kids Can Press, 2001: \$16.95.

A. Gertridg, *Trim A Tree: 25 Christmas Ornaments You Can Make*, Scholastic, 2000: \$6.99.

Judy Ann Sadler, *The Kids Can Press Jumbo Book of Easy Crafts*, Kids Can Press, 2001: \$16.95.

Judy Ann Sadler, *Making Fleece Crafts*, Kids Can Press, 2000: \$5.95.

G. Speechley, *Clay Modelling*, Heinemann, 2000. (Distributed in Canada by Saunders Book Company, P.O. Box 308, Collingwood, ON, L9Y 3Z7.)

NO FEAR

You Mean *Never*?

by Bryon Milliere and Lauri Cunningham

YOU MAY HAVE NOTICED WINDOW decals on vehicles with the brand name "No Fear." This brand of clothing aimed at such markets as skate boarders and motorcyclists captures the sense of invincibility felt by many youth. But many young people live each day burdened by fears and concerns. This month's *Bridge the Gap* explores the role fear plays in the lives of young people.

Bravado in Denial

Some youth think it sounds courageous to say they have no fear. Yet fear or "instincts" can sometimes be a positive thing, such as when it makes you stop and think

before entering a risky situation. Or, fear can be debilitating when it stops you from pursuing healthy goals.

Overcoming personal fears by meeting challenges builds self-confidence. Scouting provides opportunities to meet challenges while learning how to assess and deal with risks. (Ironically, the No Fear brand contains an extensive selection of protective clothing for risky activities.)

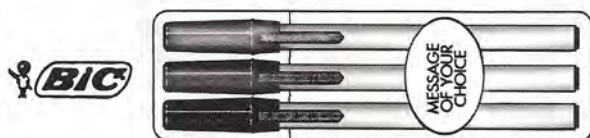
Uncertainty about the future can lead young people to say that they leave their lives in the hands of fate, yet they then make choices with predictably bad consequences. For example, the people you spend time with on a regular basis will shape where you'll be, and what you'll be doing three years from now.

Kids' #1 Fear: Loneliness

As teens begin to distance themselves from their parents to establish their own sense of identity, they seek out others to affirm who they are. Without friends and other adults with whom to interact, they can feel very alone. If relationships with one or both parents is rocky, this sense of loneliness can increase. That's why some youth will do just about anything to gain a sense of belonging with other teens – even engage in personally harmful or risky behaviours to conform to peer pressure or gang expectations.

What Can Scouters and Parents Do?

Leaders and parents can affirm healthy, youthful relationships. Affirm all positive choices that members make. Set realistic limits and explain the rationale as a guide to future decisions. Express confidence in the ability of the youth to make wise choices based on core personal values.



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The **Carrier Penpak Model P3K** contains 3 ballpoint Bic pens (white barrels - red, blue and black caps and inks) in a vinyl case imprinted with a message of your choice (maximum 5 lines, 12 letters and spaces/lines).

Your cost: 90 cents per pack includes GST, shipping and message. Sell for \$2.00 and make over 100% profit.

No risk involved, 6 weeks after delivery, simply pay for the packs sold and return the rest. This policy applies to all orders, including minimum orders (600 packs).

Also available:

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Discussion Point

Salespeople know that people do things for two reasons:

- ☞ Fear of loss
- ☞ Desire for gain

During discussions about fear, ask youth to identify which reasons drive their choices. Ask for specific examples. Knowing what issues influence their decisions will give them a little more control over their decision-making and their life. Personal control will lessen fear and buoy self-confidence.

Broaden the discussion to find out what reasons influenced their decision to buy a specific bicycle, make a new friend or choose a movie. Find ways to encourage youth to understand processes that are influencing their decisions.

Provide opportunities to explore personal values, and the role of values in decision making. Ask them to define clearly their own core values for themselves. (This will help them define who they are.)

Leaders will cause youth to learn if they ask questions that do *not* require just a simple "yes" or "no" answer. Ask questions that require youth to think and ponder issues before answering. Talk about good and bad choices that you've made, and some of the consequences that went with them. Use the examples of well known figures to "connect the dots" between good and bad choices made by over-achievers. You can be a good or bad over-achiever (e.g. the dedication and journey of an Olympic athlete, or a life of crime of a hardened criminal). Encourage members to set personal goals, and link these to specific values. Talk about why you volunteer, and why you contribute to the community.

When one or more youth do well (e.g. complete a difficult task or activity), engage them in a discussion by reflecting on what they did, and how they were able to achieve what they did. Ask them how the experience might apply to other challenges they may face in the future. It's good for youth to have good experiences, but it's better if they can learn from them to build for the future.

Celebrate family by taking an interest in family members of your youth.



"A good friend takes a lot of fear out of life, and Scouting inspires friendships."

Photo: Greg Byron

Teams, relationships and friendships are all excellent to celebrate. Show how teams help work go smoother, and lessen everyone's load. One good way to build teams and team spirit is by discussing the good experiences members have shared together.

Everyone experiences fear; that's normal. But Scouting programs can help youth bypass avoidable problems, and deal creatively with those fears that come naturally to life. ^

LINKING HELPS LESSEN FEARS

Linking programs with a junior section helps to remove fears youth naturally feel about moving up to the next Scouting level. By planning many linking events throughout the year, leaders can remove these fears while building positive relationships.

FEAR OF MAKING MISTAKES/FAILURE

In our highly competitive world, the fear of failure (fear of making mistakes) can be debilitating. Scouting should be a safe place to make mistakes – a place where the risk of failure for a given activity has been considered and minimized. Scouting encourages young people to take on an appropriate level of challenge for their abilities.

Scouting also needs to be a safe place to show personal fears and weaknesses. Leaders should never permit anyone to put someone else down; this might make youth cautious about trying something new or pushing their personal boundaries outward. Teach your members to recognize the risks, then plan appropriate actions that will reduce the dangers to acceptable levels. Make sure everyone recognizes that it's better to try and fail some reasonable activity, than to have never tried at all.

Fear of Succeeding?

Some people fail on purpose to stay within the norm of their group, or their perception of how well others think they deserve to do. Explain to your members that they aren't doing their best if they conform to a lower level of performance than they are capable of doing.

Failure is okay as long as people are doing their best. Scouting celebrates and rewards success, but more important, Scouting celebrates honest effort regardless of the ultimate glory someone achieves. Scouting seeks to expand individual potential; this almost always involves trial and error (i.e. failure).

Living with Risk

No one wants to live in fear, but we need to be realistic about risks.

Why do people buy lottery tickets? Because there's a chance they'll win. Why do people wear seat belts? Also because there's a chance they will 'win' (i.e. survive a bad car accident because of the belt).

For Scouts and Venturers, introduce some statistics that will show them how to judge risks. You can get them from the Canada Safety Council web site (www.safety-council.org) or from the Transportation Safety Board site (www.tsb.gc.ca/). Talk about the risk of smoking, driving without seat belts and driving while talking on a cell phone. Then discuss the risk of downhill skiing, parachuting, speaking in public (social risk), joining the military, and making promises. Leaders can teach youth to weigh the benefits and risks of each.

Fun at the Pond



HALLOWEEN IS full of mystery for your Beavers partly because it sparks their imaginations. This month's *Fun at the Pond* comes from the Beaver JUMPSTART package on Halloween.

JUMPSTART is a pre-packaged, monthly program tool covering a wide range of topics of interest to youth. They're available at your local Scout Shop.

Start your program with an active game, like Beaver Soup.

Beaver Soup

Stand your Beavers along one wall of the pond, while leaders form a circle in the centre of the room, pretending they are stirring a giant pot.

With Keo as prompter to help them ask the questions, Beavers call out, "What are you making?"

The leaders shout back, "Beaver soup!"

Then the Beavers ask, "What are you putting in it?"

Leaders reply, "Baboons."

Beavers ask, "What else?"

Leaders reply, "Bacon." This continues until the leaders reply, "Beavers!" With this warning, the children race to the other side of the room, and leaders try to catch them. Tagged

Beavers join the leaders in making the soup; play continues until all the Beavers are in the soup. Try using words that only begin with the letter "B," or other words for favourite foods.

Pop-Up Puppets

Your Beavers will need paper cups, straws, construction paper, and glue or tape. Draw goblin or monster faces on the construction paper, or cut out pictures of witches and ghosts from magazines. Make the pictures small enough to fit inside a paper cup.

