


the leader

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Launching a
New Season

A young boy in a Boy Scout uniform is captured mid-air, performing a high jump over a large, grey rock. He is wearing a tan shirt, dark shorts, a black beret, and a red neckerchief with a patterned sash. His right arm is raised, holding onto a piece of fabric that is draped over the rock. The background is a dense forest of green trees.

Survival Guide and Resources

Former Scout Set to Fly

by Garth Johnson

This fall, former Scout and Canadian astronaut Steve MacLean heads into space, only the third Canadian in history to make the journey. Steve boards the space shuttle *Columbia* in a few weeks to perform a number of experiments relating to space technology, space science, and materials processing.

Steve was a Cub, Scout, and Venturer with the 83rd Carleton Memorial Group in the National Capital Region, Ont., and credits this experience with his thirst for adventure and discovery. He remembers an exciting program that emphasized physical activity and the outdoors. "Scouting and its traditions played a major role in the way I think," he says. "It taught and encouraged team play, leadership, goal setting, and resourcefulness — all qualities that are needed in the type of work I do."

Steve will carry a special Scouting crest with him in space to commemorate the significance of Scouting to his personal growth. Scouts Canada has invited him to present the crest to us at an appropriate event, and we hope he is free next summer to join us at CJ'93. Good luck, Steve, and congratulations. Scouting is proud of your accomplishment.

With Steve's example to draw on, this might be a great year to focus some program activities on science, space, and



Scout Steve MacLean

technology. Many reports show that young people resist entering the fields of science and technology. Why not consider a few projects to spark an interest in the great unknown? Work on Black Star or the Science Badge, or develop a Troop Specialty Badge.

An incentive for some space activities might be 3M's *Tomorrow Bound* program. It's a great way to earn group or section equipment and give Scouts an opportunity to head off to Space Camp Florida next summer. Check our back cover for details.

Our New Look

It's been some time since we freshened up the appearance of **the Leader**. Our recent move to in-house design and the talents of Art Director Rick Petsche enabled us to consider changing a few things this summer. With this issue, we've put on a slightly new face.

The magazine now makes more consistent use of heading and body type for a cleaner look. We modified our typeface, re-designed the editorial and contents pages, changed column headings, and opened up our page design. Many readers will also be pleased to see a new-look *Fun at the Pond* that makes better use of the page space and offers more options for artwork or photos.

We hope you find the results more appealing and easier to read. We know you'll continue to find **the Leader** a monthly source of great ideas, resources, and information. Please share your thoughts about the magazine with us; we welcome your ideas, comments, and suggestions. Remember to tell us about your new and improved approaches to program activities, too. Your support in the form of photos, articles, crafts, games, and songs is what fills our pages each issue. Keep that great material coming! \

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the leader

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Challenge and Excitement

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Survival Guide for Surprise Scouters

by Reg Boyden and Michael Lee Zwiers

Who are Surprise Scouters? Well, two types of people fall into the category. The first is the adult recruited on registration night in September. "If no one volunteers to lead the troop, we will have to refund everybody's fees and close the doors!" the group committee chairman warns the crowd. After a little while and perhaps a few questions, someone tentatively says, "I'll do it."

The second is the adult, usually a parent, asked to run a meeting or two because the troop's Scouters are suddenly unavailable.

Whatever type of Surprise Scouter you are, someone then tells you the time and location of the meeting, hands you a set of keys, and says, "Good luck!"

You're left with at least three questions on your mind, and the answers are simpler than you think.

- 1. What do Scouts do?** Don't worry about it. In your first few meetings, you won't be doing typical Scouting activities unless the Scouts are already pretty self-sufficient in operating their meetings.
- 2. How am I going to maintain control?** This article outlines some quick methods to gain the Scouts' attention when you need it and a few simple ways to deal with possible problems.
- 3. How am I going to keep them interested for two hours?** You're going to play games—lots of them—and have fun.

Whether you're a parent covering for a few meetings or a leader who will soon take training and continue for the rest of the year, your initial goals are to make meetings fun and interesting and ensure the Scouts' physical safety. Do it by playing familiar games.

THE FIRST THREE MEETINGS

At the first meeting, your role is that of benevolent king (not dictator). Talk with the Scouts rather than at them. You have all authority and control and maintain the flow for the evening.

At the next two meetings, continue as benevolent king but, in competitions, hand over authority to small groups. Use relay games as stepping stones to patrol-

based (small group) leadership, creating a direction for these patrols.

After that, use the patrols to direct competitions among Scouts. You are beginning to establish the structure of decentralized leadership that will continue for the year.

Before the first meeting, try to find another adult to help; there's strength in numbers. Locate at least one ball for games and perhaps a whistle to catch attention. Dress comfortably; you will be relatively active. Get to the meeting place early to familiarize yourself with the layout of the building and grounds and greet arriving Scouts.

Before the first meeting, try to find another adult to help; there's strength in numbers

Meeting 1

When most of the Scouts seem to be there, ask them to gather and sit on the floor in a circle open at one end (what Scouting calls the "horseshoe formation"). Sit with them, introduce yourself, and tell them how you wish to be addressed. Ask them how they've opened their meetings in the past. If the Scouts can conduct the opening ceremony, let them do it. If they don't know how, take control.

The Opening: Ask the Scouts to stand in their "horseshoe". Briefly outline what you expect of them and your plans for the meeting. Your expectations may include:

1. When I blow the whistle, gather as a group in this location.
2. When we meet as a group, please speak one at a time and do your best to listen to others.
3. If I don't like something you are doing, I'll take you aside and tell you. If I have to talk with you twice about the same problem, I'll ask you to go home.

No difficulties so far. At this point, about 10 minutes will have passed. It's time for a game.

Game 1: If possible, move outside for soccer or another two-team game (sidebar). Unless the troop has established teams, select two Scouts to be team captains and let them choose teams. During the game, your role is referee. Watch for fairness and safety. If Scouts ignore rules, take them out of the game for a chat, not as a penalty, but to make it clear to them what you expect them to do once they return to the game.

If you plan to continue as a leader with the troop, it's a good idea to observe the Scouts during the game. Watch for individual behaviour, leadership skills, and interaction between individuals.

Give the Scouts a five-minute warning and stop the game after 30-35 minutes. Stop sooner if you do not feel in control of things or if Scouts are not playing by the rules. Announce a five-minute break for using the washroom, getting a drink, or just relaxing.

Game 2: After five minutes, gather the troop to play a tag game (sidebar). A children's playground is an interesting location. Before you start, make sure you or a Scout volunteer explains the rules carefully. After playing straight tag, try a version that begins with one chaser and grows until there is only one runner left.

Play for about half an hour, then gather the group again and organize into two teams for a final game. Based on your observations of the Scouts during the first two games, choose two Scouts as team captains. Let the two select teams. Again, if you intend to continue as the Scouter, watch the Scouts carefully while teams are being chosen and during play. How do your captains perform? How do they in-

teract with team members? Watch for other natural relationships as well.

After a half hour, announce another break and remind the Scouts that you'll call them together in five minutes to close the meeting.

The Closing: Have the Scouts gather in an open circle facing you. Thank them for their cooperation and tell them how you feel about the evening. Be honest with them and ask questions if you have any concerns.

If you will continue as the Scouter, you may want to talk about the games you played. Did they like them? Do they prefer different ones? If they mention a game you don't know, ask them to explain how to play it. You may be able to use it in future.

Let the Scouts know who will be there next week and talk about some of the things you will do. Remind them of the date and time, because new members will be unfamiliar with troop routines. If the troop has an established closing ceremony and the Scouts know how to

conduct it, let them hold the ceremony. Finish with a moment of silence, a short prayer, or simply, "Good night; good Scouting."

Meetings Two & Three

At the second meeting, throw in a few relay games between the two team games. Relays (sidebar) pit small teams (patrols) of six or seven members in races against each other.

And that's it. Once you've survived the first meeting, the second and third are easy. Use the same routines and have fun.

If you will stay on beyond the initial three meetings, you will want to learn more and further develop the troop's patrols. Here are some suggestions.

1. Share something of yourself with your Scouts. Might your job, hobbies, or other skills be of interest to them? It's comfortable teaching things you like and know.
2. Use the district service team, the *Scout Leader's Handbook*, and the *Canadian*

Scout Handbook as resources to help you plan activities and bring more structure and routine to your meetings.

3. Learn where another local Scout troop meets; introduce yourself to the leaders. Visit a meeting to see what they do. Ask for advice and ideas.
4. Take training. Check your local council to find out what is available.
5. Involve youth members and their parents in planning activities.
6. Continue to help your Scouts develop mentally, physically, socially, and spiritually.

Difficult? Not really. The hardest part was saying, "I'll do it." The rest will fall into place quicker than you think. ^

Scouters Reg Boyden and Michael Lee Zwiers are members of the Edmonton Region Training Team, Alberta.

SIMPLE GAMES FOR THE TROOP

Two-Team Games are the simplest to run because they take very little equipment or organizing, and most kids are familiar with them. You can play *Soccer* almost anywhere. You need only a ball and goals.

Catch Basketball: You only need a ball. Teams choose a member to be their net. "Nets" stand on chairs at either end of the court. If a "net" catches the ball without falling off the chair, his or her team scores a point.

Five-Up: Ball only. As in basketball, the referee throws up the ball to start. Players try to throw it to their own team members. The player who makes the first catch yells, "One!"; the second player yells "Two!", and so forth. A team scores a point for five uninterrupted catches. If the ball touches the ground or is intercepted by the other team, the score returns to zero and the other team begins to score.

Doctor, Doctor: Best played with three or four balls. Organize the playing area into two zones, one for each team. Each team establishes a safe corner in its zone for the team doctor. Players throw balls at opponents. Hit players fall to the floor "injured". To "cure"

them, their doctor must venture into the firing range and drag them back to the safe zone. The game ends when a doctor is hit.

Tag Games are familiar to most kids. One player is IT and tries to tag another player to make that player IT. There are many variations. You can transfer the tag with an object such as a ball or a hat worn by IT. You can make certain spaces safe zones where players may rest a few seconds. Players might save themselves from a tag by taking certain body positions (e.g. crouch, one-legged stand) or shouting the name of a television show, chocolate bar, or something else related to a theme.

Growing Tag games begin with one IT and grow until everyone is IT. The last person tagged out becomes the first IT for the next game.

British Bulldog places IT in the middle between two goals. When IT makes a call, players race toward the goal at the opposite end, trying to avoid being tagged. Tagged players join IT in the middle.

Murderball is a tag game with balls. Players hit by a ball crouch where they are. They may re-enter the game if they catch a ball rolling past and manage to hit another player when they throw it.

In *Blobtag*, tagged players join hands in an ever-growing line.

You need a wide open area to play *Squirrel Tails*. Each player tucks a cloth tail in the waist at the back. Players try to catch other tails without losing their own. The winner can be the last player to keep a tail or the player with the most tails when time is called.

Relays pit small teams against each other in timed races. In some, players in turn race to touch a mark, then back to tag off the next player. They may run or hop forward, backwards, sideways. They may carry a beanbag between the knees, push a ping pong ball with the nose, or dribble a ball. They may have to tie a knot before racing back.

Team Relays are group efforts. In the *Tank Race*, the team runs across and back holding hands. In *Hobby Horse*, they all straddle a long stick while, in *Leapfrog*, they jump over each other. In *River Crossing*, they have three pieces of cardboard or wood on which they must balance all members while crossing a space.

Begin with simple relays and progress to team relays. Challenge Scouts to come up with their own relay ideas. It's a good lead-in to interpatrol competitions and challenges.



Cavagnal Cubs Land on Quirinus

by Alison Bentley



The year is 2191. A Terran Intergalactic Expedition (TIE) has just landed on the newly discovered earth-like planet Quirinus. Its mission is to explore the planet for mineral deposits and other resources useful to fuel humanity's outward expansion into the galaxy.

The expedition consists of soldiers, scientific specialists, and military police from six of the outworld planets — Mercury, Mars, Pluto, Neptune, Jupiter, and Saturn — each with their own commanding officers. In charge of the expedition are two

regimental commanders — Commander Flanagan, Red Sector, and Commander Smith, Blue Sector.

The Terran government initially uses military expeditions to explore planets for two reasons: first, alien lifeforms they might encounter are not always friendly; second, an underground intergalactic organization known as the Galactic Alliance for Environmental Action (GAEA) may try to sabotage the expedition. GAEA strongly opposes the exploitive nature of Terran expansion into the outer worlds.

