

the leader

MAY 1996

VOLUME 26, NO. 9



On Board for Adventure

HUCK FINN • CIRCUS THEME • OLYMPIC GAMES

Dig Day's Coming!

by Garth Johnson



For most of us, May's Scouting calendar includes a seedling pail full of activities related to Scoutrees Dig Day. Dig Day culminates a month of pledging, organizing and public relations events aimed at making this year's efforts the best yet. While a significant fundraiser for most groups, Scoutrees is also a great public example of our concern for the environment and a tangible way to participate in community development. Tree planting improves our quality of life and our neighbourhoods. Many of us are able to return to sites we helped plant years before and proudly stand beside three metre high spruce trees.

The Canadian Scout Brotherhood Fund receives fifteen percent of the monies raised. The Fund helps support projects by Scouts in developing countries. For many years, Scouts Canada has provided grants to Scout Associations so their youth can learn by doing and benefit from projects in their community. This approach has evolved in recent years. In some cases, local councils or groups have taken direct responsibility for supporting specific overseas projects. Others have actually travelled to work on the projects themselves. This summer some Quebec Venturers and Rovers are going to Africa to help build a water supply system in Zimbabwe. If either of these two new approaches spark some interest among your members, contact your local council office for project guidelines and specific details.

New Record

This season we expect to reach the all-time record of 55 million trees planted by a record 165,000 participants! Scoutrees planter kits, *Council Hand-*

books and *PR Guides* have been shipped as well as participant crests. Across Canada, radio and television stations are airing specially created Scoutrees public service announcements in support of local canvassing by members. Everything is in place for another successful Scoutrees season.

Shortages?

Some areas of the country are facing the impact of government cut-backs which have closed many government nurseries. Naturally, this affects the availability of trees. As a result, Peterborough District, ON, is forced to plant fewer trees this spring. They may have to buy seedlings next year! Edmonton Region, Alberta, was forced to cancel Scoutrees; their source of trees dried up completely.

This might seem like the beginning of the end of Scoutrees, but it need not be. This is not the first time Scouting has faced either tree shortages or the threat of needing to pay for seedlings. In the early 1980's, southwestern Ontario districts faced similar problems.

After several face-to-face meetings, local forestry staff agreed to renew their commitment to providing free trees. The meetings served to re-educate forestry personnel about Scoutrees; it also led to long term planting agreements between Scout councils and conservation areas. The issue of charging for trees was clarified and a charge was only levied when trees were planted on private lands, rather than provincial or municipal property. (Typically, when plantings take place on private lands the landowner, not Scouts Canada, pays the planting bill.)

Another tact to ensure future tree supplies might consist of involving local mayors, councillors and forestry staff in your planting program. Invite the mayor to plant the first tree of 1996. It may lead to some media coverage, but it will also give the mayor a feeling of involvement in the project. Next time you face difficulties with your tree supply you can call on the mayor to intervene and make a plea on your behalf.

Finally, don't feel less successful if you plant fewer trees this year over last. Scouting has planted 55 million trees since 1972; a large percentage are still alive today, providing oxygen and preventing soil erosion. While we should proudly announce our record, the quality of our tree planting efforts counts too. We may plant fewer trees in the future but with a renewed focus on care and maintenance, an increased survival rate for Scoutrees will help us remain a key player in the effort to reforest Canada.

Keep digging. ^

Executive Editor
Garth Johnson

Editor
Allen Macartney

Art Director
Richard Petsche

Advertising
Laureen Duquette

Circulation
Pam Phaneuf



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John Rietveld,
Executive Director,
Communications and Revenue
Development Service, Scouts Canada

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the leader

The Canadian Leader Magazine

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Ready for Rafting?

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Huck Finn Raft Race



“All Aboard for Adventure!”

by Rob Jardine

Photo: Myles Vanni

For the past 15 years Victoria Country District, ON, has hosted a very popular Huck Finn Raft Race weekend camp for Scouts. Last year 23 rafts from all over the province took part. This year we expect over 30 rafts.

Scouts may enter two types of rafts: a Huck Finn type vessel or a ‘sleek’ Formula One craft. Barrels, inner tubes or other floating material may provide buoyancy.

Huck Finn rafts must be constructed from cedar rails lashed together with rope, and propelled by poles, paddles, wind or water. Formula One entrants may be assembled from any material and driven by water wheels or other Scout-built mechanical means. Some troops bring their completed rafts to the camp while others build theirs on-site.

The weekend involves a number of adventures and experiences all tied into the year’s program. These include:

- gold race
- floating tug of war
- sprint race
- competition of twos
- Huck and Jim’s floating campfire
- best crow’s nest
- Huck’s final adventure (an obstacle course).

Each of these activities emphasize some aspect of the Scouting program, whether it involves compass and map work, knot tying or campcraft.

Gold Race

The gold race is the feature event of our camp. Competing against a clock, each crew must manoeuvre its raft carefully around a large circular island stopping at important sites to look for clues and demonstrate a Scouting skill. This could involve anything from answering a first aid question, tying a specific knot (one of ten previously identified to all teams), demonstrating how to take back bearings, starting a fire with wet kindling or making a small rope bridge. Teams exhibiting the best teamwork earn extra points.

Floating Tug of War

The floating tug of war is always a favourite, especially on a hot day. With one person on each raft holding onto a four metre rope, the rest of the crew must paddle madly trying to drag the other team past a floating marker. A dropped rope usually brings defeat.

Sprint Race

The sprint race involves a competition between all rafts in a specific category (e.g. Formula One or Huck Finn). All teams line up in the water and, on a signal, race around the island. The first across the finish line wins. A great event to pump up both adrenaline and team spirit!

Competition of Twos

This activity tests participants on individual Scouting skills. Teamed up in pairs (make sure these are as equal as possible) the youth will compete in fun, time-limited, skill-testing challenges. Pick the most appropriate activities from those in the *Scout Handbook*. The purpose of this event is to recognize both individuals and teams for their grasp of Scouting skills.

Huck and Jim’s Floating Campfire

No weekend event would be complete without a campfire. This one involves a large floating fire supported on a small raft. Give the team winning the gold race the honour of building it. After dark, Scouts gather along the beach for skits, songs, stories and hot chocolate.

Best Crow’s Nest

Each raft must have a crow’s nest tower. (After all, Huck and Jim needed to know when river pirates were approaching.) Crews have to paddle their raft along a measured course with a leader safely and freely supported in the crow’s nest. Judges will base their point score on originality of design and safety. Each crow’s nest must be at least 2.2 m above the raft. The height is measured from the raft to the lowest part of the crew member’s body.

Above the crow’s nest assembly, there must be a pole for flying a pennant provided by each troop or event organizers. This must be at least 2.5 m above the raft.

Huck's Final Adventure

This event consists of an obstacle course where youth have to work as a team to decipher the meaning of a number of messages they find along a trail. Before they can reach a final goal the team must demonstrate their knowledge and abilities to live in the wilderness like Huck Finn.

Trophy Winners

Judges award prizes for the best Huck Finn and Formula One designs. Safety and basic pioneering skills figure high on the rating scale. Each of the races, tug of war, and troop competitions also attract awards. The winners or crews are those who accumulate the most points. You might even award prizes for the best Huck Finn costume.

"If I was Huck..."

What other wilderness skills did Huck Finn need when he and Jim rode down the Mississippi River on their raft in search of adventure? Certainly they needed to know something about fishing, wilderness fire-building, first aid, outdoor shelters, weather watching and wildlife tracking. These could form part of your weekend program. (See pages 16-17 and page 31 for more excellent ideas.) Present-day river adventurers should know some-

thing about sun protection, hypothermia, water rescues and setting out trail markers. You could include knot-tying competitions, nighttime orienteering, even discussions on outdoor nutrition and Native food drying methods.

In addition to these ideas, you could ask each crew coming to bring along one "off-the-ground" game or activity for everyone to enjoy. Set up cargo nets and rope swings over the water for more fun.

On Sunday morning after a Scouts' Own, we present awards and finish the weekend with an outdoor barbecue.

Are you looking to end your Scouting year on a note of high adventure? A Huck Finn Raft Race will ignite youthful imaginations and build anticipation for the fall. Don't forget to include older Cubs and Venturers in your rafting weekend. Linking doesn't get easier than this! ^

— Rob Jardine is Chair of the 1996 Huck Finn Raft Race, Victoria District, Ontario.

Program Links

Scouts: Adventuring Challenge Badge, Scoutcraft Badge, Paddling Badge, Exploring Badge, Campcraft Badge



Photo: Paul Ritchie

◀ *Huck Finn didn't have easy-light matches to start his fire. He used muscle power and friction.*



Photo: Paul Ritchie

What "off-the-ground" ► activities can your Scouts or Venturers dream up?

REGISTRATION DETAILS



The 15th Annual Huck Finn Raft Race will be held on June 7, 8, 9, 1996 in the village of Bobcaygeon, ON, at Riverview Park. Any Canadian Scout or troop leader may register for \$8.

Call Rob Jardine at 705-878-1067 for details. Registration deadline — NOW!

SAFETY FIRST

An event like this demands standard rules to ensure safety and fair play. Consider these.

- Everyone must wear a P.F.D.
- All rafts must carry a lifeline (minimum length: 8 m) with a floater at the end. Rafts should have a strong rope railing.
- Raft floatation may be from barrels, tires or other buoyant material.
- Power for rafts may be provided by muscle, wind or water.
- Minimum raft size is 2.5 m; maximum is 3.2 m.
- All boat and propulsion parts must be made by Scouts, including paddles and sails.
- Qualified lifeguards must be present throughout the event, as well as at least one rescue boat.
- Rafts must have a mast at least 2.5 m high for flying a highly visible pennant.
- One adult must accompany each raft.
- Rafts must float with the entire crew aboard.



"Let the Olympic

by Deborah Bumgardner, Georgina Etheridge, Dale Rundle and Barry Svederus.

Is anticipation running high in your group for the upcoming Olympic Games? Scouters from Alberta, Quebec and Newfoundland sent in their winning ideas for a great Olympic theme program.

Use these to plan a high-energy evening event, a sports day or a mid-summer Olympic games weekend. Most activities are easily adapted to any season or age group. They would even make a terrific Winter Scouting Carnival.

Olympic Cub Camp

Cubs and Scouts from the 44th McLeod in Edmonton, AB, gathered at Ernest Poole Camp for a weekend of adventure and energy-burning fun. After arriving on Friday night and setting up camp, a torch-light parade fired everyone's anticipation for the next day. (Younger members walked with light sticks.)

Next morning the day began with an Olympic-sized breakfast — quickly dubbed the "breakfast of champions." Cubs and Scouts then broke off into their previously-determined groups. (Leaders made sure each team had an

equal number of athletic youth. This is important!) Each team member received a colour-coded headband.

Robin Hood Archery

Archery was the first popular event. After many practice shots, officials identified the gold, silver and bronze winning team by the number of balloons burst. Care was taken to ensure that all members had equal time to shoot.

Olympic Hockey

Teams played against each other in two, ten minute periods following a round robin schedule. Everyone wore helmets, gloves and shin protectors. Before play began, referees carefully reviewed the rules with all players, and rigidly reinforced them to avoid disasters. At the end of the event, officials

presented medals to the top three team captains in a formal ceremony.

Iron Man Challenge

This race consisted of five separate events: a 200 metre dash, sand dune scaling, a log tug-of-war, a javelin throw and a three-legged race. The challenge began with a 200 metre dash down a forest trail to the first obstacle: a huge sand dune with a very steep hill. Participants had to work together to scale the dune. Several ropes ran down the side to allow smaller kids to negotiate the hill with greater ease. At the top, the teams met their next challenge: a log with a long rope attached to it. Only by working together could the groups pull the log and rope around a 25 metre course and over a finish line. Next came a javelin throw where eagle-eyed youth threw lawn darts at water balloons. (Others tossed frisbees through giant hoops.) A team-oriented, three-legged race ended the competition.

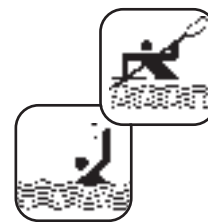
Before starting the Iron Man Challenge each team was told the location of the activities, then given ten minutes to plan their strategy. They could complete the Challenge activities in any order, provided they chose an event that didn't have another team on it. As teams finished each activity, a designated member received a flag (the same colour as their headbands). The first teams back with all five flags won.

At the end of this exciting day a relaxing swim in a nearby lake was appreciated by all the Olympic heroes.



Photos: Paul Ritchie

Games Begin!"



Newfoundland Mini-Olympics

Beavers from the 1st Holy Redeemer Colony, Corner Brook, NF, decided to ask local Brownies to join them for an exciting evening of inside sports events. The night gave them a greater chance to experience co-ed cooperation. Adapting all activities from winter Olympic competitions, leaders made stations for the biathlon, ski jumping, snowshoeing, slalom and luge events.

To organize the children, leaders placed a number above each station, then the Beavers were divided into five equal groups and set off for their station. A blown whistle signalled time to change to the next station.

You could begin your Olympic Games by briefly explaining each real-

life event, and the skill and determination needed to achieve Olympic goals.

Biathlon Relay

The children divided into two co-ed teams. On the word "Go!" one child from each team ran to the tossing line, picked up a bean bag and threw it at a construction paper target suspended by a string from the ceiling. Then the child ran back, tagged the next player and sat down at the end of the line.