Glue or tape a picture to the end of a drinking straw, then with a pencil, poke a hole through the bottom of the cup. Push the straw into the hole. To make the puppet pop up and down, move the straw sticking out from the bottom of the cup. (See diagram)

Touch Wood

Play this tag game outside near wooden fences, benches, trees and picnic tables. All Beavers, except the one chosen as IT stand touching something wooden. On a signal, they run from one wooden object to another while IT tries to catch them. If IT tags someone who isn't touching wood, the two change places.

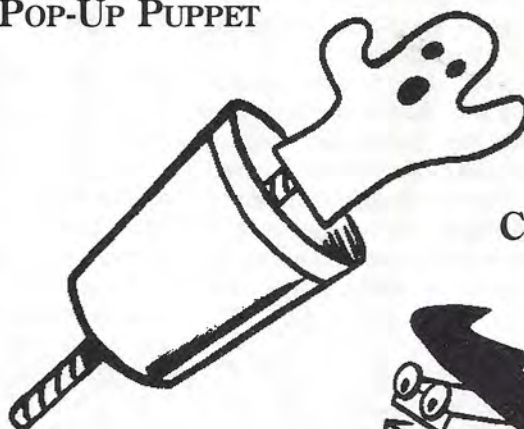
Three Little Witches Song

Sing this song to the tune of "One Little Indian." (Actions are in italics.)

One little, two little,
three little witches (3X)
(Hold up fingers one by one)
Ride through the sky on a broom
(Hold hands as if riding a broom)

One little, two little,
three little witches (3X)
(Repeat action for the first line)

POP-UP PUPPET



CLOTHES PIN BAT



Wink their eyes at the moon!
(*Wink one eye and make a circle with arms*)

Halloween Mobiles

Each mobile requires black, white and orange construction paper, three cocktail straws (food dealers sell them), and kite string.

Cut out Halloween shapes (e.g. pumpkins, witches, cats, bats, crescent moons) from the construction paper. Punch a hole in the top of each. Attach lengths of string, and tie the cutouts to the straws – one straw at the top, and two suspended from it. Tie a piece of string in the middle of the top straw and hang the mobile from the ceiling.

Pumpkin Hunting

Hide lots of paper pumpkins around the pond. Organize your Beavers in lodges, and give each lodge leader a length of string and tape or paper clips for attaching pumpkins to it. Each lodge chooses a special signal for calling their leader (e.g. barking, clapping, chirping), because only the leader can pick up the pumpkins. On a signal, the Beavers search for the pumpkins. When they find one, they place a finger on it and signal their leader by their special call so the leader can pick up the pumpkin and attach it to the string.

Clothes Pin Bats

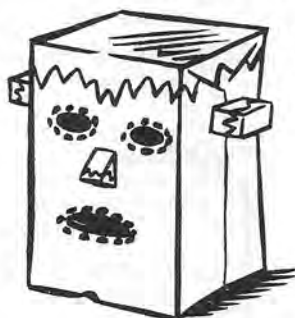
For this craft, each Beaver requires a clothespin, eyes made from red, white or yellow construction paper, and black construction paper. Prepare a pattern of a simple bat shape for your Beavers to trace and cut out. Glue the eyes to the clamping end of the clothespin, and glue the bat's wings to the rest of the pin. (See diagram) These bats will clip to anything, and when 'flocked' together make quite a haunting sight.

Paper Plate Owls

Each owl will require one large paper plate, two paper baking cups, black and orange construction paper, string, scissors and glue. Cut out a large black triangle and glue it to the top of the paper plate as shown. (See diagram) Glue a black circle in each baking cup, and then glue them onto the plate for eyes. Glue an orange diamond-shaped beak under the eyes, then tape a loop of string on the back to hang the owl on a wall.

Pumpkin Seed Masks

These masks will require dry pumpkin seeds, small boxes, paper grocery bags, and glue. Ask your Beavers to draw fun Halloween faces on the bags. Let them glue down pumpkin seeds for decorations, or the seeds could highlight facial features. Small boxes can be added by your



**PUMPKIN
SEED
MASK**

**PAPER
PLATE OWL**



Beavers to make a nose and ears. (See diagram) Cut very large holes for the eyes and nose. Voila! The masks are ready to wear.

Make sure you warn your Beavers that masks can obscure their vision. They should never run while wearing a mask, or wear one while walking on a street.

Going on a Witch Hunt Story

This participation story allows lots of scope for scary sound effects and exaggerated gestures. The storyteller should sit in front of the colony with the lights turned down low – but not off. A candle may add a dramatic effect.

"Would you like to go on a witch hunt? Okay let's go. Watch me and do all the things I do and repeat after me all the things I say. Ready? Let's go!"

"We're going on a witch hunt. Everyone tiptoe." (*Tiptoe fingers across hand.*)

"Shhhhhh!" (*Finger across mouth.*)

"I can see a house – a haunted house. We can't go around it." (*Stretch around*) "We can't go under it." (*Crouch down*) "We can't go over it." (*Stretch up*) "I guess we'll have to go in it!" (*Pretend to open a very creaky door.*)

"Shhhhhh!" (*Finger across mouth.*)

"I see the stairs – long, dark, steep stairs. We can't go around them."

(*Stretch around*) "We can't go under them." (*Crouch down*) "We can't go over them." (*Stretch up*) "I guess we'll have to climb them." (*Pretend to climb stairs; shade eyes and look around; continue tiptoeing.*)

"I see a cobweb – a great, big, slimy, cobweb." (*Make yechy noises*) "We can't go around it." (*Stretch around*) "We can't go under it." (*Crouch down*) "We can't go over it." (*Stretch up*) "I guess we'll have to go through it!" (*Wave hands to get through the cobweb; make faces and yechy noises; continue tiptoeing.*)

"I see a room – a huge, dark room. We can't go around it." (*Stretch around*) "We can't go under it." (*Crouch down*) "We can't go over it." (*Stretch up*) "I guess we'll have to go through it!" (*Open very, very creaky door; feel in front to find the way in the dark.*)

"Whheww! It sure is dark in here. I feel something!" (*Go through the motions of feeling.*)

"It's big! It has a crooked nose! It has a pointed hat! It has stringy hair! I think it's a witch!"

"It IS a witch!"

"Let's get out of here fast!" (*Slap knees to make a running sound.*) "Open the door" (*creaky sound*); "through the cobweb" (*wave hands*); "head down the stairs" (*slap knees*); "race out of the house." (*Continue to slap knees*)

"Whheww!" (*Wipe brow*)

"Did everyone get home?"

"Want to go again?"

Halloween is exciting for youth. Keep it centred on fun activities and healthy laughs. ^

JUMPSTART Your Program

If you've never heard of JUMPSTART packages, you don't know how easy it is to plan and run a Beaver, Cub or Scout program. They are specifically designed to meet the needs of busy leaders – both new ones and seasoned veterans.

Beaver JUMPSTART packages include: Canada, Nature, Food, Beach party, Outer space, Pirate, Dinosaur, Fall, Farm, Family, Spring, and Winter holidays.

See your local Scout Shop for this great resource, and many others.

Beaver Quality Program Standards

As adult volunteers, we have made a commitment to deliver a quality program to our members. Scouts Canada is pleased to provide volunteers with this checklist to ensure the program that is being delivered meets quality standards.

Program Planning

The colony has a:

- short-range (one month),
- medium-range (three months) and
- long-range (one year) program plan which reflects the program goals as outlined in *B.P. & P.*, and/or elements as outlined in the *Beaver Leader's Handbook*.
- Weekly programs are typically conducted as described in the *Beaver Leader's Handbook*, and incorporate appropriate safety precautions.

Outdoors

Opportunities are provided for Beavers to participate in outdoor activities as often as possible. Beaver minimum standards require:

- One regular meeting per month outdoors
- One weekend outing every two months
- One night at camp annually
- All activities follow Scouts Canada's Policies and Accepted Practices, as outlined in the *Camping/Outdoor Activity Guide*.

Youth Input

- Beavers are regularly consulted and utilized, when and where appropriate, in program planning and delivery.
- Small groups (lodges) are used to deliver activities to different aged members which reflects their skills/interests.

Environmental Awareness

Opportunities are provided (as often as possible) for Beavers to participate in activities which increase their understanding and awareness of their role in preserving the environment, with the minimum standard being one project/activity annually.

- All activities are conducted in a manner which reflects appropriate environmental awareness and practices.