Thus the scenario for the Cavagnal Cubs' 1991 winter camp was set. Quebec's Tamaracouta Scout Reserve was transmogrified into the Planet Quirinus, its geological features renamed, and its main buildings transformed into the TIE expedition's base camp. As the Cubs gathered for the opening Grand Howl on Friday evening, Commanders Smith and Flanagan (Akelas for the Cavagnal Blue and Red packs) explained the mission, detailed safety rules and regulations for the expedition, and warned the Cubs about the possibility of alien or GAEAN sabotage.

As they wound up their briefing, the night exploded with a volcano-like shower of phosphorescent light on the slope above the grounds, and strange bangs and flashes erupted among the trees. A look-out, spotting two eerily lit figures (Scouters carrying blue light sticks) disappearing into the bush, sounded the alarm.

The Cubs rushed to investigate. They found strange tracks but no other sign of aliens. Upon their return to base, Commander Flanagan, also the expedition's scientific officer, ordered a search of their quarters for signs of sabotage. When he scanned the huts with his black light, bunkheads and supply cabinets glowed with luminescent messages warning the TIE force to get off the planet!

Some of the messages were in a strange language. The Cubs set to work to crack the code (*Green Star 5*) and, with help from their officers, eventually deci-

phered a message threatening the expedition and warning it to leave or accept the consequences.

Being made of the "right stuff", the TIE leaders ignored the warning, but did instruct the Cubs on how to protect themselves during the next day's expedition. Because Quirinus is a cold planet with conditions like an earth winter, the Cubs learned about frostbite, snow blindness, and the dangers of skin on cold metal. They also reviewed how to avoid breaking through thin ice (and what to do if it happens), and how to dress and prepare



properly for an outing (*Winter Cubbing 1,2*). Before heading to their rest, each pack opened their special orders and chose, using map coordinates, the area they wished to investigate the next day.

Morning dawned with no further signs of the aliens. After breakfast which, like all other meals, two Cubs cooked in turn (*Green Star 10*), the commanders inspected quarters and, depending on their level of ability, equipped their troops with skis or snowshoes. Each of the two groups, following trails marked with a peculiar red substance, headed in a different direction to search for mineral deposits (*Green Star 12*).

In case anyone ran into trouble, the medical officer (MO) remained in camp with a walkie-talkie. Periodically, the commanders checked into base to report progress and inquire about alien sightings. All proceeded as planned until, suddenly, the explorers received a desperate call for help from the MO. The base was under alien attack!

The closer of the two groups packed up its finds and rushed back to base. But the aliens had vanished, no doubt warned of their arrival. The second group returned shortly after, and the Cubs cooked lunch in the open to keep an eye out for further attacks (*Winter Cubbing 5, Green Star 7*).

Fed, the Cubs returned to quarters to exchange experiences and show their finds before settling down to some free time (crafts, quiet games, reading). But, before they relaxed, they placed the find of the morning — a large nugget of a valuable unknown alloy — safely in the commanders' quarters.

The rest of the afternoon flew by in a round robin of training exercises — con-

stellations, knots, and the like (*Green Star 11, Winter Cubbing 4*). Then, just before supper, Commander Smith interrupted to report the nugget missing! The Cubs found no trace of the valuable metal by supper, but having his suspicions, the Intergalactic Security agent called everyone back into the Mess after chow.

In a Hercule Poirot kind of denouement, the medical officer was unmasked as an agent of GAEA. The Scientific Officer hooked up the traitor to a fearsome-looking lie detector for the subsequent interrogation. The MO confessed his affiliation, but claimed his right to a trial by his peers.

But who was his accomplice? Where was the nugget? The security man turned to his "secret agents" — older Cubs he'd asked to keep eyes and ears open for suspicious behaviour. What had they observed? It seemed they all had suspected the MO, but no one had a clue who his accomplice might be.

As the Scientific Officer threatened to dig out the facts by employing a lethal but effective truth serum on the MO, the accomplice confessed and asked to speak in their defense. With passion and impressive examples, he explained the environmental concerns of GAEA and the ecological consequences of Terra's expansionist policies.

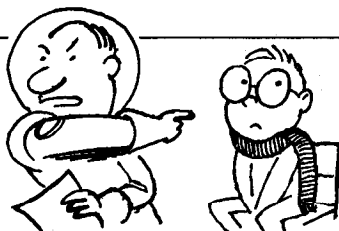
When he was done, it was up to the Cubs to decide. Is it right to exploit the environment of another world? Were the actions of the MO and his accomplice justified in the face of a greater good?

Hot discussion followed. As a result, the Cubs decided that GAEA's cause was right and Terra must find ways to move forward without destroying the environment. But they found the culprits guilty of stealing and sabotage because they did not consider such tactics justifiable, no matter how worthy the cause.

And so ended our two-day wide game, an integral part of our camp. We have run several camps along these lines and find they are always an enormous success.

The Cubs become so involved in the plot that we have very few discipline problems. The pretend situation stimulates their imaginations, takes them out of themselves into fictitious characters, and breaks down adult/Cub barriers. And, since you cover badge work within the framework of the game, the Cubs are rarely aware they are even doing it!

Because you have to align activities and plot line, the preparation for such camps is a little more complex than that for a regular camp. But it's amazing how you can transform a rather boring-looking camp schedule of badge



objectives and activities by overlaying a game theme that becomes the focus of the camp.

We usually prepare *Background, Character, and Action* sheets for all of the Scouters to ensure they are familiar enough with the plot that no one will inadvertently blow a critical event.

When assigning characters, we are careful to bear in mind the personality of individual Scouters. Some people are not comfortable acting a part, while others are naturals. If you aren't sensitive to this, the game won't work very well.

Special effects are another challenge. Chemicals to produce spectacular volcanoes (ammonium dichromate) and

hidden writing (sodium 3-carboxycourmanate) are a little more difficult to find than your regular craft supplies. But, by throwing out ideas at pre-camp meetings, we have always been able to come up with the materials and the know-how. The important thing is to avoid limiting your vision.

Cubs are at an age where they still have a sense of wonder. By building on that and letting your imaginations run wild, you can devise a successful wide game on any camp theme. What's more, such an approach ensures that you'll have all your Cubs clamouring to go to the next camp. And that is what it's all about. X

Scouter Alison Bentley spent four years as Chil with Cavagnal Blue Pack and now works as patrol counsellor with the Cavagnal Scouts in Lake of Two Mountains District, Quebec.

CUBBING



— a 10 Year Program?!

by Bill Cloney

I'm sitting here reading another great issue of **the Leader**, and it hits me! Let's make Cubs a 10 year program. It isn't long enough now.

I'm Hathi in my pack. It's my job to arrange the outings, and each year is harder than last. Our leaders just held one of our regular planning sessions, and it's very clear that the more I try to arrange lots of interesting outings for my pack, the less chance we'll ever have of fitting them all in.

Our pack is made up of very intelligent and inquisitive Cubs (like most are, I suspect); the more you show them, the more they want to see. It's like a giant snowball rolling down a hill, getting larger and larger as it rolls. I've found there are more good ideas for outings than I could ever possibly arrange. They're everywhere!

And arranging them is a breeze. In my community, all you have to do is ask. I've rarely been refused. Most people are more than willing to give us a tour, talk, or taste. The problem is, I'm running out of time. I can't possibly get the Cubs to all the outings I could arrange.

I haven't been a leader very long. I wasn't in Scouting as a boy, but I'm learning one thing very quickly. I sure missed a lot!

There is so much to learn about camping, survival, law, science, health, team-

work.... And everywhere you go, you find someone just dying to teach you what he or she knows. My 9 year old son could easily spend all of his free time on star and badge work.

Oh yeah — star work, badge work, opening, closing, inspection — put it in the schedule. Oh well, I guess we can't plan an outing for that week. This is GREAT! It's impossible to be bored. Turn in any direction and you find something you can show, teach, or give Cubs a chance to experience.

Okay, so when I add in camps, Apple Day, bottle day, sleigh rides, toboggan parties, rambles, police station, observatory, fire station, soccer-baseball, clean-up day, Trees for Canada, craft day and party day for Christmas, Easter, Halloween, etc., investiture, civic holidays, storm days, and a trip to the newspaper plant, I'll be 44 before we get everything done.

You see, I want to follow my son through Scouting. So, how about this? Let's make Cubs last for 10 years. I'd hate to miss a good outing. Wait a minute — better make it 11 years. There's still the fox farm, radio station, skating party, skiing, bike rodeo.....

Bill Cloney is Hathi with the 5th Riverview Cub Pack, Riverview, N.B.

THE EXPERIMENT

Challenge, Excitement & Adventure

by John C. Butters

It was a year like no other. The adventure started in the dying days of my ninth year as a leader. I approached the coming year with a great deal of trepidation because of my wary and somewhat reluctant agreement to participate in "the experiment".

Everyone else within the 1st Maitland Group in Tri-County District, N.S., was 110 per cent gung-ho to become a part of a new provincial experiment to admit the "fairer sex" into the mysteries, challenge, and excitement of Canadian Scouting. In other words, I was steeling myself for a go with a co-ed troop!

Scouting activities in our rural community date back to 1936 but had fallen on hard times and ceased for several years. Then, because Scouting was ideal to fill our needs for recreational and social programs, we managed to organize a group committee and re-establish sections from Beavers through Venturers.

From the beginning of the program's resurrection, a deficiency stood out. The community offered few activities for girls under 14. An attempt to establish Girl

Guides floundered, adding frustration and a sense of loss. Various people tried to fill the gap, with limited success.

In spring 1989, our group received word that the province was planning to involve girls in Scouting on an experimental basis. It caused an unbelievable



We did it; Scouts Erin Clooney and Sonya Sanford are the 1st Maitland's newest Chief Scout's Award recipients.

degree of excitement in the group committee. After several debates, they approached the boys and parents in each section to get their reaction to the idea of including girls. They said they would not change the program in any way, but would expect girls to participate as fully as the boys.

To no one's surprise but mine, we heard not one word of dissent. The community was behind us. At the next meeting of group committee, I expressed my personal reservations for the record, but said I would accept the decision to proceed and work with it. We drafted a letter to provincial council asking to take part in the experiment. After receiving an affirmative, we made final plans for fall registration, which more than doubled the number of young people involved in Scouting in our community.

FEARS EVAPORATE

Right from the first troop meeting, I began to realize that my many fears and reservations had been needless. I truly had not realized what our young people are capable of. Every activity and event became a joy and an eye-opener, first as the girls proved they could be as much true Scouts as boys, and then as our mixed patrols coalesced and produced an unexpectedly strong team spirit.

Near the middle of winter that first year, the Scouts began to express a

*From camping
summer and winter to
canoeing to learning
St. John Standard
First Aid, the troop
strives to be as good
as or better than
any other troop
in the country.*



desire to participate in district events, and we added another dimension to our growing sense of satisfaction. Small as our troop was with its two patrols, it held its head high in Operation Polar Bear. We next answered the challenge of the annual Operation Evergreen spring camp. Despite our supposedly dreaded disease of being co-ed, the 1st Maitland surprised the other troops and proved itself time and again during the competitive activities. To top it off, we took the camp award.

From that point on, we heard few slurs. Oh, we still picked up the odd mutter from some diehards at Scouter's Club, but our co-ed troop had made its mark and could not be lightly dismissed. We had no "tokens"; they were all Scouts.

As each year passes, the troop grows. We take part in every phase of the program from Religion-in-Life through exploring and long-distance cross-country hikes, St. John Standard First Aid, canoeing, and camping in tents or individually constructed winter emergency shelters. The Scouts have pulled together with a strong drive not only to learn and do as well or better than other troops but also to help younger, newer Scouts learn the ropes. We take pride in being relatively unique and able to show that co-ed Scouting does work.

In May 1992, two of our girls received their Chief Scout's Award. Scouts Sonya Sanford and Erin Clooney, who have been with the troop since that first co-ed year, look forward to becoming Venturers and going to CJ'93. They leave behind several other girls who plan to earn their Chief Scout's Award and anticipate with excitement our troop's cross-country trip to Kananaskis Country in 1993 to be part of their first jamboree.

WHAT DOES IT TAKE?