Ski Jumping

This activity began with a short period of group exercises where the leader explained the importance of stretching muscles and preparing for strenuous activities. Once ready, each child had the chance to run, leap high into the air and land on a thick gymnastics mat. Don't bother marking each landing spot; that might make less coordinated children feel embarrassed.

Downhill Slalom

Skiing is a popular event with all ages. In the downhill slalom, two teams jumped along a staggered line of hoops with knees locked together. At the end of the hoops they had to turn around and hop back to the next person on their team.

Snowshoe Race Relay

Form your kids into teams. Holding onto a half sheet of construction paper with their hands, the lead players must race (shuffle) down to the end of the room and back, then pass their snowshoe (paper) on to the next person.

Luge (Racing Sled)

Divide your group into pairs. On the word "Go!" each pair must wheelbarrow up to a pylon, around it and back to the starting line. Here they switch places and repeat the process again.

Before going home each child received a participation ribbon. Then together, all the children yelled out a hearty "Well done!"

Whether indoors or outdoors, make sure Beaver Olympic Games emphasize fun, not winning.



Include water sports in your Olympic Games.



SAFETY FIRST

A high-energy event on a blistering hot July afternoon could be quite dangerous for youth. Involve parents from the start.

- Encourage everyone to drink adequate fluids so they avoid dehydration.
- Follow an active, competitive game with a slow-paced relaxing event.
- Enlist extra volunteers.
- Set up large tents for shade. Use them for crafts and quiet activities.
- Make sure everyone wears a hat and sunscreen, even on a partly cloudy day.
- Have several trained first aiders present in case of problems.

Parade of Nations

The Thumper Colony in Hudson, PQ, decided to enter into the Olympic spirit by enjoying some mid-winter games from the comfort of their meeting hall. To prepare for the evening, they made flags from coloured construction paper, glue and markers. This helped everyone understand the international nature of the games and learn about the world community. (A leader could set up a large world map on a wall and point out the participating countries to Beavers and Cubs.)

The following week the room was decorated with flowing streamers. The games opened with a colourful parade of nations. Each child took part by lining up and walking around the meeting room waving flags and cheering, while special guests (parents, siblings and the local ADC) waved back.

Off and Running

After everyone sang "Oh Canada", the ADC officially opened the games. An indoor bobsled race burned off some excess energy. To play, all you need are some heavy sheets or pieces of old tarpaulin. Place a Beaver or Cub on the sheet and get 3-4 youth from the group to race down to the end of the room and back dragging their friend behind them. Switch children until everyone has had a ride.

Your Best Shot

The biathlon event came next. Beavers split into lodges; each lodge

GOOD ADVICE

- The Beaver program is non-competitive. Make sure teams are so equally balanced that no clear winner emerges and that games stress *enjoying* the play rather than *winning*.
- Don't push a child too hard. The object is to have fun.
- Plan relaxing cool-off games in a lake after a hot running event.

received two half sheets of newspaper and a bean bag. A target was set up at the other end of the hall. Taking turns (relay fashion) Beavers 'skied' down the hall on the newspaper, stopped at a marked spot, tossed the bean bag at the target, then returned skiing to their lodge where they passed the skis on to the next waiting youth.

Alpine Obstacles

To simulate various alpine events, a leader made a huge obstacle course with tables, chairs, sheets, pylons and cans. Yours could include tricycles, ropes, stilts, even weaving tunnels.

What Olympic Game ceremony would be complete without medals? Ending the non-competitive evening, each child received a gold medal and official hand shake. After a short snack, everyone headed home with beaming faces, colourful flags and great memories.

More Winning Ideas

Use the weeks leading up to your Olympic Games to involve your Beavers, Cubs and Scouts in the program

planning. What activities would they enjoy most? What badge and star work can you tie into the program? This might be a great time to review first aid and emergency procedures, ultraviolet sunlight threats and tips on how to avoid foot blisters.

What unusual sports can you include? Scouts might enjoy an exposure to lacrosse, water skiing, sailing or fencing. Ask around. A parent might be willing to teach kayaking, horseback riding or diving.

Light meals and frequent snacks will help keep enthusiasm levels soaring.

Organize a Scouts' Own discussion where you talk about popular success myths such as, "Winning is everything," "You can have it all," and "If you've got it, flaunt it." Awareness of these false myths can help build a healthier self-image. Ask your Cubs and Scouts questions like, "Where do you hear/see these sayings?" (television, radio, newspapers) "Are they really true?" "What would the world be like if everyone lived believing them?" Real pleasure and satisfaction come from grateful thoughts, generous deeds and doing good turns for others.

If you're looking for a great way to keep the Scouting spirit alive all summer, plan an Olympic Day event. Not only will it rekindle the excitement left over from spring programs, but your Beavers, Cubs and Scouts will have an easy opportunity to invite their friends to join in the fun. ^

— *Georgina Etheridge works with the 1st Holy Redeemer Beaver Colony, Corner Brook, NF. Deborah Bumgardner's Thumper Colony comes from Hudson, PQ. Dale Rundle and Barry Svederus work with the 44th McLeod Cub Pack, Edmonton, AB.*

How can you tie in boat and water safety to your Olympic program?



Program Links

Cubs: Athlete Badge, Team Player Badge

Accept this Olympic Challenge

by Colin Wallace

The Olympic spirit is spreading all over the world once more as the top competitors on the planet prepare to do battle — in a sporting manner, of course. The spectators will follow well-known Olympic pictograms as they file into stadiums anticipating their favourite events. After many days of pounding adrenaline, they'll find out who is the best in their field.

Then, as suddenly as they came, the Games will disappear again for several more long years as other competitors sweat and train for their chance at glory.

Just because the Olympic Games are going to fade away in importance over the next months doesn't mean we have to discard the now-familiar symbols they represent. (What a waste of such useful pictograms!) In the spirit of recycling, let's see if we can use them in a Scouting context.

How?

Well, the wrestling pictogram could take on a whole new meaning when seen from a Scouting perspective. We could entitle it, "Recruiting new Scouters"!



Other Olympic symbols are equally suited to our purposes. They could lighten up a difficult meeting, underline an important point during training, or add a light-hearted chuckle to your evening program.

Here are some other ideas...



Recycling leftover dumplings at camp



Scouter going into a district meeting



Scouter coming out of a district meeting



Woodbadge trainer emphasizing a point

Run with the Baton

Your Olympic challenge is to write new captions for the following pictograms to explain their application in a Scouting context. Keep captions short.









Look for opportunities to use the pictograms during your fall recruitment campaign. A funny caption below a large Olympic pictogram near your recruiting table might cause more than just one adult to think, "Hey! These people have a good sense of humour. Working with them might be a blast."

Whether you use this activity as a patrol challenge or as a mind-expanding tool during a weekend brainstorming session, don't forget your main goal: FUN for both youth and leaders! ^

— Colin Wallace, a trainer in Greater Toronto Region, ON, has an Olympic-level imagination.



Under the Big Top

by Carol Andrews and Mona Brown

Summer is an excellent time to organize a circus theme party. Two groups told us about their successes. One involved a day-long district Beaveree, while the other formed part of an exciting weekend sleepover.

Beavers from all over the Queen Charlotte Islands District, BC, descended on Naikoon Provincial Park for a colourful day of crafts, games and Scouting fun. Sitka spruce and western hemlock provided a natural shelter for our seemingly endless playground of sand and driftwood. After gathering on the beach, Beavers divided into six circus groups: lion tamers, daredevils, clowns, acrobats, trapeze artists and magicians. Leaders (ringmasters) led the groups to picnic tables where each child made a large circus logo name tag.

Make yours by printing a circus graphic onto a half sheet of paper — one per child. Then get the child to glue a piece of construction paper (colour-coded for each group) to the circus graphic paper. Next, glue this to cardboard. Beavers can print their names in large block letters below the graphic. Adult helpers punched two holes in the cardboard's top and one on each side, and threaded thick yarn through so the Beavers could wear

Your circus theme might include bean or frisbee tosses. It might even include an elephant bingo where you use candies for bingo chips.

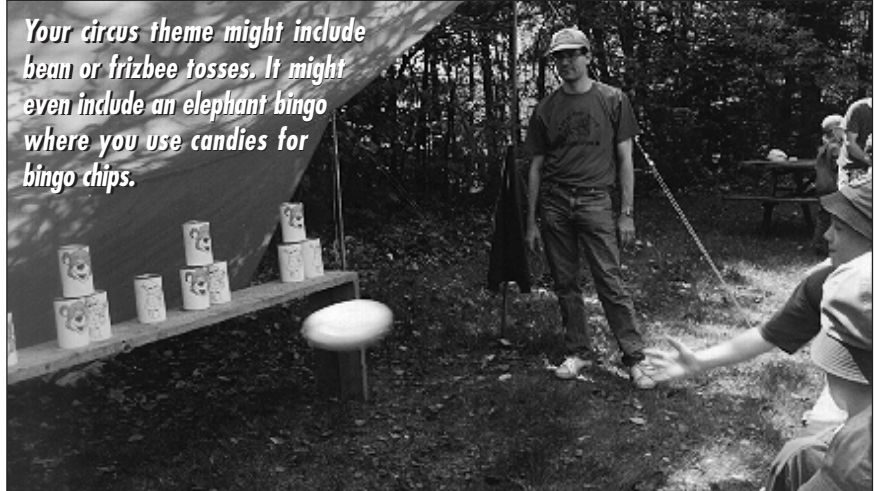


Photo: Jim Gorr

their giant name tags like an athlete's number. These made identification easy and helped keep children in their proper groups.

With excitement building, a circus parade with bouncing clowns launched our outdoor program. On a rotational basis in their circus groups, Beavers took part in various stations including a hula hoop ring toss, giant beach ball moving games (no hand touching allowed!), a giant thumper game and a centipede "ski" walking event.

One popular activity involved a Big Top Nature Treasure Hunt. Each child received a crayon and a sheet with a circus tent drawing. The tent was divided into named sections (e.g. a red wildflower, a nest, white pebbles) to colour. With everyone alert, we set off in groups looking for the natural

objects listed on the tent. Not only did this activity give excited Beavers time to calm down, but it opened their eyes to the beauty around us.

At lunch everyone ate in their circus groups. Each Beaver brought along a small backpack to hold extra clothes and their own garbage or litter — another way to raise their environmental consciousness.

Bubblemania!

At one station we made mammoth bubbles. To make your own, remember to use lots of liquid detergent, some glycerin and not too much water. Mix your bubble solution in plastic dish pans. Let your Beavers make their own large bubble wands from two drinking straws with 90 cm of string threaded through. Knot the string and pull the knot back into a straw. (See diagram) Dip the wand into the solution, then swish it through the air to form great, long bubble cylinders. These floated above our heads, soared over the tops of the trees and disappeared. A very popular activity!

Bubble Wand



After a full day of fun we gathered in a field for a campfire, songs and skits.

Face painting is an ever-popular activity. With a little artistic creativity and water-soluble paints any child can be transformed into a tiger for the day.

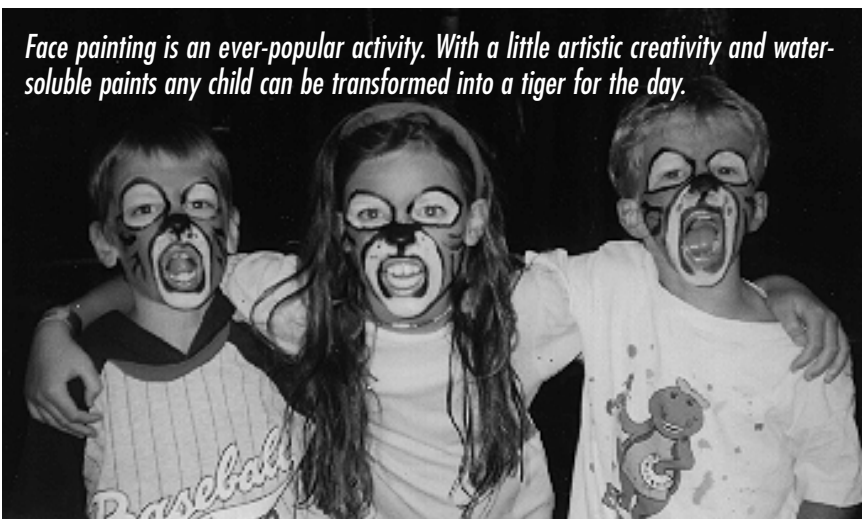


Photo: Allen Macartney

CIRCUS SLEEPOVER

To kick off our Scouting year the 1st Kincardine Colony, Ontario, organized a circus sleepover party.

On Friday night, the Beavers arrived to a meeting hall decorated with balloons, streamers and circus posters. Leaders and parent volunteers, dressed as clowns, greeted each child. Sheets hung from the ceiling to give a good "Big Top" tent feeling. Cabbage Patch dolls swung by their arms from hula hoops overhead, while others (held in place by invisible fishing line) appeared as if they were walking across tightropes.

At one end of the room stood several large boxes with an open front covered only with three dark, blue vertical streamers. Behind these 'bars' large stuffed animals peered out. This was our circus animal corner. (Beavers were invited to bring their stuffed animals the week before.)