Spiritual Emphasis

Spiritual emphasis is regularly incorporated throughout the program. Examples may include, but are not limited to:

- Opening and Closing Prayers
- Use of Promise, Law and Motto
- Scouts Own and Scouter's Five

Community Service

Opportunities are provided for Beavers to participate in community service projects/events as often as possible.

- Minimum standard: one annually.

Membership/Retention

- No youth who is willing to subscribe to the Promise and Law is denied membership (i.e. Scouts Canada does not want any waiting lists).
- Leaders personally invite Beavers back at the beginning of each year.
- Those not returning at any time of the year are contacted by a leader to determine the reasons why.

Linking

Opportunities are provided (as often as possible) for Beavers to interact with Cubs, with the minimum standard being:

- One regular meeting and one other activity with a Cub pack annually.
- Keeto is utilized as part of the leadership team.
- Senior Beavers of swimming up age have at least one other opportunity to interact with a Cub pack.

Family/Parental Involvement

- Parental involvement is encouraged. Opportunities are provided for family/parent involvement as often as possible.
- Minimum standard: four events annually.
- Regular communication occurs to inform parents of program plans and changes through contacts, such as meetings, phone calls, calendars and newsletters, etc.

Training/Leadership

- Scouts Canada expects all leaders to achieve Woodbadge Part 1 training during the first year.
- Scouts Canada expects at least one leader to have Woodbadge Part 2 (Beavers).
- At least one member of the leadership team holds a current, recognized first aid qualification.
- The leadership team has obtained the necessary attitude, skills, knowledge and/or training required to conduct outdoor programs, or has recruited a skilled resource person(s) with such knowledge to attend the outing/activity.
- Youth members (e.g. activity leaders, Scouters-in-Training, Keeto) are included as part of the leadership team.

Administration

The following are performed to administer the colony:

- Submit a budget to the group committee for a year's activities.
- Maintain appropriate financial records, and submit proper financial statements to the group committee.
- Provide an annual inventory of all equipment and property to the group committee.
- Ensure a representative from the section leadership team attends at least 90 percent of group committee meetings.
- Participate in fund-raising activities, including: Scoutrees for Canada; Scout Calendar sales; Trail's End Popcorn sales.

Wolf Cub Quality Program Standards

As adult volunteers, we have made a commitment to deliver a quality program to our members. Scouts Canada is pleased to provide volunteers with this checklist to ensure the program that is being delivered meets quality standards.

Program Planning

Packs have:

- short-range (one month),
- medium-range (three months) and
- long-range (one year) program plans which reflect the program goals, as outlined in *B.P. & P.*, and/or elements, as outlined in the *Wolf Cub Leader's Handbook*.
- Weekly programs are typically conducted as described in the *Wolf Cub Leader's Handbook*, and incorporate appropriate safety precautions.

Outdoors

Opportunities are provided, as often as possible, for Cubs to participate in outdoor activities. Cub minimum standards require:

- One regular meeting per month outdoors
- One weekend outing every two months
- Three nights at camp annually
- All activities follow Scouts Canada's Policies and Accepted Practices, as outlined in the *Camping/Outdoor Activity Guide*.

Youth Input

- Cubs are regularly consulted and utilized (when and where appropriate) in program planning and delivery.
- Sixers and seconds are utilized as part of the leadership team.
- A Sixers' Council meets on a regular basis.

Badge, Star and Award Program

The program provides Cubs with regular opportunities to engage in and complete requirements of the Cub badge, star and award system.

Environmental Awareness

Opportunities are provided, as often as possible, for Cubs to participate in activities which increase their understanding and awareness of their role in preserving the environment.

- Minimum standard: one project/activity annually.
- All activities are conducted in a manner which reflects appropriate environmental awareness and practices.

Spiritual Emphasis

Spiritual emphasis is regularly incorporated throughout the program. Examples may include, but are not limited to:

- Opening and Closing Prayers
- Use of Promise, Law and Motto
- Scouts Own and Scouter's Five
- Religion in Life Award program

Community Service

Opportunities are provided, as often as possible, for Cubs to participate in community service projects/events.

- Minimum standard: two held annually.

Membership/Retention/Growth

- No youth who is willing to subscribe to the Promise and Law is denied membership (i.e. Scouts Canada does not want any waiting lists).
- Leaders personally invite Cubs back at the beginning of each year.
- Those not returning at any time of the year are contacted by a leader to determine the reasons why.
- One activity each year focuses on increasing membership.

Linking

Opportunities are provided for Cubs to interact with Beavers and Scouts as often as possible, with the minimum standard being:

- One regular meeting and one other activity with a Beaver colony annually.
- One regular meeting and one other activity with a Scout troop annually.
- Kim is utilized as part of the leadership team.
- A Cub is selected to serve as a Keop with a Beaver colony.
- Senior Cubs of advancement age have at least one other opportunity to interact with a Scout troop.

Family/Parental Involvement

- Parental involvement is encouraged.
- Opportunities are provided for family/parent involvement as often as possible.
- Minimum standard: three events annually.
- Regular communication occurs to inform parents of program plans or changes, through contacts such as meetings, phone calls and newsletters, etc.

Training/Leadership

- Scouts Canada expects all leaders to achieve Woodbadge Part 1 training during the first year.
- Scouts Canada expects at least one Scout leader to have Woodbadge Part 2 (Cubs).
- At least one member of the leadership team holds a current, recognized first aid qualification.
- The leadership team has obtained the necessary attitude, skills, knowledge and/or training required to conduct outdoor programs, or has recruited a skilled resource person(s) with such knowledge to attend the outing/activity.
- Youth members (e.g. activity leaders, Scouters-in-Training, Kim) are included as part of the leadership team.

Administration

The following are performed to administer the pack:

- Maintain current and accurate pack records, including attendance and Cubs' progress records.
- Submit a plan and related budget to the group committee for a year's activities.
- Maintain appropriate financial records, and submit proper financial statements to the group committee.
- Provide an annual inventory of all equipment and property to the group committee.
- Ensure a representative from the section leadership team attends at least 90 percent of group committee meetings.
- Participate in fund-raising activities, including: Scoutrees for Canada; Scout Calendar sales; Trail's End Popcorn sales.

Scout Quality Program Standards

As adult volunteers, we have made a commitment to deliver a quality program to our members. Scouts Canada is pleased to provide volunteers with this checklist to ensure the program that is being delivered meets quality standards.

Program Planning

Troops have:

- short-range (one month),
- medium-range (three months),
- long-range (one year) program plans which reflect the program goals as outlined in *B.P.&P.*
- Weekly programs are typically conducted as described in the *Scout Leader's Handbook*, and incorporate appropriate safety precautions.

Outdoors

Opportunities are provided for Scouts to participate in outdoor activities as often as possible. Scout minimum standards require:

- One regular meeting per month outdoors
- One weekend outing every two months
- Six nights at camp annually
- All activities follow Scouts Canada's Policies and Accepted Practices, as outlined in the *Camping/Outdoor Activity Guide*.

Youth Input

- Scouts are regularly consulted and utilized in program planning and delivery;
- Patrol leaders and assistants form essential parts of the leadership team.
- A Court of Honour is employed on a regular basis.

Badge/Award Program

- The program provides Scouts with regular opportunities to engage in and complete requirements of the Scout Badge/Award system.
- Using the information from "My Path to the Chief Scout Award," all Scouts create personal plans.

Environmental Awareness

Opportunities are provided, as often as possible, for Scouts to participate in activities which increase their understanding and awareness of their role in preserving the environment.

- Minimum standard: one project annually.
- All activities are conducted in a manner which reflects appropriate environmental awareness and practices.

Spiritual Emphasis

- Spiritual emphasis is regularly incorporated throughout the program. Examples may include, but are not limited to:
- Opening and Closing Prayers
- Use of Promise, Law and Motto
- Scouts Own and Scouter's Five
- Religion in Life Award program

Community Service

Opportunities are provided, as often as possible, for Scouts to participate in community service projects/events.

- Minimum standard: two held annually.

Membership/Retention/Growth

- No youth who is willing to subscribe to the Promise and Law is denied membership (i.e. Scouts Canada does not want any waiting lists).
- Leaders personally invite Scouts back at the beginning of each year.
- Those not returning at any time of the year are contacted by a leader to determine the reasons why.
- One activity per year focuses on increasing membership.

Linking

As often as possible, opportunities are provided for Scouts to interact with Cubs and Venturers, with the minimum standard being:

- One regular meeting and one other activity with a Cub pack annually.
- One regular meeting and one other activity with a Venturer company annually.
- A Scout is selected to serve as a Kim with a Cub pack.
- Senior Scouts of advancement age have at least one other opportunity to interact with a Venturer company.