I do not know what further plans provincial council has for co-ed Scouting but, beginning last year, other leaders from various groups began to approach me for my thoughts and reactions. Lately, there's been an increase in these questions. I suspect that, if the groups concerned can come to an agreement among themselves, we may soon see a small explosion of co-ed Scouting in Nova Scotia.

We believe that those interested in becoming co-ed need to consider making the entire group — all sections — co-ed, or you will have tremendous problems when the girls are ready to move to the next section. Before a group decides for co-ed Scouting, it's important to ensure that all boys and

parents involved in the program have an opportunity to express their views on the subject and receive satisfactory answers to their questions or fears.

In some cases, co-ed Scouting may not be feasible, especially if Guiding is available and provides the challenge and satisfaction girls are looking for. In larger communities, youngsters often have a broader range of activities to choose from and there may be no call for co-ed Scouting. Only by asking questions and seeking open honest answers can you determine whether it might be a viable activity in your area.

Our first year of co-ed Scouting marked the beginning of what have been sev-

eral years of unbelievable excitement and the greatest personal satisfaction I have experienced during my years of involvement in the movement. Despite my original reservations, I can now emphatically state that co-ed Scouting is probably the best thing to come along since Scouting first came to this province. For my part, I sincerely hope that Canada can and soon will join the many other countries in the world that provide a truly co-ed Scouting program to their young people. ^

Scouter John Butters is Troop Scouter with the 1st Maitland Scout Troop, Nova Scotia.

Seven Simple Steps to the Outdoors

by Michael Lee Zwiars

Let's brainstorm a list of simple outdoor activities you can do with your troop," I invited participants at a recent Wood Badge I course.

"Ice-fishing, cross-country skiing, day hike, bicycle hike..." they offered.

If you are an experienced Scouter, these activities will be easy to organize with your Scouts. If you are brand new, they may be full of hidden hazards and potential pitfalls. But you can work up slowly with seven simple steps to successful Scouting in the outdoors.

1. Move part of your weekly meeting to the grounds outside your meeting place. Try the opening and closing ceremony, a game, a patrol challenge. Demonstrate and have Scouts practise putting up a tent, lighting a stove or lantern, and the like.
2. Do an activity that takes your Scouts out into the community. Learn how to find street addresses, take a walk to the closest playground to enjoy a game, hold a scavenger hunt that makes Scouts scour their neighbourhood.
3. Hold an entire meeting outdoors at the local park or ravine. Play games, clean up, go on a nature hunt, have a wiener roast and sing-song.
4. Go on a field trip to an outdoor facility. Visit a nature museum, out-

door zoo, winter sports centre that offers skiing, snowshoeing or skating lessons; go on a hayride or horseback riding; tour a farm.

5. Try a day hike or camp. For your first adventure, choose somewhere that gives you easy access to emergency facilities or telephone contact in case you have problems (along a roadway probably is best).
6. Go on a day hike or camp further afield.
7. Go on an overnight hike or camp. Set up shop in the evening, sleep overnight, do things the next day, and return home before nightfall.

The first seven steps are easy. After that, you and your Scouts are on your own to travel wherever your hearts, imaginations, and feet take you. Challenge yourselves.

And here's a reminder for experienced Scouters. You and your older Scouts may be very comfortable making your first outdoor experience of the year a weekend camp in the bush. Although "survival of the fittest" may be your motto, remember that even the best trapeze artists don't begin their training in the air. Give your new Scouts and their parents a chance to learn to enjoy the outdoors in the same way they learned to walk: one step at a time.

Michael Lee Zwiars is a trainer in Edmonton, Alta.

The Media DO NOT Ignore Scouts

by John Rietveld

In April '92, we asked, "Do the Media Ignore Scouts?" Many Scouters wrote to tell us that, in their area, the answer is clearly NO! Although we rarely find Scouting stories on the front page of the *Globe and Mail* or *Vancouver Province*, readers sent us clippings of Scouting stories located in prominent places in many newspapers. They also told us about local television and radio support. Here are a few examples.

"Once one paper discovered what percentage of residents of St. Albert are connected with Scouting and how much coverage the opposing paper gave us, they changed their attitude toward us and started to give us more coverage!" writes Alison Glass, St. Albert, Alta. Unfortunately, she couldn't share any clippings with us because she sent all of her material to Medicine Hat to give that district some ideas.

Robert Whitelaw, 1st Garry Oak Sea Scouts, Cadboro Bay, B.C., sent along a copy of the *Saanich News* with a large front page photo of their Trees for Canada effort at Swan Lake Nature Sanctuary. "We are fortunate in Victoria to obtain coverage by the *Saanich News* and by CHEK TV.... They should be recognized in this case," he writes (p.38).

You can recognize media support in many ways. A letter to the editor will almost always be printed. And, you can also present them an appreciation certificate to hang in their offices.

John Yates, Sarnia, Ont., shared a beautiful full-colour shot from the front page of *The Observer*. The photo shows Beaver Scott Gillesby of the 36th St. Benedict's Colony holding a python during a special night at the pond. This is an excellent example of a news "angle" almost certain to get you in the paper.

The *Peterborough Examiner* runs an interesting column called *Family Forum* written by Cub leader Al Hoard of the 2nd St. Luke's. The article we saw talked about Kub Kars and how the project teaches Cubs to do their best.

New Brunswick field executive Larry Burden sent along a clipping from *The Evening Times-Globe* of Saint John. In it, Carl and Ruth Wolpin, parents and early childhood educators, write about Scout-



Beaver Scott Gillesby, 8 makes the front page of the *Sarnia Observer*.

ing's values in a piece called, "Scouting: It's just like mother's apple pie". The article concludes with information on how to join Scouts Canada.

Stella Saunders, Raksha with the 1st Happy Valley Cubs, Nfld., writes, "The two local newspapers and the two radio stations in our town are very receptive to any news we have." Stella enclosed a clipping announcing the 3rd Annual Freezeree held April 11. The event consisted of outdoor non-competitive games followed by a campfire for members of Scouting, Guiding, and the public in Happy Valley and Goose Bay.

Many readers took time to send along clippings of Guide-Scout Week coverage. In Interior B.C., *Capital News* reports, "Scouts collected over 5,000 items for the Kelowna food bank." *Kamloops This Week* tells us, "Scouts hold a mall display at the Aberdeen Mall followed by a torch-light parade at Riverside Park."

Scouters at CFB Gagetown, New Brunswick, sent us *The Gazette's* coverage of their participation in the base Remembrance Day Parade and a newspaper supplement inviting the public to Guide-Scout Week activities.

While these represent only a few of the letters we received, they show that, in many communities, the media are most receptive to news about Scouting. They also show some examples of angles that can generate media coverage.

Often we feel ignored because Scouting is not mentioned by CBC's Peter Mansbridge or CTV's Lloyd Robertson.

Is national news coverage really that important? Our supporters, parents, and sponsors read, listen to, and watch community news with great interest. Since Scout groups draw from the community for leaders and funds, coverage in community news is our prime goal.

Each year, in support of local efforts, Communications Service at the national office prepares and distributes generic material to all daily and community (weekly) newspapers. We also send releases to major daily papers to promote the Chief Scout's Investiture Ceremony in November, Scout-Guide Week (February 21-28, 1993), and Trees for Canada in the spring.

SPECIAL NOTE

Former Scout and current Canadian astronaut Steve MacLean is scheduled to go into space later in the fall. Steve credits his experience as a Scout for his interest in science and space.

To take advantage of this high profile activity we will, on September 1, issue a special 30 second radio spot on which Steve talks about his interest in Scouting. We will also issue a special media release about Steve and Scouting (see Feb.91 *Leader* article).

At the time of writing, the Canadian Space Agency and Scouts Canada have yet to finalize details of other publicity opportunities, but the shuttle launch provides a great angle to attract local coverage.

Have your Cubs and Scouts set up a telescope the night after the launch and search for the shuttle as it passes overhead. Invite the media to come out to look through your telescope to see a Scout in space.

Coverage of Canadian Astronaut Roberta Bondar included frequent reference to her Guiding experience; we hope Scouts Canada will get similar mention during Steve's flight. A

CORRECTION

Tom Furlong, St. John's, Nfld., wrote with a correction to the April article. The newspaper he writes for is called *The Evening Telegram*. Thanks, Tom.

Pizza Night for Beavers

from Hazel Hallgren



In fall, thoughts turn to food. Corn on the cob, sweet squash, the crunch of juicy apples picked ripe from the tree.... It's harvest time, and Canadians offer Thanksgiving for the richness of our land on October 12. A few days later on October 16, World Food Day prompts us to think about all the people around the world who do not have enough to eat and how we can share food more equitably on our planet.

Whatever approach you take — celebration or a combination of celebration and awareness — fall is an ideal time for a Beaver meeting with a food theme, like this one from the 13th Red Deer Beavers, Alta. They are fortunate to have a fully equipped kitchen at their meeting place. If you don't, perhaps you can borrow a portable oven or two from your sponsor, leaders, or parents.

Meeting Outline: Activity Suggestions

10 minutes Opening Ceremony,
Feed the Beaver

10-20 min. Beavers move in line down a food-laden table, each building an individual pizza on a pita bread shell. Suggest that they start with a layer of tomato sauce so that everything else will stick, but let them use their imaginations to come up with combinations of ingredients and ways of arranging them (some may like to create faces, for example).

As ingredients, try tomato sauce, sliced salami, pepperoni, chopped ham, pineapple chunks, chopped green peppers, onions, sliced mushrooms, and lots of grated cheddar and mozzarella cheese. Instead of pita, you can use English muffin halves as the base.

Leaders cook the pizzas in a hot oven (450 degrees F) for about 10 minutes, while Beavers enjoy....

10-15 min. Game, Song, Story Game

10 min. Say Grace, eat pizzas,
clean up

10 min. Parents arrive early to sample their Beaver's cooking

5 min. Closing Ceremony

Pizza Game

Try this simple variation of "Hit the Deck". The 13th Red Deer Beaver leaders called each of the four walls of the hall an ingredient — salami, cheese, pineapple, ham. As a leader called an ingredient, Beavers raced to touch the appropriate wall. When the leader called, "Pizzas!", Beavers ran to the centre of the hall and fell flat on their tummies.

Grace: Thank you, God, for this food. I hope someday you will be able, with our help, to make sure everyone in the world has the same good food to eat.

Closing Prayer: Thank you for bringing us together tonight and for all the nice things you give us — food when we are hungry, water when we are thirsty, and clothes when we are cold. Please help people in other countries who are not as well off.

Pizza Song (Tune: *Camptown Races*)

I know something Beavers like,
Pizza! Pizza!

Let's all cook some up tonight,
Yummy pizza pie.

Chorus

Goopy pizza pie,
Chewy pizza pie,
We're gonna eat it up tonight,
Yummy pizza pie.

I know something leaders like (etc.)

Everyone can sing together, or you can switch the first four lines back and forth between leaders and Beavers before ev-

eryone joins in for the chorus. The first time you sing, leaders start; the second time, Beavers (with Keeo's help) lead off.

Story Game: Mr. Jones Bakes a Cake

Organize the Beavers into two lines of players of equal numbers. Player one in each line is Mr. Jones and player two is string bag. Each additional pair of players are various other items — cake, eggs, shortening, sugar, recipe, wallet, money, etc. We've italicized all the possibilities in the story.

Read the story. Each time they hear their "name", the appropriate Beavers run to a mark to tag a leader before running back to the line again. When they hear "everything", all the Beavers race up to tag leaders before returning to their lines.

One day, *Mr. Jones* decided to make a *cake*. He needed *eggs*, *shortening*, and *sugar*. He looked in the refrigerator for *eggs* and *shortening*, but could not find any. He looked in the cupboard, but didn't see any *sugar*.

So, *Mr. Jones* decided to go to the *store*. He put the *recipe* in his *wallet*, checked to see he had some *money*, picked up a *string bag*, and walked to the corner *store*.

"Hi there," *Mr. Jones* said to the *grocer*. "I want to bake this *cake*." He took the *recipe* out of his *wallet*. "I need a dozen *eggs*, 250 grams of *shortening*, and a bag of *sugar*."

The *grocer* helped him find the things he needed for the *cake*. *Mr. Jones* took some *money* out of his *wallet* and paid for *everything*. He picked up the *string bag*, put in the *eggs*, the *sugar*, and the *shortening*, and walked home.