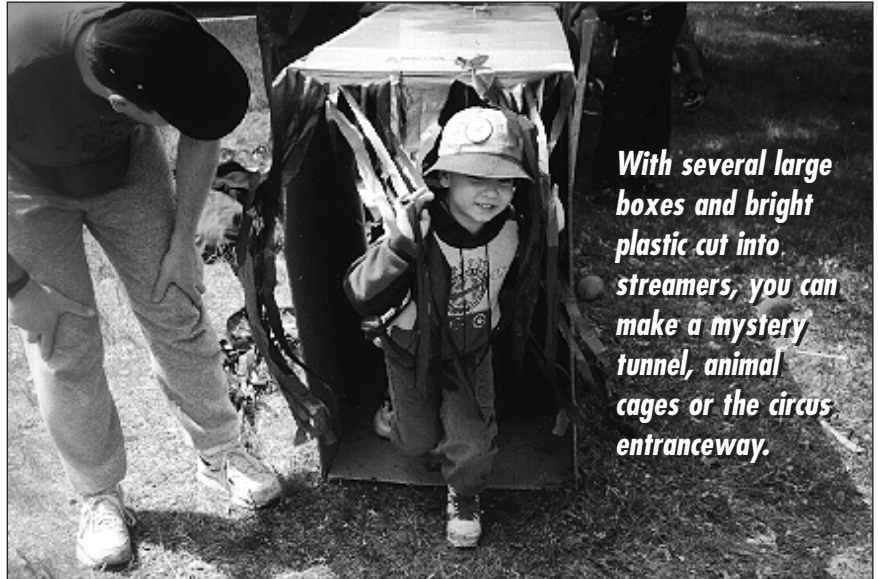
After several games and a craft we watched "Dumbo", the Disney circus movie. Our snack included chips, animal crackers, pink popcorn and fruit juice in circus paper cups. Before bedtime we read several short books with an animal or circus theme.

Circus Fare

Food is an important ingredient adding to the success of any Scouting event — especially with Beavers. So, as well as cereal and toast, Saturday morning breakfast included clown pancakes. Starting with regular pancakes, leaders prepared bowls of whipped cream and fruit slices so children could create their own funny faces. Pieces of banana became mouths, strawberries formed noses, Smarties were freckles and whipped cream became hair.

For lunch we had personal pizzas (English muffins) with a happy face made with meat slices, tomato, cheese and veggies. For desert Beavers made clown faces from a single scoop of ice cream, a cone hat, chocolate chips and coloured sprinkles.

If you make a cake, try letting the children decorate their own rectangular pieces with icing and candy. Our Beavers put their cake pieces together (briefly!) to make a circus train.



With several large boxes and bright plastic cut into streamers, you can make a mystery tunnel, animal cages or the circus entranceway.

Photo: Jim Gouf

The cake formed the railroad car, while an animal (cracker) sat in the middle of the cake behind cage bars (licorice strips). Life Savers became the train's wheels.

Beaver Dress-up

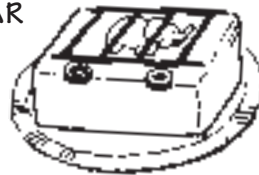
Each child made a clown bow tie from wall paper and pipe cleaners. Cut a piece of paper (18 cm x 30 cm) folding it repeatedly (as you would when making a fan) with 1 cm folds along the long side. Wrap a piece of tape around the centre and attach a pipe cleaner bent into a "C" shape.

Clowns need funny shoes. Make yours from shoe (or Kleenex) boxes wrapped in tissue paper, decorated with stars and laced with wool. Cut off the top of the box and slit the side pieces

of one end — the shoe's front. Stick gummed paper reinforcements along the top of each box side to make shoe lace eyes and punch out the holes. (See diagram) Thread a 120 cm piece of ribbon or yarn through the lace eyes on the box and tighten them to hold down the sides. Attach a circular ribbon bow to the front of each shoe.

Circus performers, clowns and personalities all need brightly coloured vests. We made ours by turning grocery bags inside out, then cutting holes for two arms and a neck. A slit up the front of the bag connecting to the neck hole made putting it on easy. Beavers decorated their vests with cotton balls, tissue paper and lively circus scenes. Streamers glued on the sides made even running exciting.

CIRCUS RAILROAD CAR



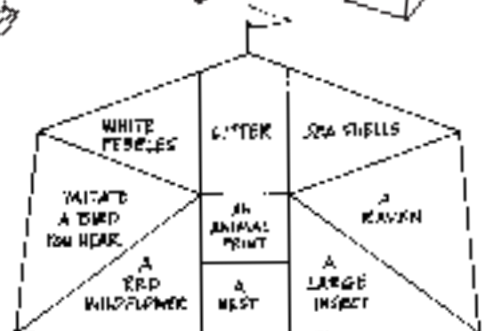
CLOWN BOW TIE



CLOWN CONE



CLOWN FUNNY SHOES



BIG TOP NATURE TREASURE HUNT

Circus Games

As well as these games, plan several steam-off activities that require running, jumping and rolling.

Stepping Stones: This game helps improve balance and spatial awareness. To play you need two bean bags per team (three bags for younger children). Beavers sit in relay formation facing the opposite end of the hall. The challenge involves reaching the far wall and returning while only stepping on the stones (bean bags). Cut out 8-10 small alligator shapes from green construction paper and glue these along the stepping stone route for extra fun.

On, "Go!" the first child in each team places a bean bag 15 cm in front of her and steps onto it. Balancing here, Beavers must place the next bag in front and step on it. Repeat this until they reach the far wall, then turn around and return to their teammates, once more using the stepping stones.

Where's the Peanut?: Stick identical pictures of a circus lion or tiger on three

large cone-shaped cups. Paint the pictures with bright colours. Line the cups up in a row and let your Beavers watch as you place a peanut under one. Shift the cups around slowly, then ask the Beavers to point to the cup with the peanut. When they get practised, shift the cups around quickly.

Ball Toss: Glue a circus picture to six identical tissue boxes. Stack them in a pyramid on a low table and let your Beavers see how many they can knock over with a ball.

Circus Song

Clown around with the lyrics to this song to fit your own theme night. Involve your Beavers by making noise makers, shakers, and comb/waxed paper kazoos. (Tune: "Waltzing Matilda")

Once a very happy clown
Walked along the river bank,
Watching the beavers as
they swam along.
And he laughed and waved to them
Calling from the river bank,
"Let's play together this afternoon."

Chorus:

"Let's build a dam! Let's build a dam!
Let's build a dam," the beavers
called back.

So he came and he worked
And he played along the river bank
Building a dam with his beaver friends.

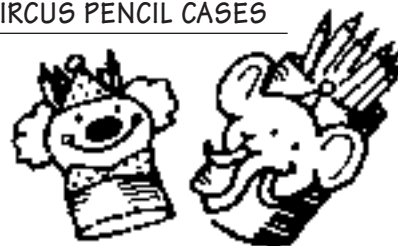
All the beavers joined him
Working on the river bank
Chewing and cutting,
As happy as could be.
And they sang as they worked
And they played along the river bank
Building a dam in the afternoon.

Chorus

More Ideas

If you're looking for more ideas, you could play, "What time is it mister clown?" ("What time is it mister wolf?") Make a clown or elephant pencil case using frozen concentrated juice cans, markers, construction paper and glue. (Cut the elephant's head and trunk from the paper and glue it on.) Make napkin holders with carnival faces painted on toilet paper rolls cut into thirds. Create a monkey treat bag from paper grocery bags. Beavers can decorate these with stickers and artwork, then use it to bring home their crafts.

CIRCUS PENCIL CASES



"Right this Way!"

After carefully preparing our costumes and painting our faces in happy colours we paraded down the streets of Kincardine on Saturday afternoon. The town loved it. People waved and tooted their horns. What a great way to advertise Scouting fun in the community.

When our Beavers left for home each took a treat bag full of circus erasers, gum, candy, chips, balloons, crayons, colouring sheets and safety booklets.

It'll be hard to beat the enthusiastic merriment and fun of our Big Top sleepover, but already we're working on a new surprise to jumpstart our fall program. ^

— Mona Brown is a Beaver leader with the 1st Kincardine Colony, ON. Carol Andrews works in the Queen Charlotte Islands District, BC.

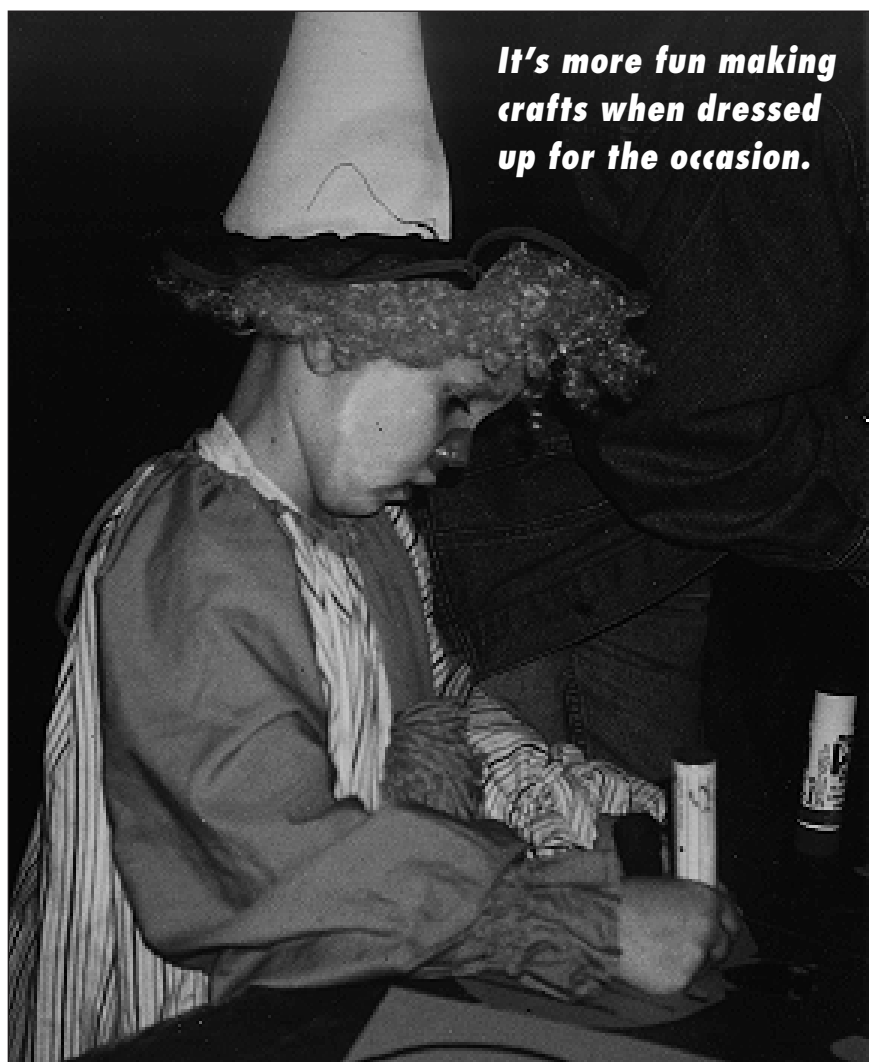


Photo: Judy Harcus

"Don't Let Summer Stop You!"

by Rose Bateman

Have you ever considered running a full, year-round Scouting program?

Our pack hadn't until a few years ago. Since then we've enjoyed three fantastic summers.

It started during a meeting to plan our last couple months of program activities. "There's no way we can do all this before the end of June!" someone said. But many of the ideas came from the Cubs themselves. Finally we decided that the only way to please the youth was to run a slower-paced summer program involving at least six meetings — one every two weeks, starting at the end of June.

But how many children and leaders would want, or be able, to attend the summer meetings? We wondered. After some discussion everyone decided that with the help of parents, the plan was fully workable.

Fleshing Out the Plan

Finding program activities proved an easy task. One idea everyone in the pack wanted to experience was a trip to Winnipeg. The reality of living in a rural community three hours from a major city meant that some Cubs had never spent time browsing through a large city. Winnipeg offered many historical and environmental sites to explore. One down, five to go.

Until this time the pack had only camped once a year — usually over a weekend. "Let's try a longer camp spanning at least five nights," someone piped up. The Cubs added their enthusiastic approval. After checking calendars, everyone agreed that the first available date was the week before school started. The Cubs were quick to sign up for this activity. This left only four meetings to plan.

One Cub's parents had repeatedly offered to host a Scouting party around their family swimming pool. Another winning idea! That left us with three programs.

When local Scout leaders found out we were looking for summer outdoor ideas they offered the use of their



Photo: Mark McDermid

"Who says Scouting fun has to end for the summer?"

canoes. Because all our Cub leaders had canoeing experience, and again youthful enthusiasm ran high, we were left with only two meetings to plan.

A leader offered to take the pack on a hayride at his farm for another meeting; we decided to finish the evening off with a campfire and wiener roast.

One 'bouncy' Cub had a large trampoline at his home. After a quick phone call to his parents asking permission to have a group meeting in their backyard, we had yet another fun activity planned. With a tasty snack, it would be a great night. Six meetings!

Great Expectations

The summer turned out to be a terrific experience for both youth and leaders. The overnight trip to Winnipeg started on a Friday afternoon and continued until our return the next night. (Your group could either camp or arrange to stay with a city Cub pack: a linking opportunity.) We visited the Museum of Man and Nature, the historic Forks, and explored the Oak Hammock Marsh (a wildlife sanctuary) where we hiked and dipped nets into the marsh to take a close-up look at nature.

Our hay ride started out well, but soon a heavy drizzle soaked almost everything. Far from a bust, the Cubs loved huddling under a tarp in the rain, talking and singing. To them, it represented high adventure.