Family/Parental Involvement

Opportunities are provided for family/parent involvement as often as possible.

- Minimum standard: two events annually.
- Parental involvement is encouraged.
- Regular communication occurs to inform parents of program plans through contacts such as meetings, phone calls, calendars and newsletters, etc.

Training/Leadership

- Scouts Canada expects all leaders to achieve Woodbadge Part 1 level of training during the first year.
- Scouts Canada expects at least one Scout leader to have Part 2.
- At least one member of the leadership team should hold a current, recognized first aid qualification.
- As well, the leadership team has the necessary attitude, skills, knowledge and/or training required to conduct outdoor programs, or has recruited a skilled resource person(s) with such knowledge to attend the outing/activity.
- Youth members (activity leaders, Scouters-in-Training, patrol leaders, etc.) are included as part of the leadership team.

Administration

The following are performed to administer the troop:

- Maintain current and accurate troop records, including attendance and Scouts' progress records.
- Submit a plan and related budget to the group committee for a year's activities.
- Maintain appropriate financial records, and submit proper financial statements to the group committee.
- Provide an annual inventory of all equipment and property to the group committee.
- Ensure a representative from the section leadership team attends at least 90 percent of group committee meetings.
- Participate in fund-raising activities, including: Scoutrees for Canada; Scout Calendar sales; Trail's End Popcorn sales.

Venturer Quality Program Standards

As adult volunteers, we have made a commitment to deliver a quality program to our members. Scouts Canada is pleased to provide volunteers with this checklist to ensure the program that is being delivered meets quality standards.

Program Planning

Companies have:

- short-range (one month),
- medium-range (three months) and
- long-range (one year) program plans which reflect the program goals as outlined in *B.P. & P.*
- Weekly programs are typically conducted as described in the *Venturer Advisor's Handbook*, and incorporate appropriate safety precautions.

Outdoors

Opportunities are provided for Venturers to participate in outdoor activities as often as possible. Venturer minimum standards require:

- One regular meeting per month outdoors
- One weekend outing every two months
- Six nights at camp annually in a wide variety of settings
- All activities follow Scouts Canada's Policies and Accepted Practices, as outlined in the *Camping/Outdoor Activity Guide*.

Youth Input

- Venturers actively plan and operate the company program, incorporating the skills and abilities of all youth members.
- The youth seek the advisor's input.

Badge/Award Program

The program provides individual Venturers with regular opportunities to engage in and complete requirements of the Venturer badge/award system, including the Queen's Venturer Award, the Amory Adventure Award, and the Duke of Edinburgh Award.

Environmental Awareness

Opportunities are provided (as often as possible) for Venturers to participate in activities which increase their understanding and awareness of their role in preserving the environment.

- Minimum standard: one project annually.
- All activities are conducted in a manner which reflects appropriate environmental awareness and practices.

Spiritual Emphasis

Spiritual emphasis is regularly incorporated throughout the program. Examples may include, but are not limited to:

- Opening and Closing Prayers
- Use of Promise, Law and Motto
- Scouts Own and Scouter's Five
- Religion in Life Award program

Community Service

Opportunities are provided for Venturers to participate in community service projects/events as often as possible.

- Minimum standard: three projects annually.

Membership/Retention/Growth

- No youth who is willing to subscribe to the Promise and Law is denied membership (i.e. Scouts Canada does not want any waiting lists).
- Venturers are personally invited back at the beginning of each year.
- Those not returning at any time are contacted by the company to determine the reasons why.
- One activity per year focuses on increasing membership.

Linking

Opportunities are provided for Venturers to interact with Scouts and Rovers as often as possible. Minimum standard:

- One regular meeting and one other activity with a Scout troop annually.
- One regular meeting and one other activity with a Rover crew annually.
- Senior Venturers of advancement age have at least one other opportunity to interact with a Rover crew.

Family/Parental Involvement

Scouts Canada encourages parental involvement at all times.

- Regular communication occurs to inform parents of program plans through contacts, such as newsletters.

Training/Leadership

- Scouts Canada expects all advisors to achieve Woodbadge Part 1 training during the first year.
- Scouts Canada expects at least one advisor to have Woodbadge Part 2 (Venturers).
- At least one member of the leadership team or member of the Venturer company should hold a current, recognized first aid qualification.
- The leadership team has obtained the necessary attitude, skills, knowledge and/or training required to conduct outdoor programs, or has recruited a skilled resource person(s) with such knowledge to attend the outing/activity.

Administration

The following are performed to administer the company:

- Maintain current and accurate company records.
- Submit a plan and related budget to the group committee for a year's activities.
- Maintain appropriate financial records and submit proper financial statements to the group committee.
- Provide an annual inventory of all equipment and property to the group committee.
- Ensure a representative of the section leadership team, including youth, attends at least 90 percent of group committee meetings.
- Participate in fund-raising activities, including: Scoutrees for Canada; Scout Calendar sales; Trail's End Popcorn sales.

Outdoor Activities Inspire Spirituality

by Ross Francis

Leaders often struggle with Scouting's spiritual requirements. They're not quite sure just what it is that Scouting expects from them. Our new Mission and the explanation behind it help clarify the spiritual aspect significantly.

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.

We achieve this Mission by:

- Involving youth throughout their formative years in a non-formal educational process.
- Using a specific method that makes each individual the principal agent in his or her development as a self-reliant, supportive, responsible and committed person.
- *Assisting youth to establish a value system based on SPIRITUAL, social and personal principles as expressed in the Promise and Law.*

Let's focus on this last point, relating it to what we believe and stand for regarding Duty to God. In Scouting, Duty to God means:

- Adherence to spiritual principles
- Loyalty to the religion that expresses your principles
- Acceptance of the duties of your religion and spiritual principles
- Participating in protection and restoration of the natural environment

Some leaders wonder if this means that Scouts Canada expects them to teach religion and make sure the youth go to church or participate in religious studies. Often, adult leaders interpret "spiritual" to mean religion; this is where they get side-tracked.

When All Else Fails...

Let's get back on track by reading "the instructions." When confusion settles in like a morning fog, refer to guidelines and resources Scouting provides. Following is what the *Wolf Cub Leader's Handbook* says about spiritual requirements in Scouting.

The importance of spirituality to Canadian Scouting is reflected in a number of Scouts Canada policy statements. Our Principles refer to a Duty to God, as we've already discussed. Scouting's Mission makes perhaps the most important official statement; it states that we are "to contribute to...." This means that we are one of many influences of young people along with parents, schools, friends, and other extra-curricular activities that play a significant role in developing well-rounded, self-confident youth.

By-law, Policies and Procedures also includes a statement on the spiritual that makes accepting the Principles and Mission a requirement for membership. It refers to participation in a religious community, and the responsibility of Scouters to provide leadership, example, guidance, and program opportunities for spiritual development.

The *Cub Leader's Handbook* provides definitions for "spiritual" and "religion" to help leaders gain a clearer understanding what Scouts Canada means by spiritual development.

Spiritual: recognition of a greater power beyond the material world, characterized by the highest qualities of the human mind or spirit.

Religion: an organized system of beliefs, attitudes and behaviours that make up one's relationship with God or the powers and principles of the universe.

Spiritual fellowship in Scouting involves acts or actions that bring awareness to the highest qualities of human being (i.e. mind, body and soul). Some examples are:

- Actively carrying out the Promise, Law and Motto.

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- ❑ Developing and showing a personal understanding of God or the powers and principles of the universe.
- ❑ Accepting responsibility for yourself, and the consequences of your actions.
- ❑ Responding to others in caring ways.
- ❑ Showing awareness of, and concern for, the environment.

But how do we apply this to the outdoors where much of our program takes place?

The outdoors provides some of the greatest, or perhaps most obvious, examples of a greater power at work in the world. And the outdoors is where Scouting youth spend a great amount of time. Getting outdoors – away from all of the hustle and bustle of our everyday lives – has a calming affect on people. It allows them to slow down a little and actually observe, connect with, and appreciate their natural surroundings. It allows them time to reflect on what has been happening in their lives or the lives of those around them. It's often at these times that people experience "spiritual" moments or revelations. Sometimes people describe these spiritual moments as highly emotional, evoking feelings of peace, love, happiness, contentment, awe and reverence.