Back in the kitchen, *Mr. Jones* took the *recipe* out of his *wallet*, took the *eggs*, the *shortening*, and the *sugar* out of the *string bag*, and baked up the biggest, chocolate *cake* with gooey icing you can imagine.

Wow! Was Mrs. Jones ever surprised when she came home! *Mr. Jones* and Mrs. Jones enjoyed the wonderful *cake* for dessert after supper. X

Scouter Hazel Hallgren works with the 13th Red Deer Beavers, Alta.

Fun at the Pond

by Lena Wong

After a long and, we hope, pleasant summer, you and your Beavers are eager to take on the challenges of a new Scouting year. Your first meeting is just around the corner. If you did not have the time or opportunity to plan ahead at the end of the last Beaver year, here are some ideas to get you started.

FIRST CRAFT: A BEAVER SMILE

Hazel Hallgren, 13th Red Deer Beavers, Alberta, shared this idea. It's great for warming up new Beavers. Thank you, Hazel.

For each "smile", you need red, white and black scraps of felt, white card, a popsicle stick, tape, and glue. Draw the big smile on the card and cut out. Cut the same shape in red felt and glue the felt to the card. Cut the nose and teeth from black and white felt and glue in place. Tape the popsicle stick to the back to complete the Beaver smile.

Use the smile when you sing this song to the tune of *John Brown's Body*.

I've something in my pocket
That belongs across my face;
I keep it close beside me
In a really handy place;
You'd never, never guess it,
Though you'd try for quite a while,
So I'll take it out and put it on,
A GREAT BIG BEAVER SMILE



First Game

Some of your Beavers will be new to the colony and others will not have seen their Beaver buddies all summer. To get everyone together and feeling part of the group, play the Octopus Game (*Beaver Leader's Handbook*, page 4-7). Start with an octopus made of two older responsible Beavers. Tell your Beavers that an octopus is on the loose and, if he tags them, they become part of him (by holding on to one of his hands). Let the octopus grow until it includes all the Beavers. Then, encourage the giant octopus to tag all the leaders.

HAT RELAY

Relay games are great to encourage team spirit. This suggestion comes from the U.K.'s *Scouting* magazine. Each lodge forms a team. Each team needs two hats sewn together with a short length of elastic.

Pair off team members. On a signal, a pair runs to a mark and back wearing the joined hats. When they return to the start point, they hand over the hats to the next pair. Waiting players call out encouragement. It really takes teamwork for Beavers to arrive back from the run with hats still on their heads!

After the games, spend quiet time reading Chapter 1 of *Friends of the Forest*. Ask your Beavers to pick names for the leaders based on the characters in the story.

BEAVER TOTEM POLE

The first meeting is a good time to start a long-term project for the colony to work on through the Beaver year. A Beaver totem pole is an interesting way to keep a record of colony happenings.

You need a long cardboard tube (ask for one at a carpet store). Paint it brown or black. At the bottom of the pole, glue on a piece of paper with all the names of Beavers and leaders and the year inscribed.

As time goes on, mark each special colony activity on the totem pole by glueing on a reminder of that activity. To remember this first meeting, for example, you can glue on a "Beaver Smile" or any other craft your colony makes.

When you plan special activities, jot down some totem pole suggestions and talk about them with the Beavers before the activity. Ask them which idea they think would make a good reminder. Attach the souvenir to the pole at the meeting following the special activity. As the year progresses, your colony's display at Scouting exhibits and events will become more and more impressive.

Tell the Beavers about the significance of traditional totem poles to many West Coast native peoples.

THANKSGIVING

Because Thanksgiving is on October 12, you will want to start planning appropriate celebrations in September. Canadians will mark many festivals with a thanksgiving theme in October this year. Jewish families celebrate Sukkot from October 12-19. Between October 14 and Dassehra on October 24, many Canadians with roots in India will mark Navaratri, a celebration of the triumph of good over evil. The Iroquois Green Corn Festival and Harvest Ceremony also take place at this time of the year.

Perhaps you can combine the festivals for your thanksgiving celebration. Serve a variety of raw vegetables and fruit with Latkes. Make a Canadian corn husk doll (most craft books show how). Play an Indian game and finish with thoughts from a native North American thanksgiving prayer.

Latkes

(Globalchild by Maureen Cech)

- 500 mL grated potato
- 15 mL grated onion
- 1 egg
- 75 mL flour
- 50 mL oil
- 500 mL applesauce or yogurt

Pat the potato with paper towels to remove excess moisture. Mix potato, onion, egg, and flour. Heat the oil in a frying pan and drop in tablespoons of the potato mixture. Cook until brown on both sides, turning once. Serve warm with applesauce or yogurt.

Indian Flower

Kick Game

(Globalchild)

Make the flower by gathering a sheet of tissue paper and attaching a string. Hold it so that it dangles at knee level. Beavers line up and, in turn, try to kick the flower using different types



OUTING IDEAS

1. Visit an ambulance station; fire station; police station.
2. Arrange an overnight camp in October. It helps bring together the colony and gives you a chance to get to know your Beavers' parents. (See camping regulations, page 17-1, *Beaver Leader's Handbook*).
3. Hold a campfire meeting in a suitable area.
4. Participate in a local JOTA event on the October 17-18 weekend.
5. Visit a museum.
6. Go to a local hockey game.
7. Plan some outdoor rambles and other outdoor activities.

Plan a visit to a police station.



Photo: Paul Ritch

of kicks. Lower or raise the flower to suit the type of kick being used.

End the evening with these thoughts from a prayer by Art Solomon.

I give thanks to the Great Mystery
That He has given us this
opportunity to be together.
I give thanks to our Earth Mother
That She still continues to feed
Her children...
I give thanks to our elder
Brother Sun
And our Grandmother Moon
for Their great power.
I give thanks for the Star World
And the Thunder People...
I give thanks for the air to breathe;
I give thanks for the fire which
is sacred,
And the water which is holy and
is the Source of life...
I give thanks for the power, and
the beauty,
And the sacredness of
Your creation....

ACTIVITY PLANNING

As soon as you can, get the leadership team together to plan some outings and field trips for the next few months. Scouter Jim Goat, Kanata, Ont., provided these suggestions.

1. When you plan a walk or nature ramble, check out the area first so that at least one leader knows the way and can identify special points of interest.
2. When planning to tour a facility, make sure the hosts know the average age of your Beavers and how many to expect.
3. If you plan to visit an emergency service (ambulance, fire station), be prepared for a cancellation at short notice and have an alternative activity planned. Check with the service to learn what you should do if they are called out during your visit.

Theme Night Ideas: Animals, the circus, transportation, people around the world, toys... A list of possible Beaver themes is endless. In the months to come, look for activities based on such themes. Next month, for example, we'll feature ideas for Hallowe'en.

It's great to see you back! A



On-site Program ABCs

by Reni Barlow

Scouts, Venturers, and Scouters, get ready for the time of your life in Kananaskis Country, July 10-18. The CJ'93 on-site program offers excitement and challenge under **A** for Adventure/Environment, **B** for Brotherhood, and **C** for Challenge. And it's all within a short walk of your campsite.

ADVENTURE/ ENVIRONMENT

Here's a glorious opportunity to experience the rugged adventure of the Rockies and explore the fragile mountain environment. The on-site Adventure/Environment program encourages you to try exciting new activities, observe the interactions and interdependencies within the natural environment, and develop an understanding of the history and evolution of western Canada.

Acroventure (Scouts):

This centre will draw a crowd to watch you learn about mountain climbing equipment and techniques and test your physical strength and courage on our specially constructed 12 m tower. You'll try several mountaineering activities, including technical (harnessed) climbing and rappelling. It may just be the cure for acrophobia!

Aquaventure (Scouts, Venturers):

If you've ever dreamed of building your own raft and sailing it down a rushing mountain river, this is for you. We'll provide inner tubes, a plywood sheet, a couple of 2x4s, and some rope, along with helmets, paddles, and PFDs. You'll put it all together in a very real test of lashing and design skill. Then, after some brief instruction, you'll raft down the Kananaskis River through just enough whitewater to keep you guessing what's around the next bend.

First Nations (Scouts, Venturers):

Canada's native peoples have a strong bond with the environment woven through their culture, traditions, and lore. This centre, an authentic native village located just off the main field, provides an

opportunity for native Canadians, including elders from local tribes, to share their past and present lifestyles with you through games, food preparation, dances, artifacts, and other activities.

Trail Through Time (Scouts, Venturers):

Here you can re-live the heritage of Canada's west as part of an easy half-day hike along the Kananaskis River. Surprise encounters with re-enacted characters from the past will give you a real sense of Canada's western

way to Barrier Lake. En route, observe nature and the impact of humanity and the jamboree on the environment; see how the sluice gates control the level of Barrier Lake and the flow of the Kananaskis River to generate the "tides of Kananaskis". The hike will give you excellent practice in environmentally-sensitive hiking and outdoor skills.

Western Heritage (Scouts, Venturers):

Experience the challenges of frontier life working on a full-size log cabin and log furniture. Try your hand at pioneer food preparation, handling the reins of a horse-drawn wagon, branding, ploughing with real horsepower, and working with other livestock.

BROTHERHOOD

A jamboree is a place of friendship, a chance for Scouts and Venturers from across Canada to get to know each other and build a sense of our country's greatness. At CJ'93, the brotherhood program activities will encourage Scouts and Venturers to meet, exchange ideas, and enjoy being together, before, during, and after the jamboree.

Friendship Game (Scouts, Venturers, Unit Scouters):

The game begins immediately after the opening ceremony with all participants forming "friendship patrols" made up of one youth member from each subcamp and one Scouter. When you've formed your patrol, you'll have lunch and record members' names, addresses, and other information in your Jamboree Challenge Log Book. And you'll exchange your subcamp Friendship Game badge pieces with each other. It takes one piece from each subcamp and one from a Unit Scouter to complete the outer ring of the badge. By game's end, you'll have many new friends to visit later in the jamboree, a full stomach, a souvenir badge, and a challenge to meet in order to fill the badge centre. All this before the jamboree is even two hours old!



history. Listen as Hector, Simpson, Paliser, and others who shaped the west and lent their names to its mountains and rivers recount tales from their early wilderness and mountain adventures.

Ultimate High (Scouts, Venturers):

This half-day mountain hike for a spectacular view of CJ'93 begins on the jamboree site. You'll pack a garbageless lunch for a hike up 1,000 m. Interpretive rest stops will help you appreciate the natural and human history of the area.

Walk on the Green Side (Scouts, Venturers):

This easy half-day hike passes through coniferous and Aspen forests and back to open prairie on the

Jamboree Challenge (Everyone): The jamboree will challenge you to participate in a wide variety of activities. When you complete the requirements outlined in your Jamboree Challenge Log Book, you'll be able to claim the final centre piece of the Friendship Game badge from your subcamp headquarters. You won't want to leave CJ'93 without it.

Twinning: Everywhere you go at a Canadian jamboree, you're able to make new friends from across Canada. At CJ'93, Twinning takes it a step further.

If your patrol or company chooses to be twinned, as far as possible you will be twinned with a unit from another province or territory. Your unit will receive a contact name and address for your twin so that, before CJ'93, you can exchange names, addresses, interests, hobbies, pictures, and Scouting experiences. And you'll also get a special pennant to customize, fly at the jamboree, and exchange with your twin. At the jamboree, you and your twin will camp side-by-side in the same subcamp and participate in one jamboree activity together (if space permits).

Twinning is a great way to build jamboree spirit and fulfill Scout Gold Citizen Badge 5 a and b requirements or get started on the Venturer Social and Cultural Award.

CHALLENGE

The on-site challenge program is designed to provide physical and mental challenges in a series of hands-on fun activities with a focus on group cooperation and skills and developing individual

technical, manual or physical skills you can continue to hone back home.

Celebrity Field (Scouts, Venturers): In two 1 1/2 hour sessions, you'll work with different sports experts learning the skills, tricks and finer points of two sports. Each day will highlight different sports.

Fitness/Ability Challenge (Scouts): You can tackle the Personal Fitness Badge at all stages, complete with a certificate showing what requirements you've completed. For the remaining 1 1/2 hours of games and exercises, you'll experience the challenges of living with visual impairments, hearing impairments, and other physical or developmental disabilities.