During our next meeting we spent a long time teaching canoeing strokes and boat safety. Just when we headed off on a short exploration trip to hone our newly-learned techniques, the sky darkened and rain poured down. Crowded under a bridge, for the next hour we told stories, listened as cars rattled overhead and watched a spectacular lightning display on the horizon. The Cubs still remember this evening with fond memories.

"Camp Summers End" included hiking, water activities, games, crafts and orienteering. As well as making tie-dyed T-shirts, Cubs improved their cooking skills by making foil suppers, bannock and cakes in oranges. The relaxing pace left plenty of time for everyone to talk and enjoy new friendships.

"It surprises me we didn't try this before," a leader said afterwards. Three years later, it's a regular event in our group.

A summer Scouting program allows time to really get to know each Cub individually. It also knits the pack together, gives opportunities to introduce new kids into the pack and builds excitement for the fall. You can't lose. λ

— Rose Bateman is a Cub leader in the 1st Killarney Pack, MB.

Cooperation And Competition: *The Great Debate*

by Michael Lee Zwiers

Should Scouting emphasize working together or should we stress competing with each other?

For many years this question has sparked an ongoing debate. The discussion should surprise no one; it merely reflects a similar debate playing out in our society. In fact, we need both.

We've confused this cooperation vs. competition issue with winning and losing. As Canadians we've been raised to think that there are only two types of people: winners and losers. You're either one or the other. The problem with this viewpoint is that there are always more losers than winners. Even if you do win in your local competition, there's always someone out there who's better than you; again we're faced with a lot of losers — a whole world full of them.

But wait, there's more. Once you've reached the pinnacle of success, the much-cherished title, "*BEST IN THE WORLD*," somebody is right behind, ready to unseat you. That's the problem, not cooperation or competition.

Under the Microscope

Competition is good for us. It makes us strive to improve ourselves and to reach greater heights of achievement. We can compete alone or as part of a team. By ourselves, we can set goals and constantly realize new "personal bests." Once we're confident, we can broaden our view and compete with others, challenging ourselves to do even better.

Cooperation is also good for us. It emphasizes *learning* from each other

and *relying* on each other. It allows us, and teaches us, to interact socially. As part of a team competing with other groups, even an outsider is readily accepted; other members know that competitive victory demands a certain comradeship. Everyone has an important role and everyone is needed. Support and encouragement flow naturally from this. As well, an agreed goal creates team spirit and singular vision.

So what's the problem?



Single competitive action is great for burning off excess energy. Let's direct it towards personal development areas we want to emphasize.

Photo: Mary Grant

Perhaps we're asking the wrong question. We shouldn't ask, "Do we compete or cooperate?" Instead, we should spend energy answering, "How can we find ways to *compete cooperatively*?"

Let's stop the philosophical debating and start working together creatively to find ways for Scouting youth to benefit significantly.

Competing Cooperatively

Scouting has an excellent framework that allows teams of young people to achieve the best they can. We need to continue to offer opportunities for cooperation and competition between individuals and teams. We need to celebrate success and excellence. Not every Scout is going to earn the Chief

Scout Award, but every youth should have the opportunity to reach his or her potential. Not every team is going to win during a competitive camp, but let's make sure every member has the chance to experience growth, both as an individual and as part of a team.

Scouting youth should never fear put-downs or other ridicule just because they make mistakes or come in second, third or even last place. The first time they accomplish something — anything

— together is a victory. Whether the team wins recognition as "the best" or not, the individuals have still experienced something of incredible value as they mature into adulthood. Learning to work as a team is never easy. Scouting should be a safe place for young people to both win and fail. If Scouting leaders are too concerned about "winning" temporary victories, our youth might develop a skewed understanding of life. They might lose perspective of its truly important issues and meanings.

So, let's continue challenging our youth members to be the best they can; let's help them to celebrate their growth. In Scouting, there should be no identifiable "losers." Everybody can play the game and everyone can win.

Group Applications

Try these ideas in the months ahead as you grapple with these competition/cooperation issues.

1. *Don't keep score.* Does this sound radical? Try it when you play team games: perhaps not every time, but certainly on a frequent basis. If members demand that you keep score, faithfully keep track on a piece of paper, then, no matter what the outcome, announce to everyone, "After great deliberation and carefully adding up points, I declare a tie!"

Photo: Wayne Barrett



Seek to show Beavers that as long as they enjoy the activity, they're 'winning.'



Photo: Paul Ritchie

Winning involves more than just getting the highest score.

Some may protest, but everyone will soon get the message. What message? Simply: If you play the game and enjoy yourself, everyone is a winner.

2. *Celebrate achievement.* When you hold competitions between sixes or patrols and determine a winner, be sure to point out any improvements, gains or successes that others have experienced. Celebrate the achievement of the prize winners, but help them to accept their win gracefully and modestly. As others listen, they too will learn valuable lessons.
3. *Emphasize personal growth.* Give members a chance to set personal

goals for improvements (e.g. skills, badges, activities), and help them to recognize and celebrate their achievements. When you hand out a badge, ask the youth member to briefly tell the others something that he or she did to earn it. The Cub, Scout or Venturer will not only feel good about sharing, but this may give other members ideas.

4. *Be thankful.* During meetings and camps, take time to thank God for the growth and successes that you and your members are able to share. This simple quiet time of thankfulness will remind everyone that there's more to life than just winning and losing. Brainstorm

over different ways to make this time more meaningful. Identify what you want to accomplish and the many routes to the destination.

Life *does* involve competing, but the most successful players are those individuals who know how to work well together (cooperate) with their families and friends. They are people who might never score the winning goal, but by consistently "doing their best" they outpace the more showy superstars by many kilometres. ^

— Michael Lee Zwiars is a teacher and Scouting trainer living in Richmond, BC.

SPIRITUAL SPORTING LESSONS

After Thomas Edison's 1,000th failure to invent the light bulb he turned to a helper and said, "Now we're getting somewhere!"

"What do you mean?" the person answered puzzled.

"It's obvious," said Edison. Now that we know 1,000 ways that don't work, we don't have to waste our time on them."

'Losing' offers many invaluable opportunities to learn. Any youth who tries something new is a winner regardless of his or her 'placement' in relation to others. "Do your best" means exactly that. We are all different. A personal best effort has greater value than a half-hearted effort that still 'wins.'

"Let's Talk"

Ask sixes and patrols to discuss the meaning of "winning". Can they ever be too competitive? What is more important than getting first, second or third prize?

Emerson once defined success this way: "How do you measure success? To laugh often and much; to win the respect of intelligent people and the affection of children; to earn the appreciation of honest critics and to endure the betrayal of false friends; to appreciate beauty; to find the best in others; to leave the world a bit better; to know that even one life has breathed easier because you have lived. This is success." Find out what your Scouting youth think of this definition.

Rather than handing out awards for just the individuals or teams who lead the pack over the finish line, have special awards for other commendable achievements. These might include:

- most friendly team member
- most thoughtful player
- most improved player
- player with the quickest smile
- most helpful player

What other awards can your leadership team think up? Everyone doesn't have to win an award, but make sure that you encourage each member with a kind word.

We're in the business of building young people into responsible, healthy, happy adults. Let's start affirming all people who really try to do their best.

Stoves and Fuels: Making Informed Choices

by Paul Whitfield and Wayne Jardine

Stoves and fuel. How many of us really pay attention to them? Usually tent, sleeping bag and backpack concerns crowd into the forefront of our thoughts as warm weather approaches.

Those who do carefully weigh the pros and cons of each stove style sometimes forget about the fuel. Yet the two are closely linked. Every group should own a variety of stoves using different fuels so Scouting youth can learn about the benefits of each stove/fuel combination and their environmental impact.

Buying a stove involves more than just a stylistic decision. Often the type of fuel you'll burn has more bearing on your buying decision than the stove style, because style is influenced by fuel. Also the type of camping you anticipate is important. You won't want a butane stove if you're planning a two-month wilderness backpacking adventure. The amount of fuel you'll have to carry would weigh hundreds of kilograms.

Before buying a stove think about:

- ease of use
- efficiency
- safety
- fuel consumption and availability, and
- environmental consequences of the fuel.

A stove contains and controls the supply of fuel it feeds to a fire. How it accomplishes this affects its efficiency, safety and fuel consumption. Different stoves use distinct features to regulate fuel supply and burning.

Environmental Considerations

Consider the environmental impact of the fuel — its supply, containment and wastes — during the decision process. Ask yourself: Where does the fuel come from? Is it renewable, a by-product, or highly-refined? The answer to these will tell you a lot about the environmental effects.



Photos: Paul Ritchie

“What’s cooking?” Make sure your Cubs or Scouts know how to use more than just one type of stove.

A renewable fuel (such as wood or alcohol) is a good choice in many circumstances when you don't have to carry the fuel. A by-product fuel (such as propane or butane) uses a material which was originally a waste product but became a fuel through refining. Highly refined fuels (such as naphtha and unleaded gasoline) have had all impurities removed.

How long does it take to renew a particular fuel source? Alcohol takes about one year, wood takes twenty-thirty years, while petroleum products take millions of years to renew.

Fuels contain many impurities and sometimes additives. During combustion these impurities combine with oxygen to form other gases that affect the environment and can produce low level ozone, smog, and acid rain. These have significant long term effects on the environment and affect the air, plants and animals, even the soil.

Two factors help reduce impurities during burning (1) the type of fuel (e.g. propane produces less combustion by-products than kerosene), and (2) the condition of the equipment (i.e. a clean, well maintained stove will burn fuel more efficiently).

Fuel Choices

Let's take a close look at some of the most popular camp fuels.

Propane/Butane

Easy to use and clean, propane and butane come in pressurized bottles. Stoves using this fuel are available in many different forms: from a simple bottle-to-burner connection where the fuel bottle is the stove base, to arrangements where the burner sits on the ground and the fuel bottle connects through a hose. Pressurized gas stoves sometimes experience problems in winter weather because cold weather can severely affect gas pressure.

The environmental weakness of this type of fuel/stove centres on the fuel bottle. Backpackers choosing this fuel for their stove will need to carry empty bottles out of the bush with them. The bottles are not refillable so you must carry extra bottles to ensure you have enough fuel for a trip. The larger refillable bottles, used for multiple burner stoves at standing camps, can make this a more environmentally-friendly choice because of the low emissions of propane.

Kerosene

Kerosene is an inexpensive, readily-available refined fuel. It comes in different grades; the common automobile grade burns sooty and contains additives. Look for the better grade sold for heaters. Kerosene stoves can be hard to light, smell terrible and require priming to get them working effectively, but they burn very hot and the amount of heat produced per volume is good. Because kerosene doesn't evaporate readily, spills can be a problem.

Wood

Wood is a renewable fuel, readily available in most locations. Open wood fires cause near-permanent damage to the soils (see "Low Impact Fire-Building," **the Leader**, April 1995). One alternative to an open fire is the Sierra burner (available in some outdoor stores). It's a battery-operated stove which feeds air to a small wood fire. The stove burns only small pieces of wood with good combustion. Its burner is ready to cook in a couple of minutes and the fire is hot — only three or four minutes to boil a pot of water. One disadvantage of the stove is that you'll have to pack out and dispose of your non-rechargeable batteries.

Naphtha

Naphtha (or white gas) along with some of the other alternatives such as unleaded gas, are highly refined, non-renewable petroleum products. Stoves

using these fuels are the most common type found in camping gear. The fuel is liquid, and must be vaporized to burn efficiently. This is accomplished in all stoves by pressurizing with air and preheating the vapour before it reaches the burner. These stoves produce large amounts of heat for small amounts of fuel, however, because of the use of fuel additives, the stoves cause environmental damage from combustion by-products. They work well at winter temperatures and are easy to use, but can be explosive — a safety concern for some.

Alcohol

Ethanol or methanol are renewable, liquid fuels made from grains or waste wood. They burn cleanly and contain no additives.

Producing alcohol creates wastes and adds to rainforest destruction. The flame produced in the combustion is clear, colourless and silent, which causes some concern when determining whether or not a stove is lit. Alcohol stoves burn at much lower temperatures than naphtha stoves. This means you need more fuel (up to twice as much) to produce the same heat. What's the real advantage of alcohol stoves? They have few moving parts and low maintenance. Alcohol fuelled stoves are not explosive; fires can be extinguished with water. This makes it safer for using in confined spaces (e.g. boats).



A simple wood fire is appropriate for many camping needs, both on hot summer days and cold winter nights.

The Best Fuel/Stove Combination

Before you buy a stove ask yourself: How do I plan to use it? The best fuel will often decide your stove type. Always try to choose a fuel with the lowest environmental impact.

Take time with your pack, troop or company to discuss your stove and fuel needs. Not only will it help them understand what combination will best suit their camping requirements, but it will also teach them how to make informed decisions. ^

— *Paul Whitfield and Wayne Jardine are Scouters in Fraser Valley Region, BC.*



STOVE AND FUEL TIPS FOR THE TRAIL

These tips will help make your camping treks more enjoyable.

- Follow instructions for lighting and maintaining your stove. This will prevent accidents and improve reliability.
- Before going camping, test your stove out to make sure it works well. On the trail is no time to find out that your stove doesn't work.
- Filter your fuel, checking for sediment and water.
- Use a non-slipping base for your stove; an old mouse pad works well.
- Keep your stove clean. This will make it run better.
- Wind screens and heat exchangers increase stove efficiency. These make practical craft projects for camp.
- Carry extra fuel; no stove works without it.
- Learn how to maintain your stove. It's usually quicker to stop and fix a stove than it is to try to cook on one which isn't working well.