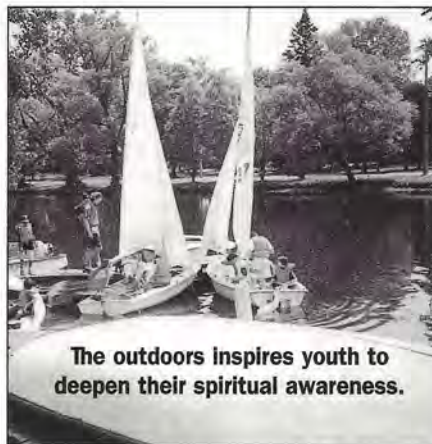
Many people find these spiritual moments hard to describe or define. They'll say, "you had to be there" to share the experience. These people can, however, describe how the experience affected them, and how they felt about it.

The Outdoors: A Stage-Setter

You can experience spiritually significant moments at any time and anywhere, but for many people getting outside to camp, hike or canoe sets the stage and frame of mind necessary for them to occur.

Have you ever paddled a canoe deep into the wilderness and then sat quietly watching beavers swimming? Sometimes, if you're really quiet, curious beavers will even start circling your canoe. Have you ever sat for half an hour watching a sunset as it flared and eventually faded into the horizon? Have you ever sat under a tarp and watched as a thunderstorm moved down the valley toward you, engulfed you, then passed by?

Photo: George Pearce



The outdoors inspires youth to deepen their spiritual awareness.

Spiritual Moments?

Most people would probably agree that these are examples of "spiritual moments." It's good to have these times of relaxation and inspiration, but it's important that after the event we don't just leave them behind and go back to our busy lives untouched by the experience. That's why there's value in reflecting and sharing afterwards. This activity

helps clarify things for us, or helps us gain a greater appreciation for the world and all creation.

Reflecting back on these experiences and sharing them with others creates a special bond or relationship. It inspires people to learn, to love and feel loved, to appreciate others, to give and receive, to work with others, to accept and forgive. It builds self-esteem. And that's what Scouting wants to encourage.

The outdoors (where Scouting members spend most of their time), provides ample opportunities for spiritual development. This doesn't

have to be very deep, life-changing experience. It doesn't mean that everyone must share their inner-most feelings. Spiritual development just offers members opportunities to recognize a greater power beyond our material world. It opens us up to God and the creation around us that we so easily miss.

Spiritual development might just mean simply reflecting on your day and giving thanks for healthy moments and friendships.

Slow the Pace

Leaders can promote spiritual development by planning a specific time and place where everyone can sit down ("chill out") and think about their day. Some leaders do this around a campfire, on the side of a trail during a rest break, or during a paddling break on the water.

In our fast-paced lives, frantically rushing here and there, we often miss opportunities to simply sit back and reflect on what's happening around us. Some people rush their entire lives away.

Teach your members the joy and benefits of stopping to ponder the day, and where their lives are headed. Time spent reflecting can lead to some pretty spiritual, though not necessarily religious, experiences. X

Reptilia - Discover the World of Reptiles!



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Visit our website: www.reptilia.org or call toll free: 1-888-REPTILIA

World Youth Day Get Involved!

by Bryon Milliere



IMAGINE 50 CANADIAN jamborees all happening at one time. Hold the image in your mind and you'll have an idea what it will be like when 750,000 youth land in 22 cities across Canada from July 18-28, 2002. After four days in these cities (called Days in the Diocese), these youth will continue on their pilgrimage to Toronto for World Youth Day 2002.

The theme for World Youth Day 2002: "You are the salt of the earth... You are the light of the world." (Matthew 5:13-14) This Catholic youth event will attract young people and adults aged 16 to 35 from around the world.

Many participants of previous World Youth Days not only had a Scouting background, but came as part of a Scouting contingent. Find out how you can get involved. The organizers of this event need help with accommodation and many other details in the 22 cities.

Interested groups should contact their local Catholic Church. Scout councils are encouraged to contact the local diocese to explore opportunities for getting involved.

Faith-Centred Activities

During the Days in the Diocese (July 18-22), participants will stay with families and local churches while taking part in social service projects. Imagine how much young Scouting members would enjoy hosting one of these youth in their home.

Over a couple of days these 750,000 youth will travel to Toronto for six days of faith-centred activities, entertainment, as well as spiritual and social services. On the final evening, participants will walk to Downsview Park for an all night vigil, which will conclude the next day with mass celebrated by the Pope.

Event organizers welcome people of all faiths to help and participate in the event. In Canada, Scouting has been a place where people of different faiths cooperate readily.

During previous World Youth Days, Scouting has helped with accommodation, guiding the masses to the venues and transportation, hosting an evening vigil for Scouting, staffing rest and water distribution stations, and hosting meeting points for Scouting members.

How would you like to be responsible for housing, feeding and transporting a group of people almost equal in size to the population of Ottawa? The details for organizing such an event are mind-boggling. Organiza-

tions such as the Knights of Columbus have taken on specific aspects to manage. Organizers have booked all 2,700 coaches in Canada, and booked every hotel room or place to sleep in a large radius around Toronto, including Scout camps. The subway system will extend its hours, and at certain times of the day some stations will be designated as enter- or exit-only stops.

Nationally, Scouts Canada is considering a Scout meeting point and possibly an evening activity for Scouting members. Offers of Service should be made through your local parish or diocese for the Days in the Diocese.

For more information, visit the World Youth Day web site (www.wyd2002.org) or Scouts Canada's web site (www.scouts.ca). Local Scout councils will also have information. To find your diocesan contacts see <http://www.cccb.ca>. Or, phone Bryon Milliere, National Director of Volunteer Services for Scouts Canada at 613-224-5131; e-mail: bmilliere@scouts.ca.

The World Youth Day Office has asked organizations such as Scouting to communicate through one national contact. Sign up to receive e-mail updates; send an e-mail response to mailinglist@wyd2002.org. Then, get involved! X

Questions and Answers

Q: What is World Youth Day (WYD) 2002?

A: WYD is a celebration that brings together Catholic youth from over 150 countries to learn about their faith and celebrate it. At WYD 2002, participants will learn how Canadian Catholics live their faith and experience life in our country. In addition, foreign participants will teach us about how they live their faith, and about life in their countries.

Q: What are the expected results from WYD for the Catholic Church in Canada?

A: Each WYD host country has witnessed a renewed interest in faith by Catholic youth. Also, these youth more frequently take the sacraments of Holy Eucharist and Confession. World Youth Day offers youth a chance to deepen their personal relationship to Jesus Christ, and as a result, bring peace and joy to their families, schools, work places and society.

World Youth Days Are Pilgrimages of Faith

"Thank God for the World Youth Days! Thanks be to God for all the young people who have been involved in them in the past sixteen years! Many of them are now adults who continue to live their faith in their homes and work places. I am sure, dear friends, that you too will be as good as those who preceded you. You will carry the proclamation of Christ into the new millennium." — *From the Homily of Pope John Paul II at the Closing Mass of World Youth Day 2000*

New Outdoors Opportunities

by Ben Kruser

Let's explore some recent outdoor trends, and how to associate them with our *Bring on the Adventure* emphasis.

Outdoor/sporting goods retailers now identify three outdoor market segments: action sports, team sports and outdoors. We can split the last segment (Outdoors) further into Traditional Outdoors and New Outdoors.

The traditional outdoor market consists of familiar Scouting camping activities. It's largely driven by Baby Boomers who want relief from 24/7 work pressures. The new outdoors market, favoured by Gen-Y (14 to 25-year-olds) and Gen-X (25 to 40-year-olds), centres around adventure racing. The adventure racing model pulls together co-ed teams; it's very athletic. Participants race against the clock. Skills include trail running, orienteering, climbing and paddling, just to name a few. Fitness is a major theme; the pace is pumped and adrenaline-driven. Action sports include snowboarding, BMX, wakeboarding and skateboarding. The core value is individual accomplishment with a "go for it" attitude. Individualistic lifestyle (participants make the rules, not governing bodies) and personal success pushes others to do better without "whistles and rules" and "winners and losers." Athletic ability is regarded in its highest form.

Declining Value

Casual team sports are declining because the lifestyle (i.e. being part of the team and team success) can't compete with the more individual-centred action sports. However, real growth areas exist in organized team sports and participation by girls and women in traditional men's sports.

Scouting is well positioned to become a leader in new outdoor youth activities. District/regional camps could easily become adventure races, which would attract new youth looking for action. Most summer camps hold camp-wide races between troops, so Scouting would only have to take this activity to a larger audience. Local councils could outreach to middle schools and high schools, encouraging them to enter teams; Scouting could provide short-term training through limited membership privileges and adventure race youth trainers (peer recognition). Scaled down versions of "eco-challenges" or "urban-challenges" utilize Scouting skills in a trendy, youth attractive way and generate a cool and relevant brand image of Scouting.