Haberdashery (Scouts, Venturers): At this "place to create unique things", you can choose from handicrafts such as Japanese origami, wood carving, natural tie-dyeing, friendship sticks, kite building, key chain and woggle making, branding, leather moccasins, silk-screen design and printing, or native beadwork. You'll have a chance to try two or three crafts.

Hook, Line, & Sinker (Scouts, Venturers): Land that big one. At this morning or afternoon fly-fishing clinic, you'll not only practise your casting skills, but also learn the best flies to use and how to tie them.

Iron Man (Scouts): Physically-demanding team activities — a BMX bike bungle, a celebrity-style obstacle course,

and a skill-testing score-orienteeering course — will pit your unit against the clock or other Scout units. Be prepared to get dirty!

Shooting Gallery (Scouts): If you've never had an opportunity to fire a gun or shoot a bow, here's your chance. If you have shooting experience, you can improve your skill and test your ability. Your unit will have 1 1/2 hours of instruction and practice on each range during the activity period.

Sticks & Stones (Scouts, Venturers): Bring your collective imagination to this morning or afternoon of creative construction. Your unit will make Scout staves, build a pioneering project either from provided drawings or your own design, and have the opportunity to contribute to a special jamboree project.

Team Apex (Scouts, Venturers): Your unit's intelligence, team capabilities, and strength will be put to the test with Mind Bogglers, Emergencies, and Fun Challenges. Scout units can also race as teams against time or other units over a demanding obstacle course, and Venturers can tackle the Ultimate Assault — a treacherous and punishing course requiring the transport of a friend. Be prepared to get soaked!

The CJ'93 on-site program — a great time's not far away! λ

Reni Barlow is director of on-site program for CJ'93.

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Beaver Heroes

Beaver Camp

from *Tim Andrykew*

Given newspapers, paint, tape, and a challenge to bring to life a favourite hero or superstar, the 1st Rocky Mountain House Beavers, Alta., created a herd of Ninja Turtles. "Bart Simpson, Superman, and Robin Hood flashed by from time to time, too," says Scouter Tim Andrykew.



The Beavers enjoyed the craft, lots of games, and a sing-a-long around the campfire at their first overnight camp in late fall. Leaders and dads set up lean-to shelters to give the hall a woody look.

"We had a lot of fun with this camp," Scouter Tim says. "And it makes it all worthwhile when even one Beaver comes up to say, 'Rusty, can we do it again next weekend?'"

OK Lord

from *Rosemary Rideout*

Knowing how enthusiastic I am about Scouting, friends often ask me what I get out of the experience. Sure, there are moments of frustration, but I remember the rewards. Like this golden moment.

I invite each group of new chums to my home to learn the motto and promise and practise the Grand Howl in my kitchen. One very enthusiastic youngster couldn't wait to have his turn to lead the kitchen Grand Howl and assured me he had learned it from watching and listening to the Cubs at our regular meetings.

As he sprang to the ground to lead the howl, he sincerely cried, "Oh Kay Lord, we'll do our best!"

I hardly had the heart to correct him, as he was surely making a promise to a higher authority than the Old Wolf!

The rewards are great. And when my friends ask, I just tell them it keeps me young.

Scouter Rosemary Rideout is Akela with the 1st St. Margarets Bay Pack, Nova Scotia.



Film Canister Fire-starter Kit

from *Al Hoard*

Cut a piece of wooden dowel to fit into a film canister. Glue lighter flints to the base of the dowel (a mixed epoxy glue holds best). Store cotton balls along with the dowel inside the canister.

To start a fire, remove a few cotton balls and fluff them out. Place them in your tinder. With a steel (a jack-knife blade), strike the flints to produce sparks. These will ignite the cotton puffs, which in turn lights the tinder.

Scouter Al Hoard is Akela with the 2nd Armour/St. Luke's Cub Pack in Peterborough, Ontario.

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Recycled Totem Pole

from Sylvia MacBean

Three years ago, the Carnduff Cubs needed a totem pole. The year before, as members of a pack in a neighbouring town, they'd made a totem from a poplar tree, which was cut into sections so each Cub could work on one. It took most of the winter to scrape off the bark and carve the features. Then, when the pole was put together, it was awkward and too cumbersome to move around. And, because the wood was green, the sections developed cracks.

When we started our own Cub pack in Carnduff, I spotted good carpet tube going into the garbage at our local lumber yard. They were pleased to give it to the Cubs and gladly cut it to a 2 m length. They gave me a scrap of plywood I spotted as well.

In the old Cub box, we found some molds of a wolf head, the Scout crest, and other items. We used playdough to make the different figures. After the dough hardened, we attached them to the cardboard tube with white glue.

The following week, we painted. To make the base, we hammered a tomato can to the piece of plywood and slipped the tube over it. Our totem was complete. Although we planned to put on a coat of varathane for protection, it seems to be holding up very well without it.

Our totem is lightweight and very portable. It stores fairly easily and, when we go to camp, it fits handily into a station-wagon or van. We are very proud of it. Not only was it fun to make, but it enabled us to save a tree.

Scouter Sylvia MacBean works with the 1st Carnduff Cubs, Saskatchewan.

*Now Scouts,
Brendon Porter,
Jim Ferguson, and
Greg Ringguth are
still proud of the
totem pole they
helped make
as Cubs three
years ago.*



Wise Use of Resources

from Grey Wolf

I would like to pass along a couple of ideas that work really well with the 1st Trenton Scout Troop. Both promote recycling and thriftiness and help us live up to the last part of the Scout Law "...wise in the use of his resources". I hope you will find them as useful as we do.

Sleeping Pads: When a local furniture dealer was in the process of changing location, I spied a large pile of "Hush Puppy" carpet underlay, apparently destined for the landfill site. When I asked about it, I was invited to help myself.

I cut it into sleeping pads measuring about 50 cm x 178 cm. With clever fitting and the help of a large roll of silver duct tape, I created a few more pads roughly the same size from the leftovers. Each pad saves the Scouts about \$10 and taxes.

Because this type of underlay is quite dense, it makes a great insulator against the cold ground. The pads are not thick enough to offer a whole lot of comfort, but neither are the commercial ones. They roll up into a fairly compact easy-to-carry size.

Recycled Trees: The troop obtained several 3.6 m cardboard tubes originally used to hold rolls of carpet (that furniture store again). We use them instead of real logs when teaching lashings and gadget-making. Because they won't rot, you can re-use them for years. You can cut them to length easily with a saw. And, every one of them saves a tree.

For useful smaller but equally sturdy tubes, check upholstery shops and department stores that sell vinyl by the metre. ^

Grey Wolf is the Scouting name of Claude Balesdent, 1st Trenton Scout Troop, Nova Scotia.

Help!

Scouter Pat Lawson, Regina, Sask., tried making the Hike Bar recipe from our May issue (p.35). "They're delicious, but it doesn't work," she says. The problem? There isn't enough liquid to make the mixture stick together. We double-checked our source. Yep, that's how *Scouting* (UK) says to make them. Any ideas? Please let us know.



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The International SCOUTER ECHO CONFERENCE

by Dave Tracewell

The International Scouter Echo (*Letters, J/92*) is a computer conference of Scouts and Scouters around the world who communicate through their personal computers at home via modems and local Bulletin Board Services (BBS). Scouting telecommunications is a reality in more than 30 states in the U.S. and five countries around the globe. Transmitted electronically over telephone lines late at night on the FidoNet "backbone", messages reach even remote spots all over the world within hours.

Karl Kurtz started the Scouter Echo conference in 1988 in Houston, Texas. It stayed a small local E-Mail (electronic mail) conference until taken over in early 1989 by Dave Tracewell, the system operator (sysop) of the Scouting BBS "Starbase" in central California. When Dave became moderator of the confer-

ence, he started to promote it at Scouting events in the U.S. and through articles in several national publications.

Dave combined forces with Steve Souza, a system operator for another well-known Scouting BBS (West World BBS, San Jose, California), and the Scouter Echo started gaining members around the U.S. and in Puerto Rico. It became an international echo with the addition of Canada in early 1991. The United Kingdom, Australia, and Denmark soon followed, and now an international community of friends share their Scouting experiences, trade memorabilia, and learn about the movement world wide via home computer.

In 1991, Dave appointed regional moderators to help promote the conference in their countries — Jim McGregor in Australia, Byron Hynes in Canada, and Joanne Fraser in England. Through their efforts, the Scouter Echo has become a major international E-Mail conference in the world.

Although English is the official language of the Scouter Echo, it welcomes messages from Scouting members who do not speak English. To make it work, they are asked to direct their first non-English message to the moderator, who will locate and assign them translators.

HOW IT WORKS

To join the Scouter Echo, you need a computer with a modem and a software package enabling you to connect to a Bulletin Board Service that carries the conference. To receive the Scouter Echo, request "SCOUTER" off the FidoNet Backbone.

A Scout, sitting at his computer in California, enters a message on a local BBS to other Scouts in London, Brisbane, and Yellowknife. His call is free but, through the magic of E-Mail, his message will reach his friends within a matter of hours.

The heart of the system is a local BBS. Thousands of these services have been around for years in all parts of the world. Many of them are linked together by a group of people who call each other using modems and transfer messages electronically from one another.

The BBS's are usually public. They accept incoming calls from people like you who have computer and modem, and you may leave messages that will be transferred to other BBS's. The BBS system operator, or "sysop", usually provides the time, equipment, and phone charges at little or no charge, but we urge users to help support their local BBS through financial donations to the phone costs.

For Youth Members:

The Scouting Echo

Given an increasing number of Scouts using the Scouter Echo, moderator Dave Tracewell decided to create a companion conference echo for youth members. The Scouting Echo opened on March 30, 1992.

Adult participation is permitted on this new conference, but it is designed primarily for youth members. Dave intends to appoint a youth moderator and restrict his involvement to that of adviser. At the same time, he urges Scouts to continue to use the adult-oriented Scouter Echo, as well.

The new echo has been set up to encourage increased youth participation in electronic communications, he says. Now, Scouts who might have been reluctant to communicate in an adult milieu can feel comfortable communicating in a conference with their peers.



Talk to Scouts and Scouters around the world from your home computer.

For Scouts and Scouters, the Scouter Echo conference is a great place to hold a roundtable type of discussion on virtually every element of Scouting. Whether you want to find a new camp, learn a new camp recipe, talk about a problem in your unit, trade badges, hear a great new story, or just make new Scouting friends, the conference has become invaluable.

A fantastic spin-off from the Scouter Echo came when Jim McGregor, the regional moderator in Australia, came up with the idea of holding an International Scout Link on Aug. 14, 1991. We gath-

ered Scouts around computers on three continents starting at 6 a.m. in Australia, noon in California, and 8 p.m. in England. In just a few hours, Scouts from all over the world sent more than 500 messages. The conference opened with a message from Australia's Chief Scout Commissioner, Maurice Law.

"Getting together is part of Scouting," he said. "To do so via computer is truly an unusual method but helps to show that Scouting is in the forefront. This is a movement, and this activity reinforces that we should always look to move for-

ward, not lag behind. As Baden-Powell said, "Look Wide." Enjoy your conference, and may many new Scouting friendships spring from it."

As moderator of the Scouter Echo, I have watched it grow to become a great way to learn about Scouting around the world. I am proud of what it has become and look forward to watching it help Scouts and Scouters spread the world brotherhood. X

Dave Tracewell, Scouter Echo Moderator, operates out of Lodi, California.

A Canadian Scouter's Story

by Stewart Bowman

My involvement with the Scouter Echo began in November 1991 after Scouter Don Poaps' inquiry about setting up a special interest group on a BBS was mentioned in the *Computer Program Library Update* (Nov'91). I wrote to Don, who told me Byron Hynes had contacted him about the Scouter Echo.

I found two local BBS's that carried the Scouter Echo and began looking in on the message traffic. It didn't take long before I was actively exchanging messages and information with fellow Scouters in Australia, England, and the U.S.A.

The Echo is a useful resource. In mid-January, for example, I threw out a query about magic campfire starts. Within a number of days, at least half a dozen new ideas had been posted for all to see.

It can also help our youth members. My son Mark, a Scout with the 8th Whitby, saw me exchanging messages and asked if he could become involved. Now he is actively corresponding, by computer, with an Australian Scout and waiting to hear from another Scout in Pennsylvania. He and his Australian friend have exchanged bundles of Scouting materials by regular (snail) mail, and Mark is well on his way to completing requirement 5a of his Gold Citizen Badge.