Plan a Family Camporee

Each year the Carleton Area, ON, enjoys a large spring-summer camporee. Last year our theme, "The Scouting Family", attracted a record 916 campers to a nearby provincial park. In keeping with the family theme, colonies, packs and troops were grouped together in three two-hour activities: the Disaster Zone, Camp Brotherhood and Fun City.

In Disaster Zone everyone participated in an old-time fire brigade, conducted a ground search, used their orienteering skills to reach a 'disaster' area, made stretchers to carry casualties and practised first aid.

At Fort Brotherhood, everyone had to work together to assemble and erect the foundation, walls and drawbridge. Beavers and Cubs helped paint the walls and engineered a smaller version of the fort with large Lego blocks.

Fun City challenged the skills, determination and stamina of everyone.



Photo: Linda Lombardo

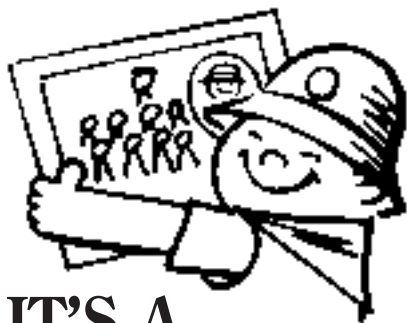
Scouts had to make sure their knots would hold through a long siege when making Fort Brotherhood's drawbridge.

Activities included: placing beanbags on a ladder (from a distance), volleying a ball through the air to hit a target on the other side of a net, building (and sailing) boats, tug-of-wars, and hikes.

Amidst the fun we had time for quiet games, crafts, campfire singing and

roasting marshmallows. A family camporee like this is a great way to link sections together while building the Scouting spirit with the whole family.

— Thanks to Linda Lombardo, Stittsville, Ontario.



IT'S A FRAME-UP!

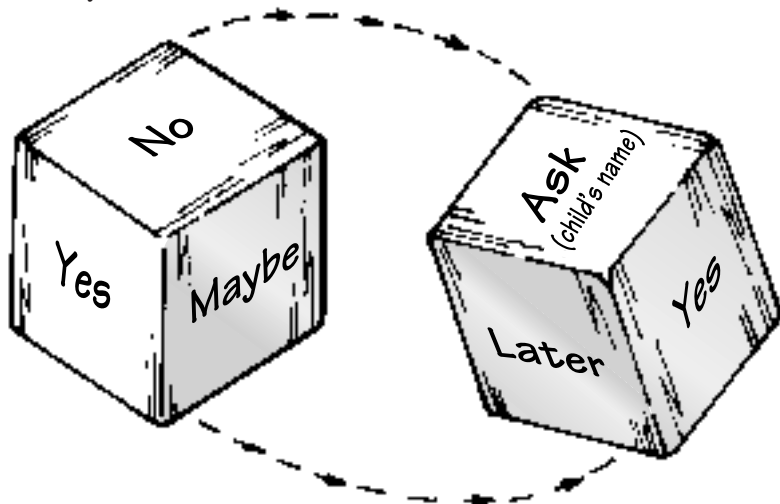
Looking for a good souvenir that will also build anticipation for next fall?

Scouter Loretta Scott of Boissevain, Manitoba, invited a local photographer to take a section picture of her Beavers; he also took individual pictures of each child. After developing, leaders put a 5" x 7" group picture in a frame for each youth with a small individual picture of the child on the side. This proved a big success, but what the kids (and parents) really liked was getting a photo made into a button that they could wear and show off to friends.

FATHER'S DAY DECISION-MAKER

Sometimes being a parent is filled with difficult decisions. This Beaver or Cub craft will make it easier. You will need a small cube of wood (one per child), sandpaper, varnish and brush, and a black permanent marker.

Sand the wooden block. On each side, print one of these decisions: Yes, No, Maybe, Yes, Later, Ask (child's name). Then varnish the block and let dry.



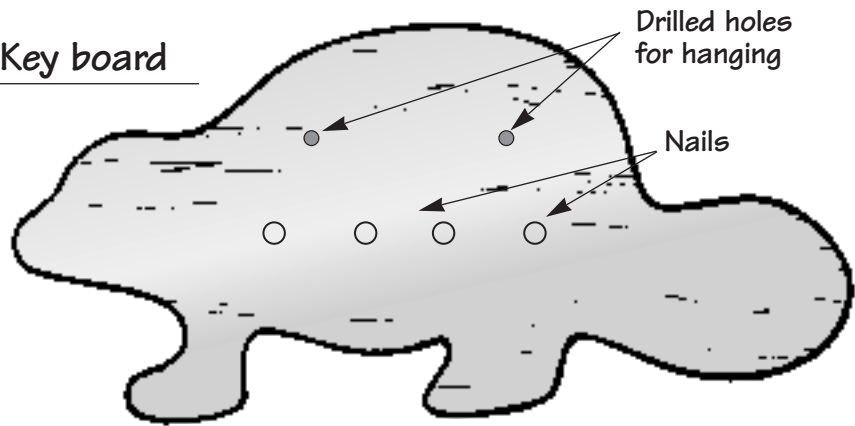
Key Board Gift

Using only scrap wood pieces, Beavers from the 1st Nanaimo Colony, BC, made a key board shaped like a beaver for Mother's Day and Father's Day gifts. (Grandparents would like this too.) Cubs could change the design easily into a Wolf Cub shape. The project took two evenings to complete: the first to sand the board and varnish the wood, and the second to install the nails (or hooks).

Each key board requires a piece of solid wood (2 cm thick), 3 cm finishing nails or small brass threaded hooks, clear gloss varnish, sand paper, and heavy wool or ribbon. You'll also need an electric drill, 3 mm drill bit, pencils and hammers.

Cut the wood into the shape and size you want before the meeting. Pre-drill two holes at the top for hanging the board. Let the Beavers or Cubs sand the wood to smooth the edges and surface. The children should write their

Key board



names on the back of the board in pencil. Next, brush on the varnish.

At the second meeting, hammer in each nail halfway (or screw in each brass hook). Make sure the youth angle their nails *upwards* so keys won't fall off. Finish the key boards by threading the wool through the drilled holes for hanging.

Note: Make sure everyone has an old shirt to wear during the painting.

— Thanks to Neil Simpson, Nanaimo, British Columbia.

Program Links

Cubs: Handicraft Badge

Campfire Blankets and Sweaters

Ron Holcroft from Salt Spring Island, BC, made a very useful campfire blanket that proved a vast improvement over traditional poncho designs. Ponchos let cold air in from the sides, but his Arab style blanket, called an "Abaiah" (Ab-eye-ah), is perfect. Here's how to make one.

Starting with an old blanket, turn both ends inward almost to the middle leaving an open gap of approximately 10 cm in the front. (See diagram) Sew along the top of the blanket, then cut a slit for the arms at each side.

This campfire blanket is long enough to keep you warm on all sides and short enough to stay out of the mud when walking.

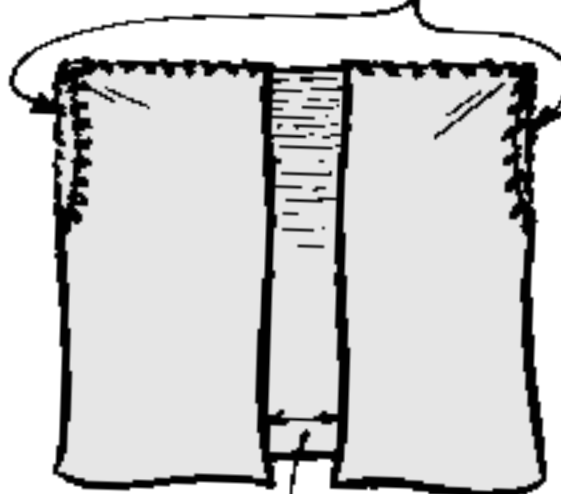
Bernadette Walkworth, Dartmouth, NS, doesn't have a campfire blanket. She sings the praises of her campfire sweater. Besides being highly portable and a perfect fit (with no drafty openings), it has over 280 Scouting badges, crests and pins.

— Thanks to Ron Holcroft and Bernadette Walkworth.

Sew here



Cut here



10 cm opening

Fun at the Pond

by Lena Wong

May is probably the best month in the year for outdoor activities. Hold as many meetings as possible in the bright, clear fresh air. Take your meetings to the park, the school playground or any suitable area your Beavers can reach easily.

Organize a hike in the bush or a large city park to look for animal homes. Even a city park can yield many examples demonstrating how animals use their surroundings to make homes.

“LOOK! UP IN THAT TREE!”

The most obvious places to look is in trees. Watch for bird nests. How many different types can you find? Try to identify the kinds of birds that use each type. Compare the sizes and shapes of the nests. Do they have some kind of roof or overhead protection? Have birds made their nests in a community or are they off on their own? The types of birds and nests will vary for different parts of the country, and whether you are in the city, on a farm or in a wilderness area.

Next, look at the leaves and trunks of the trees. Some insects use leaves to

build their homes. Leaf-rolling weevils, for instance, roll living leaves into a cylinder, then wrap their eggs inside this protective blanket. Some spiders use a strand of silk to curl leaves into tube shapes for homes. Many insects lay their eggs directly on the underside of leaves; here they appear as little spots. Caterpillars, of course, make their homes directly on leaves and munch their way through as many as possible before going into metamorphosis.

Take a close look at tree trunks. Perhaps some Beavers will notice various sizes of holes scattered over the surface. Often insects, birds and small mammals will make these holes and then live in them. Raccoons, mice, snakes and many other creatures will live in holes at the foot of trees. Similarly, holes you find in the ground or in hills or river banks are often dens and nests for a large variety of animals and birds. If you see a dead tree, try to pry off some of the bark. Make sure your Beavers watch closely so they won't miss the many insects scurrying for shelter.

If possible, visit an area where real beavers live so your Beaver-humans can see what the lodges and dams look like in the wild. Explain how beavers make a lodge and how the animals get into their homes. Look around at the ground for snails and turtles who carry their homes on their backs.

Make sure the Beavers carry paper and pencils so they can draw the animal homes they see. (Next month we will talk about different types of human homes.)



PARENTS' DAY

Mother's Day is on May 12, while Father's Day is on June 16. Unfortunately, many children live with just one of their parents. This can make it very difficult for Beaver leaders to celebrate either day without causing offense, confusion or pain to somebody. Because many Beaver groups are no longer meeting when Father's Day takes place, why not celebrate a Parents' Day between the two dates? June 1 is a Saturday and, given the time of year, there's a very good chance the weather will be great.

Throw a potluck party. Invite all your Beavers and their parents. Encourage every family to bring a favourite food for the meal. If possible, set up a barbecue and cook hot dogs, hamburgers, corn on the cob and other delicious, outdoor summer foods. Here are a few good dessert recipes.

Layer Cakes and Cool Salads

This dessert is a guaranteed winner with everyone. Warn your guests that they will upset their diet for three days after just one slice!

Start by using a golden cake mix. Distribute the mix equally in three baking pans, bake and cool. Put the layers together with jam filling (strawberry or raspberry are favourites) and cover the whole creation with a thick layer of freshly whipped cream over the top and sides. Decorate with cake sprinkles or grated chocolate.

To make a Black Forest cake use a chocolate cake mix, and assemble it with cherry preserves. Cover it with cream, and decorate with cherries. Yum.

If these cakes are too rich, try a melon salad. You'll need different types of melons. Honeydew, water melon and cantaloupes make a good mixture. Some stores now sell yellow water melon as well as red; the two create a nice colour contrast. Cut the melon flesh into approximately 2 cm squares and mix in a large bowl. Add some green grapes for variety and decoration. A melon salad is absolutely delicious as a starter or a dessert. It's also very nice and cooling on a hot day.

A fruit salad using berries is always a winner. At this time of year berries are usually plentiful. Use strawberries, raspberries, blackberries and currants in your recipe, then (for added interest) toss in some cherries, plums and green grapes. Mix together and serve the salad by itself or with ice cream over cake or with a topping of whipped cream.

Traditions

Did you know that in some parts of Eastern Europe, children tie up their mother's feet on Mother's Day and don't untie them until Mom hands over a gift? Great idea! Try doing it to both Moms and Dads. Gifts should be simple things like a candy, fruit, party favours, balloons or similar fun things.

Your Beavers will need some gift for Parents' Day. Here are a few crafts suitable for parents of both sexes.



Fridge Magnets

Cut fruit, vegetable and flower shapes from appropriately-coloured sheets of bristol board: orange carrots, yellow bananas, green lettuce leaves, red roses, etc. Dress them up a little by using markers to draw shades and lines as necessary. Glue small strips of magnets, purchased from a stationary store, on the back of your artwork.

Beavers can also make personalised fridge magnets by using small photos of themselves. Glue photos onto pieces

of coloured bristol board, then glue magnets on the back. These can be used in the kitchen, at the office or even in the car.

