



HEADQUARTERS GAZETTE

Volume 2 – Edition 1

September 2003

Provincial Council News -

Annual Registration:

The Provincial Council wished to announce again that the annual registration fee will remain at \$45 per person for the 2003 – 2004 Scouting year.

Annual Re-Charter Packages:

Annual re-charter packages and initial charter packages will be mailed out the first week of September and will be on CD ROM. Paper work and Cheques should be returned to the Provincial Secretary no later than 15 October.

Provincial Web Site:

The Provincial Web Site has moved to our very own domain name, and is now fully operational. There will be some changes to it over the next few months as we add new information. You will also notice that certain email addresses have changed. The new URL is: <http://www.bpsa-bc.org/intro.htm>

Annual General Meeting:

The Association AGM has been rescheduled to the 8th & 9th November, and will still be held at the Chehalis River Forestry Campsite. There will be a Provincial Executive Meeting on the evening of the 7th November at 1930 Hrs at the main campsite.

Please plan on attending. This is YOUR Association and YOU have a say in how it's run.

QM News:

Two uniform changes were voted on, and approved, at the last Provincial Executive Meeting.

The first change involves the colour of the Timber Wolf T-shirt and Sweatshirt. Our QM advises us that the Green coloured T-shirt and Sweatshirts are no longer available in youth sizes. The Provincial Executive, upon the advice of the QM, has voted to change the Timber Wolf uniform to GREY. Those Timber Wolves currently wearing the Green uniform may continue to do so. The new Grey T-shirts are available in both long and short sleeve variants.

The second change involves our Seafarer Branch. Due to the high purchase cost, and the unavailability of Cap Tallies, the Provincial Executive has voted to do away with the Naval Rating Pattern Cap, and substitute the following:

- A) Regular meeting headdress will be a Black Beret, complete with our pewter cap badge over the left eye.
- B) A Black Baseball Cap, with the front embroidered "BPSA SEAFARERS" in gold thread, for wear afloat. The baseball cap is **NOT** to be worn at regular meetings under any circumstance.



From the Trainers Desk

Over the past six months, several people have pointed out to me that old habits, often learned in Scouts-Canada, are dying hard. Let it suffice to say that some of the standards that were "good enough" in Scouts-Canada, are not good enough in the B-P Scouts.

Lately, one of the more frequently asked questions is concerning our badge policies, so in order to clarify this matter, the following is to be found in the PO&R -

Part 4, Rule 91: After investiture, an Explorer proceeds to qualify as Explorer Second Class and then as Explorer First Class.

A) After gaining the Second Class Badge, an Explorer may qualify for the proficiency badges as set out in the Explorer Handbook. After attaining the age of 15, only the Senior Explorer proficiency badges may be qualified for.

In other words, **before** an Explorer can be awarded **any** proficiency badge, the level of Second Class must first be achieved, and then only a maximum of SIX such badges may be awarded at that level. At this point it should be pointed out that advancement through the B-P Scout program does not rely on the member earning badges. In fact, the proficiency badges will be found to be mostly "hobby" oriented, and are intended solely to encourage the member to cultivate other interests and to widen general knowledge. Some proficiency badges are concerned specifically with the Scouting Skills or Public Service abilities and qualifying for them can lead to such other awards later on, such as the Bushman's Thong and ultimately, the St. George Award.

After the member has achieved the level of Explorer First Class, additional proficiency badges may be acquired. The reasoning here is that the main focus of B-P Scouts is to encourage each member to work through the many requirements, learning the Scouting Skills as they go. The B-P Scouts is not a "Badge Mill" and therefore the members are encouraged to work through the many requirements on their own, and at their own speed and proficiency badges are expected to be achieved in the same manner, on their own time, rather than in groups during Troop or Patrol meetings.