As well as giving me a chance to exchange things like Scouts' Own ideas, songs, skits, training ideas, and camp reports over the computer link, the Scouter Echo has put me into contact with a number of Scouters with whom I've exchanged leader and Scout handbooks, program notes, badges, and so forth by mail. You may be interested to know that two books published by Scouts Canada have been particularly well received. I sent *The Best of the Leader Cut-out Pages* and *Games from A to Z* to Scouters in Australia, the U.S.A., and the U.K. Recipients have expressed high praise and admiration for these two fine resources.

In the five months I have been involved with the Scouter Echo, I have met many new friends and accessed a tremendous resource that covers all Scouting levels. It's like being at an international conference of Scout leaders and Scouts, but this conference is held in the comfort of my own home and lasts only as long as I want it to!

As you can see, I have become a strong supporter of the Scouter Echo and frequently check for mail each morning instead of reading the newspaper!

Stewart Bowman is Troop Scouter with the 8th Whitby Scouts, Ontario.

For More Information

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Who are We and What Do We Do?

by Brenda Robinson

That's easy! We're Beaver leaders and we run programs for Beavers every week at the church down the street!

Well, the questions are perhaps easy to answer, but not always so easy to do. In fact, sometimes it can be a little difficult. Like when you suddenly face 24 energetic, excited little Beavers who want your attention and something to keep them busy for the next hour; or when one of those little Beavers feels ill-at-ease or out-of-sorts and needs some special attention; or when a fellow leader has the flu and another is out of town on business, leaving you short-staffed and relying on help from two inexperienced parents. Yes, sometimes it can be a challenge!

Several things enable us to cope with these kinds of challenges. The first is training. It helps you learn how to apply all the skills and talents you've brought to the job. It helps you understand what makes a Beaver program a Beaver program — what activities are appropriate for 5 to 7 year olds and fit the program objectives.

The second is solid planning. Sit down with the members of your leadership team. Armed with a calendar, view the whole year, noting holidays and special days, district or regional events in which you'd like to participate, and special activities planned by your group. Then, list ideas for general themes on which you might base your program.

Now you are ready to take a month or two at a time, choose themes, and develop specific plans. Begin with what you hope to achieve; decide when you will schedule outings and when you will stay at the meeting hall; consider what resources (people, places, materials) you will need.

Next, bring in the details for each meeting: the song, story, game, and craft; which leader will be responsible for which activity; how much time each meeting segment will take. What extra activities will you have in your back pocket in case the weather goes wrong or something doesn't take as long as anticipated?



Training, planning, and shared leadership help Beaver leaders meet the challenge. Photo: Richard West

Refer back frequently to the program emphases to make sure you are including them all in a balanced way to give the program variety. Check the proposed activities to ensure they are appropriate and will be fun for 5 to 7 year olds.

Now you are ready to put your plans into action. You are equipped with a sense of direction, enthusiasm, and the necessary resources. You are carrying a flexible approach and a sense of humour, just in case you encounter some of those challenges.

After doing the program, take time to review and evaluate periodically to determine which parts worked, which needed some changes, and how you might improve things. A written record of these evaluations provides an invaluable reference for future planning.

THE LEADERSHIP TEAM

To realize the full benefits of training and be successful in planning and implementing your plans, you need an effective leadership team. In Beavers, this means a team that practises "shared leadership".

In shared leadership, no one leader is "in charge"; all of you share responsibility equally for both planning and carrying out the program. The team needs to meet regularly for planning so that each person can contribute ideas and opinions. A different leader can be host and chair for the meeting each time.

Shared leadership means that each of you takes a turn at leading the opening and closing ceremonies, telling the story, directing the craft, teaching the game or the song. You might want to rotate duties

each week, or maybe only every month or two. You also share the administrative duties — that dreaded paperwork involved in keeping records of attendance and activities, budgeting, and accounting for your money.

Only one duty is best assumed by the same person for a full year; the role of "contact person". It's important for the group and council to have one leader's name and address to use for mailings and telephone contact.

A really effective shared leadership team seldom just happens. It takes some time to build and mature and requires understanding and commitment from all team members.

Experienced leaders must make a conscious effort to resist the temptation to direct things in the name of expedience. New leaders must be willing to participate, even though they may feel somewhat shy or insecure. All members need to take time to get to know each other as individuals, recognize each person's strengths and weaknesses, and discover how best to support each other.

Working as a shared leadership team offers distinct advantages when you need to cope with some of the challenges. If a leader is ill or away or completely absorbed with trying to calm that upset Beaver, there's no need to panic. Every team leader knows how to lead the opening ceremony and is familiar with the program planned for that evening.

As well as making your life easier, shared leadership enables you to show the Beavers, by your example, what sharing and cooperation really mean. What could be more important in the Beaver program!

Maybe the next time someone asks, "Who are we and what do we do?", we should answer, "We're Beaver leaders who train and plan and share so that we can have fun with Beavers!" ^

Scouter Brenda Robinson is the Beaver program member of the National Program Committee.

What's A "Shabbaton"?

Just Ask the 39th!

by Bob Dale

Who says Jewish Cubs can't have a fun program on their Sabbath? Not the Henry (Hank) Torontow 39th Cub Pack in Ottawa! With Akela Howard Osterer, Baloo Bob Dale, Raksha Laurie Pascoe, Bagheera Maurice Klein, and parent volunteer Tom Caplan, the 39th recently had an extremely innovative Shabbaton.

Let's explain. Jewish law requires strict observance of the Sabbath (from sundown on Friday until one hour past sundown on Saturday, a 25-hour period). There are a number of religious requirements, the most notable being the Torah prohibition against working. Rabbinic scholars have defined "working" to mean doing anything similar to the 39 types of work done in building the Holy Temple.

In modern terms, this means that observant Jews cannot cook on the Sabbath; light a fire or turn on a stove; drive (or be a passenger in) a car or other vehicle; tear paper; skate; or do many other things. The challenge for the 39th was to have a Cub program while observing these laws.

Enter Rabbi Reuven Bulka of Ottawa's Machzikei Hadas Synagogue. Working together with the pack leadership team and parent volunteer, Rabbi Bulka helped devise a program that would enable the Cub pack to observe the Sabbath and still have the kind of fun Cubs enjoy so much.

On Friday night, participating pack members and their parents gathered at the synagogue for Friday night services. This was followed by a traditional Friday night dinner, where various Cubs contributed towards the prayers and the discussion of the portion of the Torah (the first five books of the Old Testament) that would be read the next morning.



Cub Yehoshua Sheffield then gave a talk which, together with work he'd previously completed under Rabbi Bulka's direction, earned him the Religion in Life Emblem. The night's events closed with a trivia contest and an ingenious Bible-quizz game devised by Yonina Caplan (Tom's daughter).

Afterwards, Cubs were put up in the neighbourhood so that they would not have to drive to the synagogue next morning. In the morning, they enjoyed a continental breakfast at the synagogue and attended services. Many took part in the Saturday service, conducting sessions normally reserved for children. At the end of the service, Rabbi Bulka suggested that his congregation, when they gave each other Sabbath greetings on

this occasion, shake hands with their left hands in recognition of the Cub handshake.

Next came a traditional Sabbath lunch enjoyed by all. At Rabbi Bulka's behest, the synagogue went all out to ensure that the pack had everything it needed and more. After lunch, there was a hike as the pack trudged off to the homes of several other Rabbis who lived in the area. There, they received snacks and talks on Torah themes. They even learned that two of the Rabbis had been Cubs when they were boys. In return, the Cubs told the Rabbis about their pack and the Scouting movement. Everybody learned something. Above all, everybody had fun.

At 5 p.m., the pack returned to the synagogue for prayers said at the conclusion of the Sabbath. The program ended at 6:15 with the Havdalah service marking the end of the Sabbath.

The lesson? Pack Scouters need not let religious (or other) restrictions or prohibitions become obstacles to creative programming. With a little bit of imagination and creativity, Cubs can have fun as well as meaningful learning experiences and enjoy it all. \wedge

Bob Dale is Baloo with the Ottawa Jewish Community Centre's 39th Henry (Hank) Torontow Cub Pack, Ontario.



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SLEEPING BAG CARE

by Robb Baker

It's the time of year when all outdoors enthusiasts turn their thoughts towards preparation for the fall. One of the first items of personal gear to call for attention is your summer-weight sleeping bag. If you chose a reasonably designed one, it likely served you well. If you want it to do the same next summer, you will need to clean and store it carefully.

Keep in mind that the more often you clean your bag, the quicker it will wear out. You do need to clean it as often as necessary, however. Mildew is attracted to dirty bags. What a smell to have to live with if it happens to you!

It usually isn't difficult to keep the outer surface of a sleeping bag clean. This is where an ensolite (closed-cell foam) sleeping pad comes in handy and a ground sheet pays dividends. If at all possible, protect the inside surface of the bag from body oils and attracted grime by using a cotton liner.

Despite these measures, if you've used your bag a lot, you'll need to clean it. Here are a few suggestions.

I've found you can successfully wash down-filled bags (or clothing) at home in warm water and mild household laundry detergent — as long as you don't use a top-loading washing machine. Their agitators play havoc on the bag's bangles. A front-loading machine or washing by hand in a large tub is the safe route to go. The large commercial machines found at the coin laundry are great.

If your usual laundry detergent does a good job on natural materials such as cotton, it will be fine for your down bag. Just remember to use it in moderation and rinse extremely well afterwards so that the down will not clump together. Keep the temperature of both wash and rinse water to a maximum of 49°C.

To dry the bag, you can use your home dryer — if it's large enough. The large commercial dryer at the coin laundry is probably a better choice. Make certain

the down is smooth and free of snags. Keep the zipper on the bag closed. It is imperative to use a low drying temperature. Touch the zipper on the bag; if it's too hot to handle, the dryer setting is too high.

Contrary to some advice you may have read, it's not a good idea to put a running shoe or other object in the dryer with the bag in an attempt to break down the clumps formed as part of the drying process. It will just damage the down fibres and shorten their life. Instead, put in a large bath towel and stop the dryer frequently to check for clumps. Work them out by hand with a gentle pulling action. Turn the bag inside out then outside in several times as drying proceeds to ensure even heat distribution.

Most of this advice also applies to washing synthetic-fill type bags. Because heat does a lot of damage to such fill material, dry these bags in cool air only (i.e. the air fluff setting). The larger the dryer the better. While handling a wet bag, be sure to support it well from below. If you decide to open-air drip-dry the bag, drape it over a rack.

You may dry-clean a down-filled bag, but be certain to air it thoroughly before use. If you can still smell the cleaning fluid, air it again. Never dry-clean synthetic-filled bags. The solutions play havoc with the fibres.

There are two schools of thought on storing sleeping bags. I personally favour rolling the bag carefully from the narrow end, taking care to keep out any folds or creases, placing it into a large bag, and keeping in a dry, cool location.

Some folks like to stuff the bag into its storage container. In my mind, this can do more harm than good, because the fill tends to break down over time.

One last comment. All of the tips listed apply to cleaning outer wear garments, too. Of course, for storing them, all you have to do is put them on wooden or wide plastic hangers and place them in a roomy closet where they can hang freely. A



25TH ANNIVERSARY DESIGN

We Have a Winner!

The contest to create a suitable design to commemorate the 25th anniversary of Venturing is now over. The weeks leading up to the mid-April entry deadline were filled with excitement as we received each new submission. In the end, a total of 67 individual designs came in, each unique in its presentation and content.

The winner of the 25th Anniversary Design Contest is the **St. Augustine's Venturer Company, Moncton, New Brunswick**. By the time you read this, the company will have decided how they can best make use of the \$300 prize awarded to them.

Honourable mentions go to Ken Warner, Greenwood, Nova Scotia and the 1st Moira River Venturers, Stirling, Ontario.

For a three day period, all entries were laid out on tables in the Program Services Department for everyone to view and comment upon. It was then up



to the judges to make a final selection based on criteria established within the contest rules. Judges looked for the design that best captured the essence and challenge of the Venturer program moving towards the next century. They also looked for a design clean in detail, easily recognizable, and reproducible.

Coming up with a winner was not easy. Many of the entries incorporated similar designs. The few that failed to pro-

vide an explanation of the design symbolism were set aside, and all judges had their particular favourite among those left. In the end, it came down to three designs. After much consideration, they finally made a choice.