"Now that's Kewl!"

If you want to reposition Scouting's outdoor program so it becomes "kewl" for today's youth, take a serious look at adventure racing.

With this new model, when we say "*Bring on the Adventure*," teens will remember their last Scouts Canada race and be ready to sign up for the next challenge. Not only will kids love it, but adventure racing may attract corporate sponsorships, and can be one key for increasing Scouts Canada's membership with today's action-seeking youth. Bring it on! X

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Announcing Our Scouting Is... Photo Contest

Once more **The Leader Magazine** is pleased to announce our annual photo contest.

Send us your best Scouting pictures. All members (youth and adults) may enter as many photographs as they wish.

What does Scouting mean to you? Does it bring images of good friends gathered around a campfire sipping hot chocolate? Does Scouting mean exploring Canada's great outdoors? Is it games and crafts? Is it unexpected jamboree thrills?

Tell us what Scouting means to you... through your pictures.

"How do I enter?" you ask?

It's simple. Read the contest rules. Pick out your best shots. Label each with your name and address, as well as a brief description of the photo. (Use a permanent marker!) Mail your entries to **the Leader** no later than *January 31, 2002*. Winners will be announced in a late spring issue.

Even if you don't win, you might find your photo illustrating a future **Leader** article on winter camps, Beaverees, or hiking adventures.

Share, share, share your photos!

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Fourth Prizes

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Honourable Mentions

Fifteen "Bring on the Adventure" black baseball caps. Value: \$9.95



CAMERA-READY TIPS

Be prepared from an equipment point of view. Here's a quick checklist to keep in mind before shooting.

- ☐ Is your camera set up correctly with the right program options set?
- ☐ Is the lens clean? What's the point of trying to focus your camera if the lens is smeared with a fingerprint?
- ☐ Are you using an "auto focus" camera? If yes, make sure it's indeed focusing on your intended subject and not on a large background object.
- ☐ If you're shooting *slide* film, set your ISO button one stop ahead of the film (i.e. if shooting ISO 64 slide film, set your ISO for 80). This will result in deeper colour saturation and more vibrant shades of red, yellow and orange. Please note: This trick does *not* work with print film.

"I'M A HUMAN CAMERA"

This activity ties into the Photography Badge.

Pair off into teams of two; one person plays the photographer, while the other person plays the camera. The camera closes his or her eyes while the photographer leads the person around until a picture-worthy image is found. The photographer then tilts the camera's head so his or her eyes are directly on the object or spot to be shot.

To take a picture, the photographer gently pulls an ear lobe to open the camera's eyes, and pulls again to close.

Each group takes about five pictures before rejoining the larger group again. The photographer tells who he or she focused on for the picture, while the camera shares what he or she saw each time. It's often surprising for the photographer to find out that the camera was not seeing the same subject, despite all the care taken to focus the camera.



Photo Contest Rules

1. All Scouts Canada members – youth and adults – may submit as many photographs as they wish. Judges will award only one prize per person.
2. **The Leader Magazine** will keep all entries submitted. Some may be added to our photo files and appear in future issues of the magazine. Photographers of all published pictures will receive appropriate credit. Those wanting their photos returned should include a stamped, self-addressed envelope with their submission(s).
3. Judges will award **one** grand prize, **one** second prize, **one** third prize, **ten** fourth prizes, **twenty-five** fifth prizes and **fifteen** honourable mentions. Judges' decisions are final.
4. Judges will also look for safety equipment (e.g. lifejackets, helmets) and clothing suited to the activity shown. If the activity involves our uniform, ensure it is worn properly and correctly.
5. The contest accepts black and white or colour prints, or slides.
6. On the back of each print write the photographer's name and address, as well as a brief description of the photograph. This should include the group name and location. For slides, write this information in small lettering along one edge of the slide.
Use **ONLY** a permanent marker to write your name and address on prints or slides. Pens and non-permanent markers smudge, and damage other people's submissions. Submissions without a name on them will not be included in the contest.
7. **The contest closes on January 31, 2002.** All entries must be postmarked by this date. Mail entries to: *Leader Photo Contest, 1345 Baseline Road, Suite 100, Ottawa, ON, K2C 0A7.*
8. **The Leader** assumes no responsibility for lost or damaged submissions. Please package entries carefully. ^

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CROSS-COUNTRY PHOTOS

All Aboard for Adventure

At Camp Oba-sa-teeka (Cooksville, ON), Cubs sleep in a railway car that's set up with bunks – everything they need.

What a great way to launch exciting programs; the Cubs' imaginations are primed from the moment they wake up.

Photo: Cathy Thomas



Puppet Meisters Take a Bow



One fridge box equalled hours of entertainment for these Cubs at their Winter Tamarack Camp in Grande Prairie, AB. "We made puppets from old socks, while others made background scenes for our stories," said one Cub. "It was great!" Photo: Wendy Evert

Hats Off to These Cubs!



Cubs from the 7th Oshawa Pack in Ontario collected money and hat donations for the "Hats Off for Cancer" campaign. In total, they were able to purchase 266 hats for youth who have lost hair due to chemotherapy. (In Ontario alone 100 hats are needed each month.) Would your group like to take part in this outstanding project? Contact the national director of the campaign at: www.hatsoffforcancer.com.

Planning your holiday in London?

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It would be hard to pick a better spot from which to discover London. Ideally situated in the heart of London's "museum land", The Natural History Museum, Science, Geological and Victoria & Albert Museums are just a few minutes walk away. Also within easy reach are the Royal Albert Hall, Buckingham Palace and Westminster Abbey, to name just a few.

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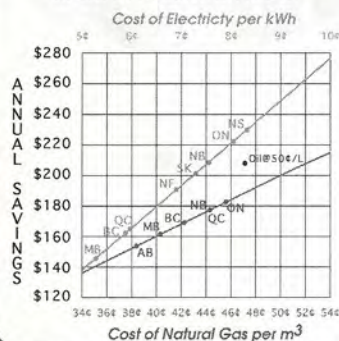


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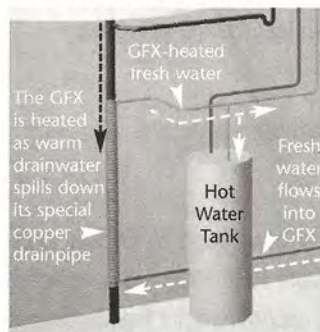
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SWAP SHOP

Scouts Clean Up CN's Winnipeg Yard

by Harri Liivamagi

Last spring, 11 Scouts from Winnipeg's 100th Troop gathered at CN's huge Symington Yard and worked for several hours environmentally cleaning up the facility of litter.

This rail facility is one of CN's largest and most vital marshalling yards, having significant maintenance facilities for rail cars, locomotives and electronic equipment.

After arriving at the yard, Scouts received a safety briefing from members of CN's Environmental Committee. Each youth put on a hard hat and bright vest as a safety pre-caution, then members grabbed garbage bags and scattered.

Within several hours these enthusiastic members had filled 23 bags

with trash, and one bag with scrap metal.

After the cleanup, the Scouts toured CN's Locomotive Reliability Centre where the railway company maintains and repairs locomotives.

What community service projects can your Scouts volunteer for this fall? When you combine the service with an unusual outdoor activity, you're sure to interest the youth. X

— Harri Liivamagi lives and Scouts in Winnipeg, MB.



"That's a lot of trash we collected in two hours!"

CELEBRATE CANADA'S CITIZENSHIP WEEK

October 15-21 is Citizenship Week. The government offers a free and very engaging activity guide to youth (aged 5-13) called "Voices of Our Peoples." This guide celebrates diversity, and will help kids to know themselves better and build self-esteem.

Get your kit by surfing to: www.cic.gc.ca/welcomehome; fax: (613) 954-2332. Or write to: The Distribution Centre, Communications Branch, Citizenship and Immigration, Ottawa, ON, K1A 1L1.

SCOUTER'S 5

Many groups start in late September and early October. Not knowing what to expect, and surrounded by people they don't know, new members are both nervous and excited. Let's give everyone a taste of the friendship they can expect in Scouting.

Start by asking your members these questions: How do you make a new friend? What are the actual steps you take? Do you have to plan it or is making a new friend as simple as asking someone to play ball or toss a frisbee with you? When was the last time you asked a new person to join your regular group of friends?