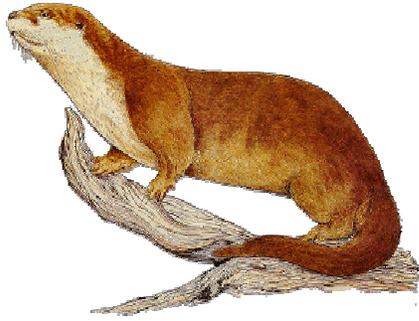
Another feature of the B-P Scouts is that in order to reduce the demand on the Explorer Leader's time, as well as to help to maintain the higher standards of B-P Scouting, proficiency badges are required to be passed by a "Badge Examiner". This could be anyone in your community that has the expertise in the field of a given proficiency badge. One of the several advantages of this system is that, as well as maintaining higher standards, it helps to develop community awareness and involvement in B-P Scouting. **Explorers Leaders may not test proficiency badge requirements for any member of their own Troop.**

If for any reason, it is found that there are unexplainable differences in the way you are accustomed to doing things in Scouting, just contact your District Commissioner or drop an E-mail to your District Commissioner and the answer will be forthcoming.

Training Courses:

There will be a Wood Beads 1 Course for Otters and Timber Wolves offered by Okanagan District. The course will be held on the weekend of 26th – 28th of September at Eight Mile Ranch in Kelowna.

To attend this Course, please contact the DC for Okanagan, Ron Long at (250) 765-0177.



Fun along the River Bank

Planning an Outing for Otters

Outings and visits are an important part of the Otter Program. The Pack Leadership team is encouraged to offer at least one day or evening visit in each three to four month planning cycle, and a variety of types of visit during the year.

Your Assistant District Commissioner (Otters) will be able to advise you about local possibilities and the possibility of joining in with other Packs. There are many places to visit:

- Leisure centre
- Camp Site
- Country Walk
- Theme Park
- Museum
- Farm
- Wildlife Park
- Coast Guard Station
- Countryside Park
- Nature Trail
- Town Trail
- Science Centre
- Zoo
- Fire/Police/Ambulance Stations
- Craft Workshop

Otter outings are strongly recommended to have one adult to every four Otters, and for each Otter to know which is their particular adult for the day. Please remember that all Pack adult helpers require a clean Police Record Check to be carried out.

Otter Games:

Ball In The Blanket

Using a blanket to throw and catch a ball, see how long you can throw a ball into and catch it, without the ball touching the ground.

Battle Ship:

When the leader calls out something, Otter do it: *Hit the deck* — lay on the floor; *Periscope up* — lay on the floor and put your leg in the air; *Portside* — run to portside; *Starboard* — run to star board; *Missiles* — everyone dies; *Crows Nest* — stand in one spot with hand over your eyes. You can add all kinds of things to this game.



The Wolf Den

How Cubs Learn

When you think about the Cubs in your pack, different characters likely come to mind. There are those who talk a lot, give long descriptions, and become easily distracted by noise. There are quiet boys and girls who like pictures and reading and always try to keep their uniforms looking neat. There are others who like to touch, feel, and try out things. This mixture of individuals is the "spice" in a Timber Wolf pack that makes a leader's job interesting and challenging.

We can become frustrated when some Cubs don't respond to parts of the program in the way we expect. When we give instructions for a compass activity, a few members may fidget and seem not to be listening to the directions. Or perhaps we've prepared a very interesting craft that some Cubs tackle with much more enthusiasm than others. On an outing to the fire hall, some Cubs may try to get into the fire engine to learn how it works while we worry about the welfare of both the truck and the boys and girls.

These situations don't happen because of our lack of leadership abilities. One of the reasons boys and girls show such different characteristics has to do with the way they learn.

Learning Styles

Research suggests that people learn best through one of three senses - seeing, hearing, or touching. These senses are referred to as learning styles or channels. For each person, one sense is usually the primary learning channel. The person learns through the other channels also, but not as easily.

People who learn best by seeing pictures and reading are called visual learners. In the pack, these Cubs generally prefer order and feel it's important to have a neat uniform with all the badges sewn on correctly. They are concerned about how the items for their Collector badge are displayed and work hard to make their craft creation look just right. Visual learners often show impatience with long verbal explanations but they remember things they see on an outing more than the other Cubs. They usually can work without being distracted by noise and activity around them.