The winning design will be incorporated into a pin to be available through Scout Shops in fall 1992. Registered Venturers and advisors as well as trainers and Service Scouters associated with the Venturer program may wear the pin on the uniform during the anniversary year — September 1992 through December 1993.

Place the pin on the right pocket flap of the uniform shirt mid-point between the button and the right side of the flap. Remember that it must come off at the end of December 1993.

We congratulate the St. Augustine's Venturers. We're sure all companies will wear your design with pride. \wedge

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S C O U T C A L E N D A R

Simple Tree Identification

by Ben Kruser



Tree identification can be a broad subject, but naturalists use a few tricks of the trade to recognize common tree

species quickly. You can identify trees by their characteristic bark, leaf, flower and fruit. Let's look at some examples.

Shape: Trees growing in the open have shapes particular to their species.



Bark: Some trees have an unique bark texture or design that identifies the species.

Shaggy, in long loose strips (Shag Bark Hickory)

Golden, peeling (Yellow Birch)

Grey, mottled with yellow (Sycamore)

Light grey, very smooth (Beech)

White, peeling (White Birch)

Leaf: Tree leaves are the most common indicator of tree species. Look at the following leaf parts for hints.

a. **Shape:** Notice the leaf edge as well as the whole shape



b. **Texture** Leathery (Wild Black Cherry)

Crisp, like a new bill (Beech)

Rough (Elm)

c. **Structure:** Most leaves are simple; i.e. on a single stem. Some come in bundles or are compound.



d. **Manner of growth on a twig:** Only four common trees have opposite leaves and twigs:

Maple, Ash, Dogwood, HORSE Chestnut.

(Remember MAD HORSE).



Notes on Conifer Needles:

These always confuse me, so let me share the differences here on paper.

- Needles occur in bundles of 2,3,5 (Pines)
- Needles short, in bundles, shed in the fall (Larch)
- Needles nearly square, four sided and arranged in compact spiral around the branch (Spruces)
- Needles without stalks, generally flattened or grooved, blunt tipped; leave circular leaf scars when they drop off (Firs)
- Needles short, flat, on minute stalks in two flattened rows (Hemlock)
- Needles scale-like, form into flattened twigs (Cedars)
- Needles scale-like and form into round twigs (Juniper)

Flower: All trees have flowers.

- Conspicuous Flowers (fruit trees and magnolia)
- Lacking petals, hard to see (elms and some maples)
- Catkins (alders, birches, oaks and nut trees)
- Many small flowers surrounded by white or coloured bracts (dogwood)

Fruit: The structure that contains the seeds.

- Fleshy fruit (apple, cherry, pear)
- Winged fruit (maple, elm)
- Cones (conifers)
- Nuts (beech, hickory, chestnuts)
- Acorns (oak)
- Large Pods (locust)

Resources

Trees; A Golden Guide: Golden Press, New York
Native Trees of Canada, by R.C. Hosie: Fitzhenry and Whiteside Ltd.
Audubon Society Field Guide to North American Trees,
 A. Knopf Co., NY

Program Links

Beavers: Tree Themes; Differences and Similarities
Cubs: Black Star, Collector, Observer, World Conservation
Scouts: Conservation, Naturalist, Horticulture

CROSS-COUNTRY PHOTOS



Cub Scott, Scout Peter, and Beaver Tyler Callaghan, 2nd Sherwood Group, P.E.I., are all ready to celebrate B-P's birthday. Scouter Betty Callaghan, 2nd Sherwood Cubs, says she and her three sons enjoy every minute of Scouting.



ISLAND CYCLERS: The 1st Mount-Bruno Venturers, Que., spent a week cycling 183 km around P.E.I. last summer. Delayed a day when Hurricane Bob hit, the intrepid bunch finally started their trip in 60 km/h winds. "It was so rough, we even had to pedal going downhill," says Venturer Bernard Pelsser, company treasurer. The rest of the week went a little easier, and the cyclers found time to visit Charlottetown, where they toured a Canadian Coast Guard ship, as well as Fort Amherst National Historic Park, site of CJ'89. "It was a great trip," Bernard says.



FAMILY OUTING: The 1st Garry Oak Cubs, Victoria, B.C., invited their families to join them on a winter visit to Witty's Lagoon Nature Park, near one of Canada's western-most points. The pack toured the nature centre and hiked to the ocean where they were royally entertained by about 50 playful seals, says Robert Whitelaw, group treasurer.



PILOT PROJECT: The 296th Toronto Scouts and Venturers bring another load of household polystyrene to the truck. The troop and company took part in a pilot collection program organized by The Canadian Polystyrene Recycling Association and Lily Cups, says Ken Tilley, group committee vice-chair. The polystyrene they picked up from homes in the Victoria Village community went to the association's new plant in Mississauga for recycling and conversion into reusable pellets. *Photo: Tom Sandler*

HAPPY 125TH! In April, close to 125 Brampton District White Tail Beavers gathered to celebrate two wonderful occasions — Canada's 125th birthday and their pending swim-up to Cubs. After learning some of the history of the Canadian flag, the Beavers made the small flags surrounding the special anniversary cake that provided the grand finale at the campfire, says Scouter Nora McClymont. During the day, they also played T-ball and parachute games and got a taste of Cubbing with simple map reading, a nature hunt, an obstacle course, and crafting wolf head woggles from turkey bones.





Tune in for JOTA'92

by Lena Wong

JOTA 1992 takes place on the third week-end in October beginning at 00:01 local time Saturday Oct. 17 and ending at 23:59 local time Sunday Oct. 18. Stations are free to operate for all or any part of this time.

Do your members want to participate in JOTA? Is it feasible to join another Scout group, a group of Girl Guides, or both? Call your regional office or commissioner to see if a regional event is planned.

Contact an amateur radio operator and arrange a visit to a station where members might be able to see and hear some on-air activity. Go to the library where members can research radio communications history.

Bring a tape recorder to a meeting and let members practise using a microphone. Designate half the group Canadian participants and half "overseas contacts" and set up the evening as a JOTA event. Have youngsters talk to each other as if they were talking over the radio to distant JOTA contacts. Tape the conversations and play back the tape at the end of the evening.

Once you've reached agreement on running a JOTA station, invite your radio amateur to a planning meeting. Brainstorm with group members and the radio operator for ideas you can use during the event. The theme for this year's JOTA is "Let's Talk", and you might use some theme ideas for your pre-event activities and contacts.

- Learn greetings in other languages to use during JOTA.
- Prepare information about your group's favourite events and activities to talk about with your contacts. Ask what they like to do.
- Prepare to exchange favourite camp recipes.

During JOTA, try to contact these special call signs for active Scouting stations.

DI1BSP	Philippines
F6JAM	France
GB3BPH	B.P. House, London
HB9S	World Scout Bureau, Geneva
JA1YSS	Japan
K2BSA	Boy Scouts of America
VP9BS	Bermuda
VE3SHQ	National Capital Region, Ottawa

When JOTA is over, remember to send your report (with photos if available) to the National Organizer at Scouts

Canada headquarters. We need to receive it by November 30 so that we can include it in our report to the World Bureau.

If you do not already have a copy of *Jamboree-on-the-Air: How Canadians Can Participate*, ask your local Scout office for one or write to *The National Organizer, JOTA, Scouts Canada, Box 5151, Stn F, Ottawa, ON K2C 3G7.* λ

FREQUENCIES TO MONITOR

If you can't arrange to be at an amateur radio station, you can still listen in on JOTA. These are the frequencies to monitor on a short wave receiver with single sideband reception during JOTA'92.

80 metres: CW - 3.590 Mhz
PHONE - 3.740 & 3.940 Mhz

40 metres: CW - 7.030 Mhz
PHONE - 7.090 Mhz

20 metres: CW - 14.070 Mhz
PHONE - 14.290 Mhz

15 metres: CW - 21.140 Mhz
PHONE - 21.360 Mhz

10 metres: CW - 28.190 Mhz
PHONE - 28.990 Mhz



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NEW LOWER PRICES!

by Bob Braham

Throughout the 1992/93 official Scouts Canada catalogue, you will find many products reduced in price. Our buyers constantly negotiate with suppliers to hold prices or lower them wherever possible.

Here are a few examples of price-reduced products.

Cat. #20-601: *Be Expert with Map & Compass*; was \$23.95, now \$19.95

Cat. #20-605: *Your Way with Map & Compass*; was \$7.70, now \$6.95

Cat. #20-608: Teachers edition of above; was \$9.45, now \$8.75

Cat. #54-107: Type 7 Silva Compass; was \$17.35, now \$14.95

Cat. #54-116: Silva Starter Compass; was \$12.40, now \$10.95

Cat. #54-117: Silva Landmark Compass; was \$42, now \$36.95

Unfortunately, two products used almost exclusively by Scouts and Guides have increased in price, primarily because of the low number of these books printed.

Cat. #54-125: *Compass Game* is now \$4.95, up from \$2.90

Cat. #54-126: *Beginners Compass Game* is now \$4.95, up from \$2.90

KUB KAR TROPHY: We are also pleased to announce a price reduction for the very popular Kub Kar Trophy (#61-573). The new price is \$5.95, down from \$12.20. While the price has been significantly lowered, the quality of the product remains unchanged. The gold colour car is mounted on a pedestal base, complete with an attractive engraving plate. Several additions and improvements to the line of Kub Kar products will be coming to your local Scout Shop this fall.

SCOUTS CANADA FLAGS: Supply Services is especially pleased to introduce an official Scouts Canada flag, available in a parade model (#71-601) and a hoisting model (#71-621). Priced at \$37.45 each, both measure 90 cm x 127 cm. The hoist model comes complete with rope and toggle. The parade model has a sleeve stitched down one side and can be used with the flag pole set available at all outlets. Both flags are top quality, similar to the line of official section flags currently available.

Please do not sew group designations or other lettering on these new Scouts Canada flags. Group designations should be sewn on section flags only.

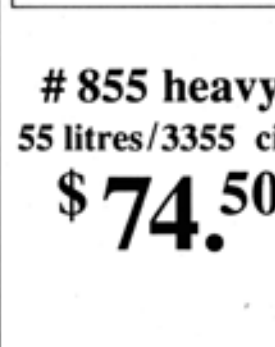
LANGUAGE STRIP, INDONESIA: Recently introduced, this language strip is now available at your local Scout Shop (#01-120, \$0.95). Be sure to check out our wide range of official language strips. From Bliss Symbol to Esperanto to Braille, we have them for most languages.

COMING ATTRACTIONS: Be sure to watch this column and check with your local supplier for news of further price reductions, new product lines, (first aid kits, wolf head for Cub packs), new activity crest designs, new craft ideas, and much, much more! \wedge

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THE HONOURS & AWARDS PROCESS - 2

by Rob Stewart

Last month we looked at a step-by-step process for developing an application for outstanding service to Scouting. In this second in a three-part series on Scouting's national Honours and Awards program, we'll look at some general pointers on the application process for the Meritorious Conduct, Gallantry, and Jack Cornwell awards.

These awards differ from awards for outstanding service in that they usually come about as the result of an event in which an adult or youth member performs a meritorious or gallant act. The Jack Cornwell Decoration is rather different again and applies to youth members only. Still, there are similarities in the application process.

Step 1: Someone in Scouting decides to identify or recognize an action taken by a member of Scouting, usually an action in response to an accident or emergency of some kind. Many times a person decides to make an application for recognition after reading the newspaper account of an event and noticing that a Scouting member was involved.

Step 2: Gather information. In these cases, it mainly means getting a description of what happened, which includes gathering statements from police, doctors, and other witnesses. The personal information you need for the application form (full name, age, address, etc.) is available on the group registration form.

Step 3: When you've gathered all the information and supporting documents, transfer the information to the form. It is always helpful if you can provide pictures to support applications associated with an act of bravery or meritorious conduct.

To guide you in your task, each of these awards has a separate application form available through your local Scout office. When you have completed the application, send it to the Honours and Awards Committee for further action. The provincial Honours and Awards Committee will make a recommendation to the national committee.

Let's say you do know a potential nominee. What category of the awards system is appropriate? Here's some information that may help you decide.



MEDAL FOR MERITORIOUS CONDUCT

For especially meritorious conduct not involving heroism or loss of life.