Let your members discuss how they can make others feel more important and special. Ask each child or youth to identify one specific activity or thing that he or she can do in the next five minutes to make someone feel liked or appreciated. This could involve a smile, a simple gift, kind words, or a "thank you."

Now that you've talked about friendship-building activities, do one right now. Here's the only rule... you must approach someone you don't know very well.

Let's Build Friendships

Organize several games and crafts during your first meetings that give opportunities to build friendships. Can you think of a Beaver or Cub craft relating to gold that children can give away to a new friend?

During your meetings, find time to spend several minutes talking about these two sayings:

A friendship true is like pure gold.
It won't wear out because it's old.
— Harriett Meisenheimer

Scouter's Five Minutes

October 2001

GAMES

Games are vital in Scouting. They teach youth new skills and help them burn off energy. *Games... From A to Z* is an outstanding book available from your local Scout Shop. All of the activities below come from this resource. Pick up a copy today.

Name Tag

Here's a great game for the start of a new Scouting year. You will need large, paper name tags (with paper clips around the edges); one magnet; and one string per team.

Line teams up facing outwards around a circle drawn on the floor. The circle should be about four metres round. Spread the name tags inside the circle with the names facing upward.

Blindfold one member of each team; give this person a magnet tied to a string and placed in the circle.

On a signal, the teams shout instructions and direct their blindfolded player to pick up as many tags as possible, *but* only those tags with names of their team mates. When the magnet won't hold any more, team members shout instructions so their player can swing the magnet fishing line out of the circle and within reach of team mates.

When a team has all the name tags of its members it sits down. If a name tag from another team gets "hooked," the team that mistakenly picked it up loses a point.

Games

October 2001

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Barnyard Bedlam

This game is great for working off excess energy in your pack or troop. It requires a large field or outdoor area with easily defined boundaries. You'll also need bags for the captains, and several kilos of peanuts in the shell so Scouters can put these out in little piles for the players to find. (*Don't play this game if anyone has a nut allergy!*)

Divide the players into teams. A group of 30 might have five teams of six. Designate one player in each team as the captain; give this person a paper bag.

Each team receives the name of a barnyard animal, and must imitate its cry. Team members are told that squirrels have hidden supplies around the field; specify the area. Each team must gather as many of these nuts as possible. The one with the most nuts, wins.

Only the captains may pick up the nuts and put them in the bag. When a player finds a pile of nuts, the Beaver or Cub stands beside it and calls out the team's name. The captain then races over to pick up the nuts. You'll see how this game quickly turns into a barnyard bedlam!

Touch Wood

Play this tag game near wooden fences, benches, trees, picnic tables, etc. All players, except the one chosen as IT stand touching something wooden. On a signal, they run from one wooden object to another, while IT tries to catch them.

If IT tags someone who isn't touching wood, the two change places.

Games

Friendship is the silver key that unlocks the door to happiness.

— Ruth H. Underhill

Do your Cubs, Scouts or Venturers agree with these thoughts? Can they offer specific examples of how someone else befriended them? What would they appreciate someone doing for them if they were new in the neighbourhood?

I Appreciate You

Here's a great sentence that helps build friendship and self-esteem. All you have to do is add several words to the end. This is the sentence: "One thing I like/appreciate about you is...."

You might say to a smiley person, "One thing I like about you is you're always smiling," or "One thing I like about you is your pleasant attitude." To a helpful person you might say, "One thing I like about you is your constant willingness to help others."

People crave acceptance by others; there's always something nice you can say about someone. First thing in the morning try saying this to your Dad, "One thing I appreciate about you Dad is that you get up each morning to make my lunch." For Mom say, "One thing I love about you Mom is that you're always willing to listen to me when I need to talk."

Look for ways to really use this phrase. It can build and re-build many friendships.

Scouter's Five Minutes



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Scouting Has a Great Future!

I'm a 16-year-old Venturer, and I have something to say about Scouting and its declining membership.

Scouting was popular when B.P. first started the Movement because it was exactly what youth needed and wanted. Now, their needs are a bit different. Today, kids are looking for something to do. They're attracted to organized sports, challenging computer and arcade games, talking on the phone and Internet, and hanging out with friends. What they don't see is how Scouting can provide all of these desires.

Scouting is based on team effort, and working as a unit. Basketball or hockey team sports are the same. You can't win games alone in sports; you must work as a team to score goals.

Scouting involves many challenges; in fact the Venturer motto is "Challenge." Scouting helps you exercise your brain just as you would in front of a video game, but with more positive effects. Instead of remaining still and sucking radiation from your TV or computer, you're outside breathing fresh air and keeping active, learning new things and having fun.

Today's youth like to socialize; in Scouting they'll meet all sorts of kids, including youth from all around the world – people who share common interests and a love for Scouting. Youth "hang out" and get into trouble when they get bored. They join gangs because they need to be with friends, long for acceptance or have nothing better to do. In our Movement we have something called "The Brotherhood of Scouting." Scouting camaraderie is unparalleled; Scouts don't discriminate between race or creed. Every Scout is equal.

Scouting can only continue if it recruits new members. But kids will only join if activities and programs appeal to them. I know people who decide Scouting isn't for them before they even know what it involves. This is why we need to show Canadians the many benefits Scouting offers both youth and the community. Let's show kids that they can have fun while learning about teamwork, discipline and tradition.

Let's raise our visibility in the community and talk to people about Scouting. We can only gain from more exposure. Let's get out there and really do it. Youth are our future.

— *Olivier Bastien, Fairview Centennial Venturer Company, Dollard des Ormeaux, QC.*

How Much Do You Get Paid for Scouting?

How much would it cost if all Scout leaders got paid? Probably a huge sum.

This question reminds me of an old saying: "The pay is terrible, but the job satisfaction is terrific." But is the Scouting pay really so terrible? Just what have you been paid over the years?

Personally, going to my paying job every day can become very stressful. However, Scouting provides me with relaxing time. When I need something to challenge me a bit, Scouting gives that challenge to work on. When I want to achieve something, Scouting gives me a goal. When I want to have some fun, Scouting does that very well.

But the biggest part of my Scouting pay cheque comes when our Movement gives me something to believe in when the rest of the world seems to have gone mad.

When you consider all these benefits, it's easy to see how well Scouters are 'paid' for their service. And not only that, the job satisfaction is terrific. X
— *Alan Vickers is the district commissioner in Rideau Lakes, ON.*

Editor's Note: Please send us your comments and ideas, as well as your best program material and themes. We publish only signed letters (or e-mails), and will edit for length and readability.

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20WJ: Destination – Thailand

by Andy McLaughlin

What's next?

That's the big question facing Scouts and Venturers after an unforgettable Canadian Jamboree in Prince Edward Island.

Think about this.... The 20th World Scout Jamboree (20WJ) is planned for December 28, 2002 to January 8, 2003 in Sat-ahip, Thailand. Expect a Southeast Asian adventure and a jamboree on the world stage with over 30,000 new friends. Scouts from around the world are getting ready to meet for a jamboree of fun, adventure and diverse cultures.

Lots to Do

The World Jamboree organizers have planned an outstanding program. *The Leader Magazine* announced the eight major activity modules in the March 2001 issue. Did you see it? Here are more details.

The Global Development Village

The environment, health, human rights and peace, and intercultural understanding are the themes of this huge interactive exhibition.

City of Science and Technology

You'll explore different aspects of science and how it affects your life. Examine marine science and aquatic diversity in the "Our Blue Planet" activity. Don't forget to check out the Geo Park and the "Innovations" display.

Crossroads of Culture

Awaiting you is a smorgasbord of world cultures. You'll experience food, music, art, dance costumes, crafts and literature from around the world. What a great place to expand your horizons and meet interesting new friends.

Tournament

Move over Eco-challenge. Challenge yourself in high-adventure activities like mountain biking, rock climbing, orienteering and other exciting team activities.



Our Heritage

Learn more about Thailand, the host country. A thrilling day trip will let you scout out Thailand's natural, cultural, agricultural and industrial heritage.

A Day Serving in the Community

Experience the rewards and satisfaction of community development. Spend a day meeting local Thais and working on various projects, like planting a herb garden for traditional medicine development and helping construct a park.

Water Sports

Which way to the beach? Try snorkelling, canoeing, sailing, wind surfing and rowing in a crystal blue sea. For the landlubber, there'll be lots of activities on the pristine, white sandy beaches, including volleyball, soccer and sand sculpting competitions.