The Cubs in your pack who learn and remember things best by hearing them are called auditory learners. These boys or girls usually like to talk, to be heard, and to listen to others for short periods. They are the ones who want to tell you everything that has happened to them since the last meeting. Unlike visual learners, they aren't too concerned with order and neatness. When you tell a story, they remember and understand more of the details than others. The sounds they hear on an outing make a more lasting impression on them than what they see and, in a tent, they are very conscious of the wind or the sound of rain on the roof. A good way for them to express their understanding of a pack activity is through sound in skits, songs, or stories.

People who learn best through touching or hands-on activities are called the kinaesthetic tactual or KT group. These Cubs want to take apart things to see how they work and like to make or build things such as sand castles in summer and snow sculptures in winter. On an outing, they may remember different kinds of trees by touching the bark on the trunk rather than by looking at the leaves. Although they enjoy making crafts, they aren't as concerned about how the final product looks as visual Cubs. They may give your meetings some lively moments.

Varied Program Important

Each boy and girl needs to find some way to express themselves within the Cub program, and we need to be aware of both what they learn and how they learn it. Because people learn in different ways, it becomes very important to use a variety of activities and all eight elements of the Timber Wolf program. By planning meetings around the right elements and the program emphases, you will ensure your program is suited to different kinds of learners.

Within each of the eight program elements, plan a range of activities to meet the needs of your different kinds of learners. Use a variety of games and even various approaches to a single game. Visual learners, for example, do best at a standard Kim's Game, auditory learners shine in a Kim's Game based on sounds, and KT learners are successful in a blindfolded Kim's Game where they feel different items. For badge or star work, you can offer a variety of approaches involving different senses: e.g., discussing, making, observing.

Cubs will experience greater success from activities in which they use their primary learning channels. They can learn in other ways, too, but it is harder and less comfortable for them. Your Cubs will feel better about themselves and learn more when they can do some activities in their primary learning channel.

It's not so difficult to arrange. Consider these program items, which include activities in each of the learning styles.

1. Teaching knots: show Cubs how the knot is tied; tell them how it is tied and why it is used; have them tie the knot.
2. Crafts: show Cubs the finished craft; help them do each stage of the project by explanation and demonstration.
3. Outing: go to see the fire hall; back at the meeting place, have the Cubs talk about their visit and paint or draw what they saw.
4. Nature hike: on the hike, have Cubs gather natural materials; after the hike, ask them to talk about what they saw; let them use the natural materials for a collection or to make a craft.
5. Teaching the importance of good diet: have Cubs tell what foods they eat and what part each plays in a balanced diet; show pictures or samples of the foods; have Cubs prepare a simple well balanced meal or, for a different touch, create and perform skits about the importance of a balanced diet.

Because leaders have different learning styles as well, the concept of shared leadership in the leadership team is also important for providing Cubs a balanced program. A balanced varied program that includes all elements reinforces and supports the activities of the school, home, and other social institutions involved in the development of young people.

When we understand that children learn in different ways, we can better understand the behaviour Cubs display in some activities. Know your Cubs' individual strengths and build on them so that you can help them do their best in your program.

Thanks to Steve Tobin's "Netwoods.com" website for this article.



Timber Wolf Games:

Stock-car Racing

Active, outdoors/indoors - Formation: relay

The Sixes line up in files. Each Cub is given the name of a car and when that car is called, they travel to the end of the area and back in the manner described, e.g.:

- 1) Rolls-Royce: this never goes wrong - the Cub runs.
- 2) Austin: has a flat tire - the Cub hops.
- 3) Morris: is stuck in reverse - the Cub runs backwards.
- 4) Ford: very old model, can only go slowly - the Cub walks.
- 5) Mini: only small - the Cub runs, crouched down.
- 6) Humber: Pulls caravan - the Cub tows his Sixer behind.
- 7) Stock-car: everyone runs.

Round the Moon

Active, indoors/outdoors

Equipment: 1 chair per six - Formation: relay.