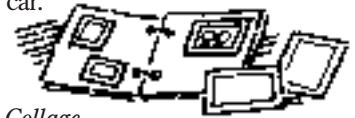


Photo Collage

Each Beaver needs a piece of thick cardboard, a piece of coloured bristol board (both about 30 cm x 30 cm), a small piece of narrow ribbon, and a selection of photos of themselves with their siblings and/or parents or others they consider "special people." Glue the bristol board on top of the cardboard. Make two holes through both thicknesses at the top and draw the ribbon through to form a loop. Let each Beaver choose where to place the photos on the bristol board, then glue in place. The Beavers can decorate their creations by drawing designs or placing stickers between the photos.

May is a terrific time to channel the excitement and energy springing from your Beavers into the outdoors. See you in June. X

ENERGY BURNERS

Assign directions north, east, south and west to different parts of the room. The Beavers must scatter around the floor and pretend to be trees. Now a leader calls out wind directions and force (e.g. light wind, north; strong breeze, south). Beavers respond by swaying and bending in the appropriate direction with the right amount of movement.



CAT AND MOUSE

Designate about 25% of your Beavers as cats and the rest as mice. The cats are led out of the room (or to a corner of the play area) while the mice hide. Blindfold the cats then bring them back into the room and have them find the mice using as many senses as possible (sight, hearing, touch). Caught mice should go to the end of the room where they're allowed to try to distract the cats from finding the rest.

SENSE RELAY

Define an outdoor play area on level ground; mark the end zones. Make up teams of two players each. Blindfold one player and instruct the other in how to guide the blindfolded player by voice. The blindfolded player has to make his way to the end of the play area following the instructions of the partner who remains at the starting line. When the blindfolded player reaches the end, he removes the blindfold. The partner is then blindfolded and the first player guides her to join him at the other end.



You're the New PR Person What Do You Need?

by John Rietveld

Every several weeks I get a call from someone who has just become the public relations coordinator for a group, district or region. The conversation usually starts with, "Hi, I'm new at this job. The person who did it before me didn't leave anything. Do you have...?" He or she then asks a number of questions ranging from, "Is there a job description?" to, "Do you have any artwork we can use?"

My answer to most of the questions is almost always, "Yes." Then I ask the caller, "Have you spoken to your field executive or executive director?" Here the caller usually says, "No." This leads to a discussion about the importance of checking with the local council office; its staff can be a great help getting a new PR person started.

What's Available?

The council office can tell you what's available and when. To help get you started, here's a list of items produced and available from the National Council through your local office:

- *Radio and television public service announcements (PSAs).* We produce these each summer (to support fall recruitment) and winter (to support *Scoutrees for Canada*).
- *Specially prepared, ready-to-use Scouting advertisements.* We send these out each summer to all daily and community newspapers, as well as Canadian magazines with circulations over 100,000.
- *Publicity posters.* These are available each summer. Use them at libraries, schools or meeting halls to announce fall registration and other events. The posters include various images of Scouting youth in action.

- *Handbook for Public Relations Volunteers.* This Handbook will help new people find out more about their job; ask for a copy at your council office.
- *Clip art images.* Sheets of illustrations and logos (known as clip art) are available in both printed form and computer disk. See the November '95 *Leader* for more information.

*New
PR coordinators
should visit
local
newspapers,
radio and
television
stations.*

- *Special CJ and WJ materials.* These are produced to help promote registration for both the Canadian and World Jamborees.
- *Scouting fact sheets.* Use this package of fact sheets when developing material for special event press kits.

What About Distribution?

When advertising and publicity materials are produced and distributed, the council executive director (or field executive) is on the distribution list. This person will usually get a sample of the product, instructions regarding purpose and availability, as well as information about distribution.

All our PR materials are sent direct to the media for which they are produced. For example, early in March

new PSAs were created to support *Scoutrees for Canada*. The radio and television tapes were mailed to all stations in Canada along with a letter to PSA managers and a copy of the script.

What About New Items?

Keep back issues of **the Leader**. You'll find PR articles telling you about new materials and how to get them. Also keep in touch with your council field executive or executive director.

Another great source of information is Scouts Canada's World Wide Web site. (See the April *Leader* for details about this innovative communications device.) We will update and add to our Web site at least monthly. Visit it frequently. The Scouts Canada World Wide Web site is available to list coming events at the regional and provincial level. Send your list of coming events by e-mail at least one month in advance to: mailbox@scouts.ca or comrev@scouts.ca. Please include a contact name and phone (or fax) number so interested parties can contact you directly for more information.

In addition to national Scouts Canada information, a visit to our web site will give you dozens of links to other Scouting pages put on the web by groups and districts across the country and around the world.

What Else?

One of the key tasks of a PR person is to make oneself known to local media. If you're a group PR officer, check with your district or region to avoid duplication when contacting media. Those responsible for PR at the district and regional level should visit local newspapers, and radio and television stations early in their new role to help establish rapport. This will ensure that Scouting in your area gets the support it deserves; it will prove invaluable if a crisis blows up where media understanding is critical.

Finally, don't hesitate to call us at any time. Even though council offices should have everything you need to do your job well, the National Office Communications Service is always ready to help! X

Prepare Cubs and Scouts for Summer's Water Fun

by Doug Erickson

Our youth love the water. Because we focus many of our activities around the water the group committee executive decided we needed some formal and standardized water safety training — not only for youth members, but for adults as well.

Each spring the Cubs and Scouts of 11th Central Surrey, BC, go to the North Surrey Recreational Centre pool for the Royal Life Saving Society (R.L.S.S.) Water Survival course. The cost is minimal for an hour and a half instruction followed by a dip during public swim time. Twenty-eight Cubs and Scouts, along with leaders and parents, showed up at our last program with swimming trunks, towel, and a change of clothes (to wear in the water).

Starting Basics

The R.L.S.S. lifeguards began with dry land activities, including the A-B-C's of rescue breathing. Next, with anticipation (and noise) levels running high, we changed into our "get wet" clothes and fitted on lifejackets. Here we all learned how to properly fit and use a P.F.D.

"Okay, everyone jump in!" Moments later all but a couple of young Cubs — the ones cautious of water — were splashing and practising the Heat Escape Lessening Position (H.E.L.P.). The nervous ones were coaxed in and hung close to Akela or a parent volunteer. Many Scouts were surprised how difficult it was to swim in wet clothes while wearing a P.F.D. After practising the "Huddle" all together and seeing how easily rescuers can spot a group in the water (as opposed to a single swimmer) we split our gathering into two.

We're Prepared

The first group concentrated on canoe safety. They practised,

- getting into a canoe safely from land
- getting into a canoe from the water
- tipping a canoe.



Photo: Doug Erickson

One popular experiment involved seeing how many people could fit into a canoe before it swamped. Some youth were surprised to find that a fully loaded canoe is very stable, and that a swamped canoe still floats.

After practising their balancing skills on a rescue board, the second group tried out various rescue techniques. They found that standing up while trying to pull in a drowning victim often resulted in them landing in the water too. Very dangerous.

After the instruction we all played in the pool for the remaining period. By this time even the most cautious Cubs were enjoying themselves in the deep end. Before leaving, we presented each child with the R.L.S.S. Junior Resuscitator crest — a great bonus for a fun afternoon.

Assessment and Evaluation

Without doubt the afternoon was immensely successful. It achieved our goal of reinforcing water safety practices to Cubs and Scouts. The only weakness

identified by everyone was that the instructional period ended too soon. "Should we do this again next year?" we asked the Cubs. Their enthusiastic response echoed around the meeting room. "YES!!"

If your section loves the water, check around your home community for similar opportunities. Not only will Cubs and Scouts learn safe water practices, but the instruction has clear badge links. ^

— Doug Erickson is Akela with the 11th Central Surrey Cub Pack, BC.

Resources

- The Royal Life Saving Society of Canada has a lot of helpful material. Write to them at 287 McArthur Avenue, Ottawa, ON, K1L 6P3.

Program Links

Cubs: Watercraft Badge, Swimmer Badge
 Scouts: Safety Badge, Sailing Badge, Swimming Badge, Powercraft Badge

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The New World Religion Badge

We've Got a Great Program

by Brian Derick

The World Religion Badge is a new program element introduced in 1995; completing it as a pack could be an excellent project.

Over the course of this last Cub year, it took our pack less than 90 minutes (in 10-15 minute bits) to finish the requirements. All it demanded was good planning. Not only is this program interesting and educational for both Cubs and leaders alike, but any pack can do it comfortably regardless of their religious affiliation. Sceptics please note: our Cubs, Scouters and parents are not religious zealots; we just wanted to learn more about world religions and spirituality. The pack worked on the Blue and Purple Stars (requirements A7, A8, A9 and A10).

Though our pack is lucky to have youth from a variety of religious denominations, the program easily accommodates religions not represented within the group.



We started by focusing on our best resources — the Cubs themselves. Several parents were asked whether they would organize a simple presentation of about 10 minutes (“Cub-sized” bites) with their son, daughter or religious leader explaining key elements of their religion. A brief discussion followed the talks. Each session covered sacred books, holy places, religious customs, special festivals or holidays, and, most importantly, key values and beliefs. We pointed out to the Cubs that this would help us learn about the many identical, or similar, values they share. Assured that they would all earn the World Religions Badge guaranteed good attention and high interest.

Sikhism

Our first presentation occurred during a November meeting when Black Sixer, Inderpreet Gidawe, spoke about key aspects of Sikhism. Helped by his father and sister, Inder explained,

- Sikhism’s belief in one supreme being (called “Waheguru”)
- its founding by Guru Nanak
- belief in life after death
- Sikhism’s respect for other religions and belief that theirs isn’t the only way to serve God
- respect for family and women
- Sikhism’s beliefs in sharing, equality of all people, peaceful and respectful living.

Inder, his sister and father showed some of the objects used by Sikhs, including the adult turban and boy’s “patka.” These are worn as a sign of respect for God; as well, Sikh males don’t cut their hair. Inder handed out a summary sheet (a great idea!) which helped in the spring when the pack did a quick review prior to awarding badges.

Everyone really enjoyed the talk, especially when the Cubs learned that Sikhism began in India close to the towering Himalayas, and not too far from Mowgli’s jungle.

Roman Catholicism

In December, Scouter Eric Stewart’s parish priest (Father Baxter) hosted a chat about Roman Catholicism. A number of our Cubs attend mass at St. Patrick’s Church and Elizabeth Ann Seton School — both under his authority. Father Baxter spoke simply and briefly about the Holy Bible, God, Jesus Christ, and the Jewish heritage roots in Christianity. He explained the key festivals of Easter and Christmas, spoke about the “Holy Father” (Pope) who lives in Rome, and told of other things which distinguish the Roman Catholic faith from other Christian denominations.

Father Baxter explained Jesus’ *Golden Rule* of “doing to others what you would like them to do to you.” Father Baxter identified this as one of the important foundations that his faith, and many others, encourages and supports. Baloo forgot to ask him to explain the Alpha and Omega “beginning and the end” symbol that appears on the Christian Religion-in-Life emblem, but we learned that later in the year. (Jesus called himself “the Alpha and Omega, the First and the Last, the Beginning and the End.”)

Judaism

In early January, Yellow Sixer Michael Chochinov and his 15 year old sister spoke about Judaism. (At our last meeting of 1995, we mentioned Hanukkah, which occurs in December.) They showed us the Torah (the first five books of the Bible) and described its importance. Michael brought in a “kippa” (skullcap), and special Menorah candle holder (which appears on

the leader
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1994	May; Aug/Sept

the Jewish Religion-in-Life emblem). Helped by his sister, he told us about the Hebrew language, religious customs and Jewish traditions.

Once more the Cubs were interested with what they learned. The scrolled Torah especially impressed them.

Aboriginal Spirituality

Two weeks later, as part of a theme meeting on Aboriginal awareness, Tim Nadjiwan, an Ojibway, visited the pack to speak to us. Our Cubs practised, "hands on" aspects of North American Aboriginal spirituality. The youth were fascinated with Tim's dream catchers, medicine pouches, dances, sweetgrass ceremony and customs centering on Mother Earth and the Great Creator. Many aspects of their theology are compatible with other religions explored in our program.

B.-P. Week

For B.-P. Week, we reminded the Cubs that they were allowed to wear their uniform to school on February 22, and also to religious services that week. Scouters of different denominations escorted interested Cubs to various places of worship in our area, subject of course to parental agreement. We also held a formal, but brief, outdoor Scout's Own



Photo: Paul Ritchie

It's easy to learn about other religions through games and crafts.

at a nearby Scout camp where we incorporated some of the spiritual knowledge we had learned.

Other Faiths

The last regular meeting activity of our World Religions program involved a 15-20 minute session on Islam, Protestant denominations, and other religions. Blue Sixer Craig Holvey, Bagheera, and I led this. A short wrap-up, and question and answer time focused on important shared values of the religions we had explored. The pro-

gram ended by presenting Religion-in-Life badges to all Cubs who had earned them and encouraging those still working on the requirements.

If you've never had the nerve to tackle the Religion-in-Life Badge, plan it carefully, then just do it. The enthusiasm expressed by your Cubs and the fun they'll have learning will absolutely amaze you! ^

— Brian Derick works with the 27th Nepean "A" Pack, Nepean, ON.

Is It Really a Training Need?

by Bob Kane

“Training needs” and “learning needs” are two terms occurring more frequently in Scouting conversations recently. But what do they really mean?

Generally speaking the two terms refer to the same thing, but, from two *different* perspectives.

A “training need” is a need for performance improvement that can be achieved best through some form of training.

A “learning need” is an individual’s need to obtain specific learning in order to carry out a task according to specific quality standards.