Meritorious Conduct: The dictionary definition of "meritorious" is "deserving praise, reward, esteem, etc." Scouts Canada has three levels of Meritorious Conduct within the award system.

The first level is the Certificate for Meritorious Conduct, awarded for a meritorious act worthy of recorded commendation but not a medal or bar. The second level is the Medal for Meritorious Conduct, awarded for especially meritorious conduct that does not involve heroism or risk of life. The Bar to the Medal for Meritorious Conduct recognizes conduct similar to that for which the person has already been recognized.

An act that likely saved the life of another person may qualify a member for this award. Perhaps someone collapsed from a heart attack and the Scouting member acted quickly to administer CPR and direct emergency activities that significantly helped increase the survival chances of the victim. Or perhaps a member acted quickly and responsibly to aid someone who was severely injured. Both situations qualify as an act of Meritorious Conduct that does not involve heroism or risk of life. Depending on the situation, the awards committee could recommend either a certificate or a medal.

Gallantry Awards: The gallantry awards range from a Certificate for Gallantry (with slight risk, worthy of recorded com-

mendation) to the Gold Cross (for gallantry with special heroism and extraordinary risk). In between these levels are the Bronze Cross (for gallantry with moderate risk) and the Silver Cross (for gallantry with considerable risk). Applications for gallantry awards require a little more detail than those for meritorious conduct awards, but all the information should be reasonably easy to gather.

Every year we receive a variety of applications in this category. We hear about Scouting members who put their lives at risk to rescue a drowning victim, pull someone from a burning car or home, or search under hazardous conditions for someone lost in the woods. In each case, the Honours and Awards Committee at the provincial level recommends an award level to the national committee.

THE JACK CORNWELL DECORATION

This award for high character and courage is open only to children and youth members in all Scouts Canada program sections. The current copy of *By-law, Policies and Procedures*, p. 62, provides a historical note on the award. Your Scout office has a specific application form to guide you with the process.

Most applications in this category recognize suffering undergone in a heroic manner or perseverance in the face of some form of disability. A typical nominee is a young person with a physical disability who continues to participate fully in the section and everyday life. Often the youngster needs to overcome great suffering in order to carry on. Applications generally require a statement from a doctor and supporting statements from the young person's Scouter and an independent person (e.g. a teacher). Applications for the award are also adjudicated by both the provincial and national awards committees.

Next issue, we'll wrap up the series with some advice on the timing of the process, an overview of the awards we covered, and excerpts from descriptions of acts for which awards have been granted in the Gallantry, Meritorious Conduct, and Jack Cornwell categories. A

Meeting Religious Needs in Camp

by Warren McMeekin

Scouting enjoys the cooperation of over 25 religious denominations in Canada. In large part, it is because we recognize religion as an integral part of the character building process and encourage youth to follow the beliefs and practices of their own faith.

Scouting requires and insists that we respect and observe the religious customs and needs of youth members. It is the responsibility of every camp director or Scouter in charge of a camp to provide for religious observances for the youngsters in camp.

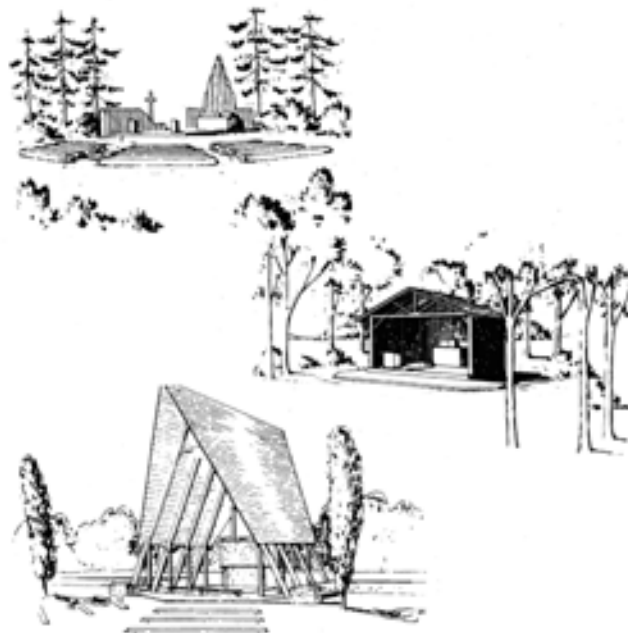
To this end, *By-law, Policies and Procedures* stipulates, in Section IV under Religion:

- 6(a). In camp, daily prayer should be of the simplest character. Grace should be said at meals.
- (b). In camp, the Scouters shall make every effort to provide the opportunity and means for campers to attend religious observances of their own faith. Where it is not possible for campers to attend religious observances of their own faith, a Scouts' Own shall be held.

The religious emphasis in camp, however, includes more than formal religious exercises; it is reflected in the climate of the whole camp and the spirit of the leadership. The environment and program of the camp are vehicles through which we convey moral and spiritual values.

CAMP CHAPELS

More and more standing Scout campsites are providing permanent chapel facilities. Many of the chapels have been erected by the joint efforts of members of various faiths and are used by all faiths. Here are some examples.



CAMP CHAPLAINCY CORPS

The development of a camp chaplaincy corps is desirable. It may consist of either visiting or resident chaplains, the latter considered members of the camp staff. If visiting chaplains come to camp to conduct services, reimburse them for out-of-pocket expenses and appoint a staff member to assist them as required.

The purpose of the chaplain is to help:

- provide spiritual guidance to leaders and youth;
- implement Scouting's aim and principles and policy on religion;
- ensure that due emphasis is given to the religious aspects of Scouting in the conduct and life of the group.

Remember, Scouts Canada is not a religious organization. But it is an organization religious institutions can use to offer programs that help young people and adults develop into resourceful and responsible members of the community by providing opportunities and guidance for their mental, physical, social and spiritual development. One of Scouting's guiding principles is to love and serve God, whoever our God may be. A

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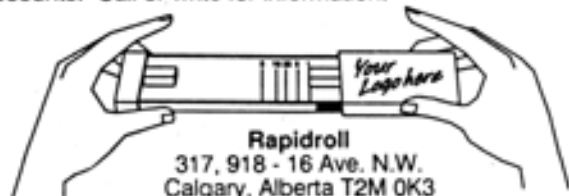
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More on Mike's Cookies



As the anonymous author/compiler of the new *Canadian Scout Handbook* and consumer of many of Mike's Fantastic Chocolate Chip Cookies (p.202), I'd like to respond to Scouter Paula Balesdent's letter (May'92).

While Mike always felt that chocolate chips were the only essential ingredient in his recipe, you are correct: the flour necessary to bind together the chocolate chips is missing. So that you won't get "Chocolate Chip Oatmeal Soup", please amend your recipe to show that the correct amount of flour is 1 1/2 cups. The appropriate correction will be made to future printings, I'm sure.

Glad to see, however, that true Scout ingenuity (with an assist from mom?) led to the desired delicious results.
— Mike's Dad, Winnipeg, Manitoba

P.S. Mike said the Chocolate Chip Oatmeal Soup sounded great but suggested you leave out the oatmeal.

MEDIA & SCOUTING

I read with interest John Rietveld's article *Do the Media Ignore Scouts?* (Apr'92). As a former journalist, I commend the suggestions about ways to create a news angle.

Mr. Rietveld writes, "When kids break the law, it's news, but when hundreds of Scouts plant trees, the media ignore it." I

am pleased to say that is not the case in Victoria, B.C. On Trees for Canada planting day, we obtained coverage by the *Saanich News*, an important weekly newspaper that reaches 30,500 homes, and by CHEK 6 Television (which was) in the area of the tree-planting on another event ... (and) took a genuine interest in the planting activities. A news story followed later in the day and was repeated at night to highlight the tree-planting work. The newspaper used a photograph that dominated the page, with an appropriate caption describing the event.

— Robert A. Whitelaw, 1st Garry Oak Sea Scouts, Victoria, B.C.

BOTA?

Your articles on JOTA in the Apr'92 issue were very interesting and timely for us. On April 8, the 3rd Hanover Beavers, Ont., participated in what might have been the first "BOTA" — Beaveree-on-the-Air.

Actually, it was an introduction to short-wave radio for the 21 Beavers. We organized the colony in three groups, each of which travelled to a different radio operator's home. They learned a bit about the radio and saw the many cards their hosts had received from around the world. Best of all, they talked to their buddies in the other groups over the radio.

It was a fun evening away from the pond. Who knows, in a few years, these

youngsters may participate in their first JOTA. Thanks to VE3 OVI, VE3 PHI, and VE3 MTP for sharing their knowledge and equipment with us.

— Ian McIntyre, Hanover, Ont.

Ed's Note: For more information about Jamboree-on-the-Air'92, see p.30.

EVOLUTION & CREATION

Ben Kruser's article *Celebrating Families* (Apr'92) was really well done and gave some good ideas. In *Paksak*, he states some interesting properties of eggs. "Evolutionary development" and "evolving into flying animals" were two phrases that caught my eye. Evolution is a theory just as impossible to prove scientifically as creation.

He ends by saying, "reflect for a moment on the ... genius of design in the lowly egg". I must assume the evolutionary overtones earlier in the article came from his sources.

We must beware of taking these things at face value. In our school system, our kids will soon enough be told that you cannot trust or, at least, have an open mind toward the word of God. And, if you do not happen to go and study earth sciences, you will never doubt that you were taught scientific facts. Let's be careful as teachers and examples.

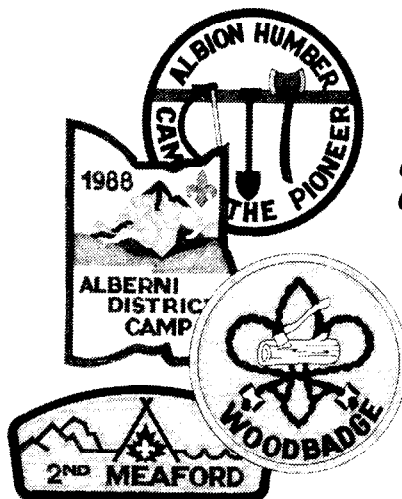
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NATIONAL COUNCIL UPDATE

by Reg Roberts

At the meetings making up the National Council in Montreal in May, it was evident that Scouting, like most areas of our society, is suffering a recession. Preliminary discussion seemed to indicate a recruiting problem, but further observations pointed out that young people are still flocking to Scouting's sections; they just are not staying. Alberta recently completed a major study and shared some of its findings. They show that, given caring leaders and an interesting program with lots of outdoor activities, members do stay in the movement longer.

Will you be with your section in September? Have your members enjoyed a summer filled with outdoor activities? Have you called them to remind them when meetings start again? Have you and your fellow leaders done some planning for the fall? These are the things that will help bring them back.

Are you a service team member? If you call the leaders you service now, you may ensure that they are ready to get started this fall. It will also help if you offer your support and let them know what training will be available to them. And if you are a group committee chairman, it's time to call your committee members and section leaders, too.

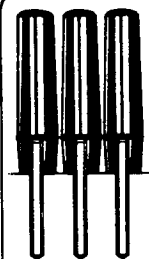
Co-ed Scouting: We have had male and female members in companies and crews for many years. On an experimental basis more recently, we've included girls in other sections, too. Next November, the National Council will vote on opening membership in all sections to male and female members. Under the proposal, the decision to run co-ed programs will be made by the section or group, with the sponsor's approval, and male-only sections will remain valid.

Sponsor Relations: Adult Religion-in-Life programs now exist for members of the United Church, Lutheran Church, Church of Jesus Christ of Latter Day Saints, the Orthodox Church in Canada, and the Anglican Church. At the meetings, Scouts Canada recognized Kiwanis International for 70 years of Scouting sponsorship and the Canadian Jewish Congress for 65 years of sponsorship. Sincere thanks to both of these organizations for their support.

CJ'93: Planning for the 8th Canadian Jamboree continues. If you are going, be sure you have your registration kit from your local Scout office. If you work with a Cub pack or Beaver colony in the vicinity of the jamboree, you'll be interested to know that the Alberta Council is offering an overnight program at Calgary's Camp Gardner that includes a trip to the jamboree. Call your local office for details.

Publications: All of Scouting's books are being reviewed for racial and gender bias. As revisions proceed, songs such as "We are the Red Men" and male-only terminology will be things of the past.

And so another National Council goes into the books. Congratulations to all volunteers; you are the ones who keep the wheels of Scouting moving forward. X



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