All the Sixes line up at the end of the room. Each Cub places their hands on the waist of the Cub in front so the Sixes form a 'rocket'.

One chair is placed at the far end of the room opposite each Six, these are the 'moons'. When the leader calls 'Go', the Sixes run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally the 'nose cone' - the Sixer - returns home. The first team to be sitting down is the winner.



Backpacker's Corner

Pack It In - Pack It Out

After a long day of hiking, it is always nice to sit and relax in camp. You get to look at the mountaintops, smell the forests and enjoy sunsets. There are no signs of civilization, until you find a cigarette butt lying on the ground! Yes, the mood has been shattered by finding trash on the ground, but there are steps to prevent this. It is a way of backpacking called no trace camping.

The first and easiest way to practice no trace camping is to pick up garbage. Many trail heads have a sign that says "Pack it in -- Pack it out". This is the basic motto for picking up trash. Make sure you pack an extra trashbag when you go in the woods. This way you can pack out all your trash and even pick up any trash that was there when you arrived. Another motto that describes this is "Keep it cleaner than when you arrived".

Fires are a part of camping. The unique smell of a campfire just stirs that wilderness feeling in all of us. But fires can also dirty up a campsite very quickly. First off, if there is an established campfire ring, use it. You don't want to have three black fire pits cluttering up a campsite. Some people think that a fire pit is the wilderness's version of a garbage can. That is totally wrong. The more you burn in a fire the more ash forms, and the more ugliness prevails. If you are going to burn your trash, remember to only burn paper items. Plastics and metals will not burn and they will remain in the fire pit. Then that leaves more work for someone to come along and pick your trash out of the fire pit.

Setting up your tents causes more damage than you might think. If you are on a trail and see an established campsite use it. This way only one area will get run down. When choosing a tent site, of course follow your preferred guidelines (flat land, smooth, etc.) but also look for a site with little undergrowth on it. By putting your tent on top of plants, you hurt them and if hurt enough, they might not recover. Another tip on undergrowth in camp is to wear tennis shoes or sandals while in camp. This way your heavy boots will not trample down the ground. Alpine tundra is more fragile than normal dirt, so pay special attention to not smash it down with your heavy boots.

Now that the major areas are covered, here are just a few tid-bits to keep in mind. When nature calls, dig a hole, do your business and burn the toilet paper. I know this sounds grotesque at first, but there is a good reason. If you go backpacking on a popular trail that does not have latrines, everyone will have to go to the bathroom out in the woods. The last thing you want to find when you go off for some alone time is soiled toilet paper lying on the ground. Plus, toilet paper takes a while to decompose and burning speeds up this process.

As a kid, walking in the woods I loved to pull leaves off trees. This is one of the worse things you can do in the woods. Not only does it hurt the tree, but it also looks bad to see a tree with half of its leaves pulled off. So try to keep your hands off the scenery. Another good tip about trails is to walk in the middle of the trail. If lots of people walk on the side of a trail, soon it will become a wide, eroded road. By walking in the middle, the trail remains somewhat the same size.

Don't get scared, you do not have to pass a no trace test in order to go camping. These are just a few tips on how we can keep the wilderness wild and clean. This is our land, we are the ones who make it dirty. So we are also the ones who can clean it up.



Patrol Leaders Corner

A Patrol without a Patrol Leader is like a human without a head. The body doesn't do anything. It decays into nothingness. That isn't what we want for a *real* Patrol, so already you can guess that the Patrol Leader is pretty important. So the next question is, what exactly does the Patrol Leader do?

A Patrol Leader has a lot of responsibilities, but that doesn't make the job hard. Sure, it'll be difficult until you learn how to do the job and your Patrol learns to trust your leadership. But, after a while a good Patrol Leader won't have to work very hard. Most of the hard work will almost take care of itself as

the Patrol learns to work together. Above that, the hardest part of being a Patrol Leader is this:

Every one of your members is going to be a decisive factor in making the Patrol into whatever it turns out to be, but the biggest responsibility, the biggest trust is yours. *Your* leadership, *your* ideals for yourself and the Patrol, *your* example and attitude as an Explorer, *your* sympathy with and understanding of the group, individually and as a whole, are going to make all the difference in the world to the rest of them.