Scouting trainers usually determine the needs of leaders, while training requests often come from other Service Scouters — generally not accompanied by any hard, or objective, data. At times the conscientious trainers will then proceed to plan and schedule a training session only to find out that few, or no, Scouters register for the session, OR, the session is held and the Scouters who attend are not the ones who need the training. This leads to two outcomes: disappointment on the part of the trainers, and cynicism by the participants. Both of these results can cause a loss of Scouting zeal by everyone involved. In other words, Scouting loses. Let me restate that. When this happens, *youth members lose!*

We can prevent this negative fallout.

Unnecessary Problems

Let’s look at an imaginary Scout district — Dipper Harbour. At a service team meeting one Scouter identifies a need to hold a course on uniform protocol. Another says she agrees because, “Lately there are too many Scouters and youth looking sloppy in uniform!”

Some choices face the ADC Training. The most obvious are (a) put a course together and deliver it straightaway, (b) ignore it because uniforms aren’t really important, (c) send a memo to everyone in the district reminding them to “shape up their dress”, (d) research the situation and take effective action. Which choice is the most appropriate?

The Envelope Please

The ADC Training should choose the last one. This choice will give us all the facts we need to determine if there is a training need. Choices “a” and “c” are merely “hunting with a shotgun”, while choice “b” involves little more than sticking your head in the sand. Pursuing choice “d” would involve the following major steps.

1. Review performance standards. What are the uniform dress standards/rules?
2. Observe and record performance. How are the members actually wearing their uniforms?
3. Compare performance with standards.
4. Identify discrepancy. What are the specific differences between the standard and the actual dress habits of members? How many members are not dressing to standard?
5. Determine the cause of discrepancy. What is/are the reason(s) for the discrepancy?
6. Choose a course of action. Is there really a problem?

What’s the most efficient and effective way to resolve the situation?

Take Your Pick

Invoking a training response is only valid where people (a) do not have sufficient knowledge to perform the task, (b) do not possess the necessary level of skill required to perform the task, or (c) are not aware of the essential values, beliefs, or attitudes required to perform the task.

If the Scouters involved possess all of the above, training would be an inappropriate response. There is a motivation problem. Training rarely has long-lasting, positive impact on this difficulty. Motivation can be a complex problem to solve. Some things we do know for sure about motivation are:

- Individual motivation is based on ‘needs’.

- Individual needs tend to occur on five different levels:
 - physical self-preservation
 - safety (protection from the elements and predators)
 - belonging (caring about others and being cared for)
 - social (others holding you in esteem)
 - self-actualizing (realizing one’s full potential).

It’s always easier to motivate others when the process of getting to your Scouting objective satisfies some personal needs of the people involved. As well, keep in mind: Motivation techniques based on positive rewards usually work better than those entailing negative rewards.

Avoid Confusion

Many people confuse motivation and training with each other. Training may result in some short term motivation. (After all, at the end of an exciting training program most participants will be inspired to try out new things they’ve learned.) However, at some point these new ideas become “old hat” and the motivation to use them declines. At this point more training won’t save you. What may help (and this is a “service” rather than a “training” function) are ideas about new ways to use old methods. Scouter’s Clubs and sharing sessions will prove important here, not more training.

Let’s go back to our “uniform” problem in the District of Dipper Harbour. If all Scouters in the district have their Part 1 Woodbadge, they probably don’t need to learn about the uniform through another training course. Rather, they have to be reminded about “why” it is worn and the benefits of wearing it.

Training can help people learn, but it can’t make them perform. Performance comes from effective coaching and leadership: coaching that encourages, supports and praises; leadership that envisions, exemplifies and inspires. √

— Bob Kane is a Scouter living in Saint John, NB.

Wide Games: *More Than Just Great Fun*

by Ian Mitchell

All kids love games. Just the mention of a game can spark enthusiasm into an otherwise listless group.

There are many different types of games; most identify the winners as being superior in either strength or skill. Wide games are different. They're usually played by a group of more than one patrol over a large area of ground or water. They can be very simple in nature (e.g. such as a trail or treasure hunt) or more complicated, involving much preparation and large numbers.

Some of the more challenging wide games are played at night when lights and sounds can give new look and meanings to everyday things. Leaders must know the area covered by the game to ensure that it's safe. (Night games should avoid running; this only invites falls.) Other special effects add to the fun. Try using sealed envelopes, which are not to be opened until the start of the game, or perhaps codes or ciphers. These will add intrigue. Don't overlook theatrical-type smoke powder and safe, but realistic, smoke signals. Have you considered adding a hidden tape recorder with voices, shrieks and other sounds to your game? Make sure your special effects match the age of the children playing the game. You want participants to have fun and learn something, not shiver in fear and decide to quit.

Wide games fulfil many objectives, not the least of which is they're fun! They build leadership skills, develop teamwork, help youth practice newly-acquired Scouting skills, and run off pent-up steam.

Have a clear understanding of the game's purpose from the start. It will influence how Scouts play. For example, if the game focuses on making the group work together as a team, your Scouts will approach the task differently than if the game merely emphasizes who captures the flag first.

High Ideals

One of the greatest reasons for playing games is to instill ideals of sportsmanship and fair play. Insist that your Scouts follow the rules at all times. Don't tolerate aggressive, unruly behaviour.

Here are a few points for you to consider before playing your next wide game.

- If a wide game is to be successful everyone must understand it. Discussing the game with the Court of Honour or simply the patrol leaders will ensure that they know what is expected. You might even want to walk the group over the play area.
- Keep the game as simple as possible. Rules shouldn't dominate a game, but rather make it more fun and safe.

- Have a clear signal for all participants indicating the start and finish of the game. This is especially important for wide games played at night.
- Established a meeting area for youth to go to after the game so you can account for everyone. Perhaps each patrol could set its own place.
- When the game involves one team capturing other youth, tie different coloured threads of wool to the wrist of the apprehended team members. Each team can have its own colour. Hold the wool in place by an elastic band. Don't tie wool threads on without the elastic bands. If playing at night, use flashlights to tag other team members.
- Identify a "safe area" where youth who loose their wool identification bands can get it replaced. Make them perform some task in exchange for the replacement (e.g. answer a Scouting question or tie a certain knot).

Youth play games instinctively. Leaders should use this natural inclination to help them develop new skills and confidence. When you include games in your program that are challenging, healthful and fun (like wide games), you're bound to help your Scouting group to grow.

Play on! \X

CROSS-COUNTRY PHOTOS

Say Aaahhhh!

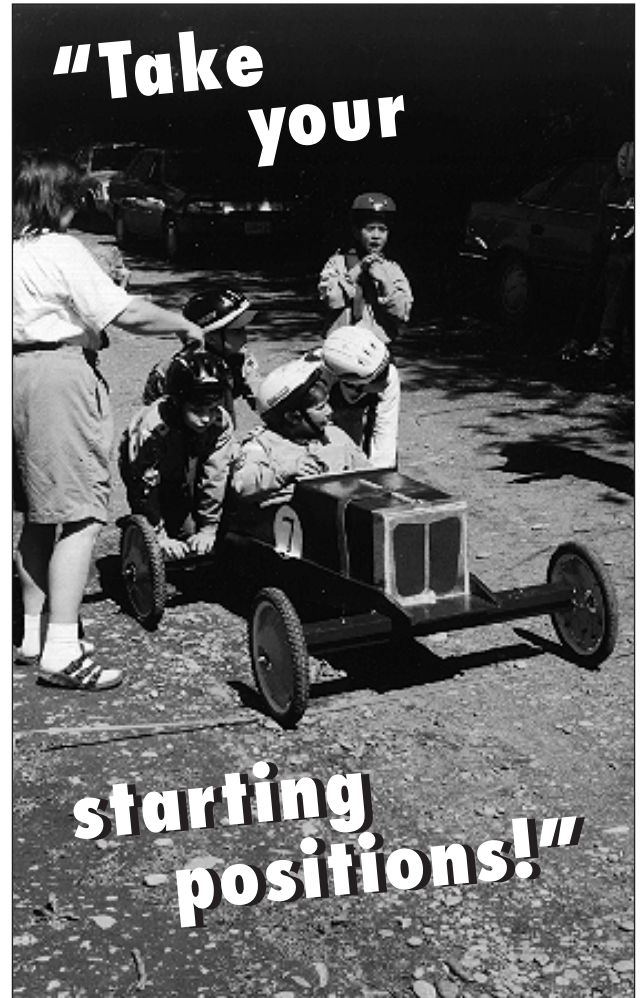
Eddie Prive from the Regina 3rd Scout Troop, SK, checks out the teeth of a wolf displayed at the Sellsted Taxidermy store. With his buddies, Eddie toured the facilities and learned all about artistic techniques in the taxidermy trade. Photo: Thanks to Bryan Schlosser of the *Regina Leader-Post*.



Spine-Chilling Thrill With Niagara Falls towering above them and their tour boat approaching the foaming water at its base, more than one Scout from the 510th Salvation Army Troop in Toronto, ON, experienced an adrenaline surge. Scouter Mark McDermid brought his troop here to enjoy an outing and learn about the powerful eroding energy of moving water. Later they went to Marineland and camped nearby.



Are You Ready to Start Planting? Wheelchair-bound Scouts from the 117th Toronto, ON, get ready to plant several baby spruce trees on public property. With a little help anyone can plant a tree. Photo: Noshir Dastoor.

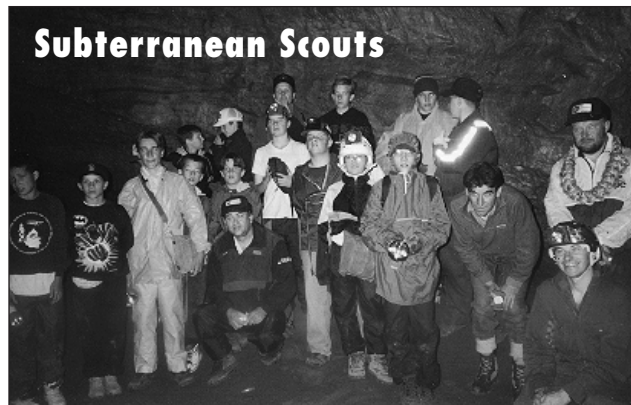


Five excited Cubs from the 7th Terrace Pack, Terrace, BC, prepare for the thrill of soap box racing as they roll their car into position. Moments later, their blue racer with bright red trim shot away from the starting line accompanied by cheers from its pit crew. Scouting is friendly competition. Photo: Eric Harkonen

Paddlin' Fever Last fall over 200 Venturers and advisors from Newfoundland and Labrador met for an annual weekend camp. Activities included racing large 8 metre canoes (like this one), gourmet cooking competitions, backpacking, archery practice and mini-golf. "This was one of our best large camps ever," one happy participant said. Thanks to Tony Cox.



Subterranean Scouts



Sixteen Scouts and 6 leaders from the 120th Ottewell Troop, Edmonton, AB, explored the Cadomin Cave and abandoned coal mining town of Mountain Park in the Rockies. The weekend camping trip involved a hike up to the cave (300 metres above the valley floor), a two hour underground adventure, and an exploring expedition of the nearby ghost town. Photo: Keith Wilson ^

We Want to Publish Your Photos!



Now that the Scouting year is almost over, dig into your photo album and send us several of the best Scouting shots. What a great way to show and tell others about your most successful program activities. We'll try to use them either for Cross-Country Photos or to illustrate articles.

Beaver Games for Small Colonies

from Rob Stewart

Are you working with a small colony? Do all resources seem to focus on large groups? Ontario's Beaver Program Development Team has compiled a list of games suited to small colonies. Here are some of them.

Alligator Tag

Everyone must lie flat on the floor, stomachs touching the ground at all time. Beavers should crawl on their bellies as they try to avoid the alligator ("IT").

Popcorn Tag

If your group meets in a room where you can't run, try hopping like popping corn. When IT tags a Beaver, the two must join hands and hop together to tag a third hopper. As children are tagged, they join the chain until only one hopper is left — the new IT.

Perpetual Motion

All Beavers sit in a circle on the floor; they count off so each child has a number. Place a frisbee or plastic plate in the centre of the circle. The first player gets up, goes to the middle, puts the plate or frisbee on its edge and gives it a spin. At the same time, the Beaver calls out a number. The Beaver with that number must jump up, run to the centre and give the frisbee/plate another spin before it stops. This Beaver also calls out a number. Play continues until the frisbee falls over or stops.

Bean Pick

Arrange your Beavers around a table or kneeling in a circle on the floor. Give each child a saucer with two toothpicks and twelve beans. See who can lift out the beans.

Blowball

Seat the Beavers at a table that is small enough to place them close together. Put a ping-pong ball in the centre of the table. On a signal, Beavers (with their chins on the table and their hands behind them) must try to blow the ball away from their side of the table. If the ball falls on the floor, return it to the centre and continue the game.

Big Snake

Have the Beavers lie down on the floor with a partner. The partner must hold on by grasping the other's ankles. Have the "snake" practise moving forward, backward and sideways. Going over the mountains (an obstacle) and through a hole (under a stacking chair) will pose a real challenge.

Big Sack

Make a big sack by sewing the edges of a sheet together to make a giant pillow case. Your Beavers should get inside and move the sack across the room using cooperation.

Beach Ball Balance

Each pair of Beavers needs a semi-inflated beach ball. The object of the game is to move the beach ball, sand-

wiched between the bodies, to a goal. Children may carry the beach ball between their backs, their foreheads, their hips or their elbows.