Hike

Check out the local flora and fauna on the jamboree site's many trails.

There's More

Looking for spare-time activities? Visit the on-site zoo, stroll along the nature trails, hit the beach, bike around the massive site, or check out badge swapping and Scouting displays from other countries. Don't miss the heart-thumping sights and sounds of the opening, closing and New Year's Eve bashes.

Who Can Go?

You're eligible to attend 20WJ as a youth participant if you were born between December 29, 1984 and December 28, 1988. Adults can attend as a unit leader or as an International Service Team (IST) member.

Canadian youth participants and unit leaders will be placed in composite units of 40 people. You'll camp and enjoy the varied and vibrant jamboree program with youth and leaders from all over Canada.

How Do I Register?

Registration information and forms are available at your local Scout office or on our web site: www.scouts.ca. Follow the directions to complete the appropriate form, and send it in with a \$500 initial deposit to: 20th World Jamboree Registrations, Scouts Canada, 1345 Baseline Road, Ottawa, ON, K2C 0A7.

The total participation fee is \$3750 for youth and unit leaders, and includes the jamboree fee, airfare, pre- and post-jamboree activities, unit equipment and a contingent participant kit. IST members aged 18 to 28 will pay \$3360, while IST members over 28 will pay \$3430. (See the registration information for a complete fee schedule.)

For more information, visit the 20WJ web site (www.worldscoutjamboree20.org) or the Canadian Contingent site (<http://www.scouts.ca/scinfo/wj2003.htm>).

Register now! December 2002 is just around the corner. \

CALENDARS! SCOUT CALENDRIERS

The 2002 Scouts Canada Calendar: Fund-raising for your Scouting start-up just got a whole lot easier.

The challenge: to raise enough funds for equipment and adventurous outings for your group at the start of the Scouting year.

The solution: the 2002 Scouts Canada calendar.

This attractive calendar will help your group raise funds, and promote Scouting year-round in your community.

It's easy to sell!

- dynamic colour photos of Scouting youth in action.
- large write-in squares for every day of the year to help people keep track of their busy lives.
- suggested retail price of \$5 means an affordable and successful fundraiser.
- *New for 2001-2002: valuable coupons in the calendar, making it an even easier sell.*

This fall, every group will receive two calendars per member to help you raise those much-needed start-up funds in September. To order more calendars for your group, just contact your council office.

Get your Scouting year off to a flying start with Scouts Canada calendars.

Le calendrier Scouts Canada 2002 : Il est soudain devenu beaucoup plus facile de recueillir des fonds pour faire démarrer un mouvement scout.

Le défi : Recueillir suffisamment d'argent pour le matériel et les aventures de votre groupe au début de l'année de scoutisme.

La solution : Le calendrier Scout Canada 2002.

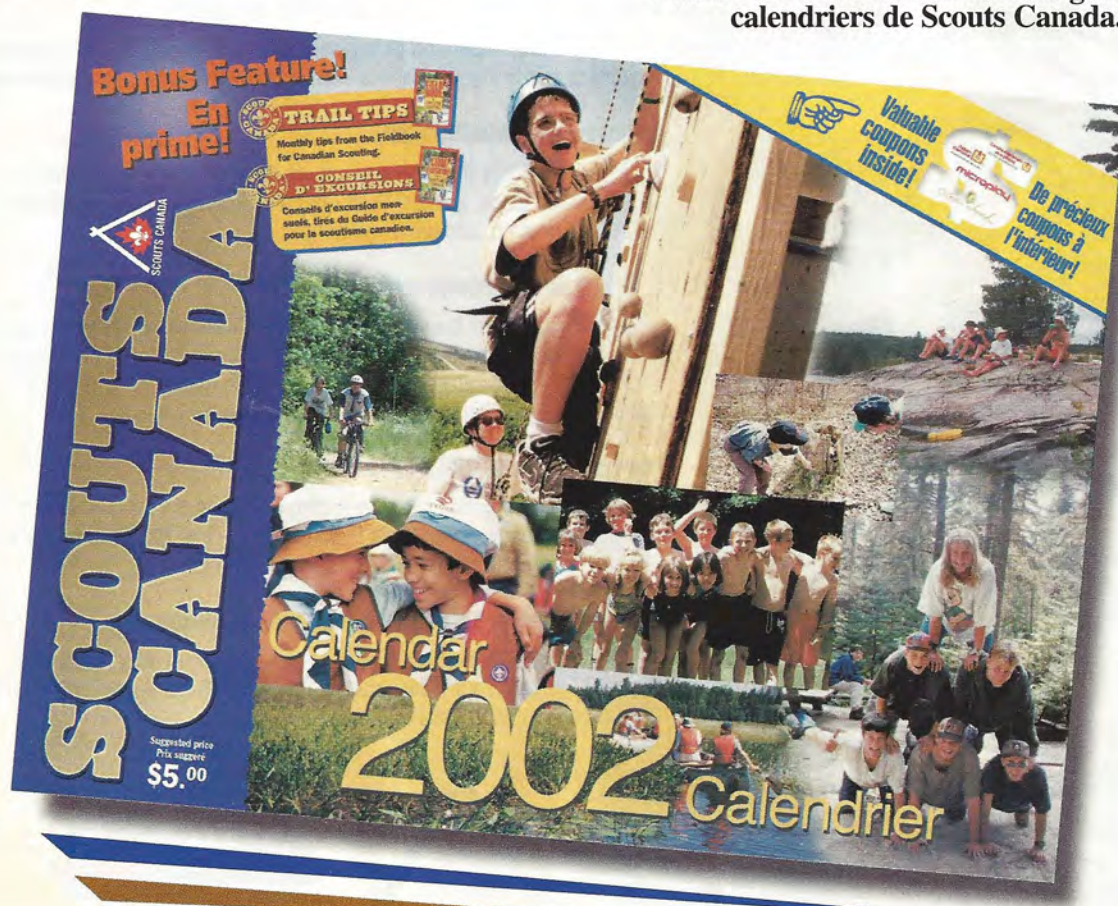
Ce joli calendrier aidera votre groupe à recueillir des fonds et à promouvoir l'année scout à longueur d'année dans votre collectivité.

Il est facile à vendre!

- photos couleurs dynamiques de jeunes scouts à l'oeuvre.
- grands carré où les gens peuvent inscrire leurs multiples activités.
- le prix de vente suggéré de 5 dollars signifie que la collecte de fonds est abordable et sera couronnée de succès.
- *Nouveau en 2001-2002 : coupons de valeur dans le calendrier, ce qui facilite la vente.*

Cet automne, chaque groupe recevra deux calendriers par membre pour vous aider à recueillir ces fonds de lancement si nécessaires en septembre. Pour commander davantage de calendriers, veuillez vous adresser au bureau du conseil local.

Lancez bien votre année scout grâce aux calendriers de Scouts Canada.



Visit www.scouts.ca today for more details or contact your local council office.

Pour en savoir davantage, contactez votre groupe local ou visitez www.scouts.ca



"Without popcorn, we couldn't run even half the activities we do today."

Leah Donald, Fund-raising Coordinator, 75th Midnapore Scouts, Calgary, Alberta



"Before, we were operating 'hand to mouth'."

Parents remember doing fund-raisers every other weekend, and Scouts were doing as much fund-raising as Scouting. That had to change.

Now, one big popcorn sale...and a full program.

The 75th Group expanded its popcorn sale, and its income, so that today it's able to make plans a year at a time, operating with an annual budget.

Recruitment, retention, up.

Leah Donald notes that popcorn has made a full program possible for 290 Beavers, Cubs, Scouts, Venturers and Rovers. "Now, recruitment is up, retention is up, and we're growing!"

\$40,000 in new equipment.

Popcorn profits over the years allowed the Group to buy camping tents, cooking pots, thermal containers, a new 6-lane Cub Car track, hockey sticks, flags for all thirteen sections, and much, much more. Even the Family Banquet is subsidized by popcorn, and it's catered!

Popcorn sales of \$85,000 in 2000.

"When the 75th needed a new popcorn coordinator, I jumped in with both feet. And, it's easy. Everybody buys popcorn." The Group had Trail's End Popcorn sales of \$64,000 in 1999 and \$85,000 in 2000.

Isn't it time for a bigger fund-raiser, with popcorn?

For more information about how to grow your Group with Trail's End Popcorn, contact your local Council at 1-888-726-8876 or visit the Trail's End website at www.trails-end.com.