William Hillcourt – BSA Handbook for Patrol Leaders

If you want your Patrol to be the right kind of Patrol, then it's up to you to be the right kind of leader. Let's take a look at what it takes to be the right kind of leader:

The right kind of Patrol Leader believes absolutely in their Patrol.

The PL truly believes their Patrol is *the best Patrol in the troop*, made up of the best Explorers, living by the Scout Promise and Law better and better.

The right kind of Patrol Leader knows how to get the job done.

They know that no one likes to be bossed around, and that it's up to the PL to keep the patrol together and moving in the right direction.

The right kind of Patrol Leader is a leader in Scout Spirit.

The Patrol Leader sets the tone. They are an example to the other Patrol members. If the PL isn't trustworthy, they won't be trustworthy either.

The right kind of Patrol Leader stays ahead of their Patrol.

The patrol leader knows most people prefer to hear the words "come on," rather than "go on."

The right kind of Patrol Leader understands.

You can't lead a Patrol if you don't know where and who they are. Getting to know the Scouts in your Patrol is vitally important.

The right kind of Patrol Leader keeps the Patrol active.

The Patrol needs to remain active to stay alive. It must have plenty of things to do, and a plan for getting them done. The job of making sure that happens falls to the Patrol Leader.

The right kind of Patrol Leader shares the leadership.

Your Patrol looks to you for leadership, but that doesn't mean they stand around watching you. They should be right by your side, as much involved in the Patrol as you are.

The right kind of Patrol Leader represents their Patrol and the troop.

The Patrol Leader has responsibilities beyond their Patrol as well. They are a leader in the troop, along with all of the other Patrol Leaders.

That sounds like an awful lot to remember, but don't worry. You've got plenty of help. There are other Explorers in your troop who have been Patrol Leader, and you'll be able to count on them for help and advice when you need it. You also have the Scoutmaster to turn to. They are there to help as well, giving you advice and a kind word to boost your confidence. You're not alone, but the job is *all yours*



Troop Corner

Dear Mom,

Our Scoutmaster told us all to write to our parents in case you saw the flood on TV and worried. We are OK. Only one of our tents and two sleeping bags got washed away. Luckily, none of us got drowned because we were all up on the mountain looking for Chad when it happened.

Oh yes, please call Chad's mother and tell her that he's OK. He can't write because of the cast. I got to ride on one of the search and rescue jeeps. It was neat. We never would have found him in the dark if it hadn't been for the lightning.

Scoutmaster Webb got mad at Chad for going on a hike alone without telling anyone. Chad said he did tell him, but it was during the fire so he probably didn't hear him.

Did you know that if you put a gas can on a fire, the gas can will blow up? Billy is going to look weird until his hair grows back.

We will be home on Saturday if Scoutmaster Webb gets the car fixed. It wasn't his fault about the wreck. The brakes worked OK when we left. Scoutmaster Webb said that with a car that old you to have to expect something to break down; that's probably why he can't get insurance on it. We think it's a neat car. He doesn't care if we get it dirty, and if it's hot, sometimes he lets us ride in the tailgate. It gets pretty hot with ten people in a car.

Scoutmaster Webb is a neat guy. Don't worry, he is a good driver. In fact, he is teaching Terry how to drive. But he only lets him drive on the mountain roads where there isn't any traffic. All we ever see up there are logging trucks.

Guess what? We have all passed our first aid merit badges. When Dave dove in the lake and cut his arm, we got to see how a tourniquet works.

Also, Wade and I threw up. Scoutmaster Webb said it probably was just food poisoning from the leftover chicken. He said they got sick that way with the food they ate in prison.

I'm so glad he got out and became our Scoutmaster. He said he sure figured out how to get things done better while he was doing his time.

I have to go now. We are going into town to mail our letters and buy bullets.

Don't worry about anything. We are fine.

Love, Johnny