Blup Blup

Each pair of Beavers is given an inflated balloon to keep in the air by gentle taps. Let them count their bunts. If the balloon touched the ground, they must pick it up and start counting again.

Fifty Metre Swim

Beavers must hop on one foot carrying a glass of water. Be sure to use *unbreakable* glasses. This game is best suited as an outdoor, summer activity.

I'm Thinking

While everyone is seated informally around the room, IT says, "I'm thinking of an object in this room." The group must try to discover what it is by asking questions that can be answered by only, "yes" or "no."

In the Pond

Mark a big circle on the floor; this is the pond. The whole group stands around the edge. When the leader shouts, "In the pond!" everyone should jump into the circle. When the leader shouts, "On the bank!" everyone should jump out. To sharpen listening skills, try to fool everyone by saying, "On the pond!" or "In the bank!"

Your Beavers will really enjoy these games; if you're a leader in a small colony, you'll appreciate them, too. ^

Can a Rhyme Confirm if Weather's Fine?

by Rob Stewart with files from Jay Campbell

When reading an old Scouting book entitled, *Some Outs of Scouting*, I noticed a chapter on weather. One of the sections focused on ancient rhymes that helped predict the weather.

Early farmers, sailors and fishermen all depended on weather information. Unable to simply switch on the radio or television, they watched the sky, and looked at animal and insect behaviour. Then they related their observations to old rhymes and folklore stories. Often their forecasting was strikingly accurate. Let's look at several of these famous rhymes and check their validity against Scouter Jay Campbell's (an experienced meteorologist) high tech expertise.

Seeing Red and White

We've all heard this famous weather rhyme:

"Red sky at night, sailor's delight;
Red sky in morning, sailor take warning."

According to Jay, this rhyme is based on considerable fact. If we see a red sky at sunset it means the air is clear and dry. Because our weather usually comes from the west, it often guarantees that a clear, dry weather system is moving towards us. Conversely, red sky in the morning could mean that the dry, dusty air is moving away from you toward the east. Moist air may be coming in from the west.

Have you heard this rhyme?

"If clouds look as though scratched by a hen,
Get ready to reef your topsails then."

Clouds like these are found at high altitude; if the winds aloft are strong, the clouds appear streaked. This is usually a sign that a weather system with high winds is approaching.

Here's another cloud rhyme.

"If woolly fleeces desk the heavenly way,
Be sure no rain will mar a summer's day."

Cumulus clouds appear as floating "chunks of wool." These are usually evident during fair weather.

There's even a rhyme about dew.

"When the dew is on the grass,
Rain will never come to pass,
When the grass is dry at night,
Rain will come before the light."

Dew only occurs when the air is clear and calm. Wind — a likely precursor to rain — will evaporate the dew.

Animal Barometers

Many pioneer forecasters believed animal behaviour gave solid clues when predicting weather. Fishermen sometimes say that seagulls always fly inland when bad weather is approaching. If they fly far out to sea, expect fine weather.

"Seagull, seagull, get off the sand,
It's never good weather when you're on land."

I've seen seagulls in Alberta, but they must be a pessimistic lot!

Do cows lie down before rain? Jay wasn't too impressed with this theory, but cows can hear thunder long before

humans do, and you know what thunder usually brings. ZAP! Perhaps the wise cows are just keeping a low profile. Cows will also turn their backs in the direction of thunder.

Cricket Thermometer

Want to impress your Scouts, friends and relatives? Try this unique method for determining the temperature on a warm summer evening. One American meteorologist studied the relationship between the frequency of cricket chirps and the temperature. He found that by counting the number of cricket chirps per minute, dividing by 5 and adding 43 you could estimate the Fahrenheit temperature accurate to within one degree!

Jay translated this formula for Canadians: count the number of cricket chirps in eight seconds, then add four to calculate the temperature in Celsius degrees. Now won't that impress someone?

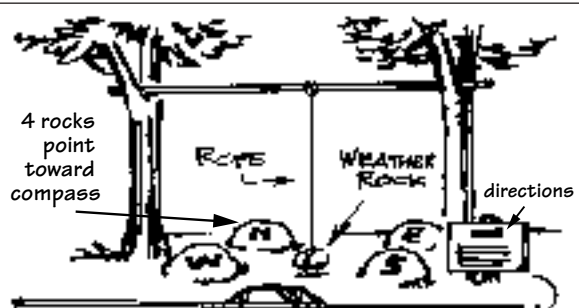
Of course don't forget the tried and true method for determining whether or not it's raining. Look at a nearby rock: if it's wet on top, it could be raining. If it's dry, it's not raining.

This is your very amateur weather forecaster signing off. ^

— Jay Campbell Scouts in London, ON.

Make A Weather Rock

A weather rock is a fun activity to make at a camp. Set out four rocks under a tree, each pointing to a compass direction and marked with either an "N", "S", "E" or "W". A fifth rock hangs from a rope very close to the ground so it will hit the other rocks if it swings. Now make a large sign. It's sure to cause some smiles. (See diagram)



1. If wet, it may be raining.
2. If hot and dry, sun may be shining.
3. If damp and cold, it's morning or it rained.
4. If covered with ice or snow, it's cold.
5. If weather rock is swinging towards a point rock, the wind may be blowing in that direction.
6. If swinging at 45°, there's a possibility of a hurricane.

Beavers on the Group Committee?

by Bryon Milliere

Venturers and Rovers are often represented on group committees by the president of the company or the mate of the crew. But how can your committee involve younger members in its decisions?

National Council wants greater youth involvement in decision making. Two youth members represent a new standing committee, called the National Youth Committee, on National Council; this Committee has youth representatives from each province. Other national committees have also recruited youth members.

Provincial councils are developing a youth network, or a series of youth forums, to create opportunities for young people to participate in decisions affecting them. These forums often contain a training or development component as well. While most forums involve the senior sections, youth representatives seek to include Beavers and Cubs too. Similar forums are taking place in regional and district councils. Find out about the opportunities in your council.

The most important place for youth involvement is in the section. The younger the section, the more creative leaders

must be to obtain meaningful input. Sixers' Councils (Cubs) and Courts of Honour (Scouts) are youth leadership structures. Ask young leaders to help gather input from their peers on program planning. Senior patrol leaders, activity leaders, Kims (Scouts helping with the Cubs) and Scouters-in-training are another source of input because they are closest in age to the junior members.

These kids know and share the hopes and goals of their friends. Listen to their feedback. Give them any necessary coaching. Many young members leave the Movement when we don't deliver outdoor programs as they expected. Youth leaders can help your program better meet the needs of younger members.

Program Planning

Scouting's Mission is to contribute to the development of youth first. It's tempting to plan program and fundraising activities based on what adults enjoy, but youth members will participate with more enthusiasm when they're asked for their input. This will take the guess work out of creating appealing programs.

Bridge the gap between youth and leader expectations by holding a brainstorming session. When brainstorming, write down *every* idea: the crazy ones expand the horizons and often lead to interesting options. A show of hands (at the end) will gauge interest for each idea. Discuss the merits of the most popular two or three ideas. Take note where your kids place their value. Are they more concerned about the amount of fundraising required, the badges they can earn or the free time they will have to explore? This will help you when planning the details of the activity and other programming events.

We Need Better Feedback

Youth feedback about what they liked best (and least) about a weekend or meeting will help you prepare future programs. How often did they mention the food? Was the program challenging? Did everyone have fun? What would they like to do again? Ask another leader to record answers. Some aspects may be out of your control, but your group will appreciate being asked.

Create a friendly atmosphere for youth who attend group committee meetings. As they become comfortable with their role, they'll participate more fully. Make sure the timing, location and format of your meetings make them accessible to younger members.

In your meetings, ask the youth how their leaders involved them in decisions when planning section activities such as outings and fundraising. This question will create the expectation that youth members have an important role to play in the direction of the section. Eventually, presentations to the committee will begin with statements about what the youth would like to do, followed by how leaders propose to help make this possible within the Scouting program. Together you can plan how the group committee can support these efforts.

Involve young leaders and consult youth members; it'll make your program more appealing. X

THE COUNTRY STORE SECRET

by Ben Kruser

The term “country store”, conjures up images of a warm, friendly place. The manager knows everyone by name, has a wide variety of items to meet their specific needs, and can share the latest local news. Though still a business, the country store was often the centre of community life. The 55 Scout Shops across Canada are our version of the country store.

In these times of financial constraint, the role of the Scout store and staff becomes more important to fully understand and appreciate. First, and most important, the Scout store provides a specific service to Scouting members. Scouts Canada is not a mass marketer like Wal-Mart. We are niche marketers. This means our customers have very unique needs in both product and information. Each Scout store strives to provide every member with excellent customer service, quality products that meet program needs, and other special services found nowhere else.

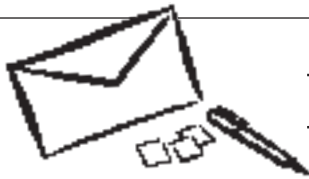
For example, Scout store staff provide personal service by answering questions about the Scouting program, and advising and directing members on where to find good program resources or ideas. News about upcoming events and training courses are commonly posted, and concerns are passed on. The impact of a Scout store closing is the same as when a country store closed: it wasn't so much the cutting off of goods that mattered as it was the news and community information.

Secondly, the monies earned by Scout stores go directly back into Scouting. In this time of shrinking corporate donations and rising competition for remaining donor funds, Scouting must stand on its own feet. The Scout store sells not just to members, but also to the general public. When the public knows we offer quality products and services (most don't even know we exist), and their money goes to support youth outdoor programs, they are more than willing to patronize our stores. These additional sales help strengthen local council bottom lines; this wards off the necessity of raising fees or spending more time fundraising.

No Secret

Why do we keep our stores a secret? The country store with all its goods wouldn't survive if it was hidden. Our Scout stores are no different. Every year, Scouts Canada produces 260,000 catalogues for free distribution by local council volunteers; only a small percentage ever get delivered to our members. Catalogues stored under stairways or garages don't encourage parents, friends and the general public to shop at our stores and help support Scouting. Catalogues should be part of every registration kit, mall display, training course, servicing call, Scouter club meeting.

This fall, we'll be introducing a wealth of new activity products good not only for meetings, but also for birthday presents, holiday gifts and fun. Our camping line will be attractive to anyone interested in family outings. If you want to help support Scouting and ease the financial burden on local councils, please encourage your friends and neighbours to stop by their Scout store. We're in business to help kids grow. \



Pen Friends



Canada

Fifteen year old Tara Kerba has a long history of Guiding. In 1995 this active girl, who enjoys camping, hiking, photography and canoeing, joined Venturers. Tara would like to write to other Scouting youth. Contact her at 2629 Hollington Cres., Mississauga, ON, L5K 1E8.

Chile

Jaime Rivera speaks English well. He wants to use his language skills to learn more about world Scouting. Jaime would also like to master new games, exchange badges and make international friends. Write to him at Direction Cleipatra 10716, Department 21, La Florida, Region Metrolopitana, Santiago, Chile.

Czech Republic

Peter Velan is a 16 year old Wolf Cub leader. He's interested in exchanging program information and badge swapping. His interests include many scientific subjects (e.g. astronomy, cosmology, natural sciences) as well as music and history. Write to him at Voolni 49, 60200 BRNO, Czech Republic.

France

Would you like to write to an 18 year old, female Rover from France? Cecile Lantz would love to hear from you. Address your letters in either English or French to 501 Avenue de la Republique, 54800 Jarny, France.

Germany

Inga Ravenstein has been in the Scouting Movement for the past ten years. She has visited Canada several times and would like to get to know some Venturers and Rovers. Write to her at Riitschert Str. 42, 52072 Aachen, Germany

Greece

Nick Spyridonos, a Greek District Commissioner who has visited Canada a number of times (including CJ'89) would like several Canadian pen pals to discuss programs. Write to him c/o Boy Scouts of Greece, 14 Eginis St. 546 38, Thessaloniki, Greece.

Eestathios losifidis is a 20 year old, male interested in reading, movies, sports and music. He would like to write to a Venturer or Rover. Contact him at 46 Mauromihali Harilou, Thessaloniki, Greece.

Seventeen year old Jim Haroulis can write to you in either English or German. He loves collecting stamps, skiing, music, as well as playing the piano and guitar. Write to him at Theageni St. 44, Larissa, 41335, Greece.

Liberia

Many Cub and Scout groups in Liberia are looking for Canadian pen pals — both leaders and youth. Liberian Scouters would like to know more about how we run our Scouting programs, camps and special events. Their kids naturally want to learn about cold-weather survival and games. Send your name, age, and a description of your hobbies and interests to Boy Scouts of Liberia, National Headquarters, P.O. Box 10-1977, 1000 Monrovia 10, Liberia, West Africa.

The Gambia

Are you a Cub, Scout, Venturer, Rover, Service Scouter or trainer? Leaders and youth from The Gambia want to hear from you today! The leaders would like to find out more about Scouting in North America (our programs, teaching techniques, activities, etc.), while the youth just want to make new friends. Please include your complete name, address, age, Scouting experiences, photo, and personal information to share with a new friend. Send your letters to Sondage Kagu, Divisional Scout Commissioner, c/o The Provincial Scout Centre, Soma, Lower River Division, The Gambia, West Africa.

United States

Bill Colvard is a Cub leader who would like to contact Canadian Scouters about fascinating program ideas. His Cubs, too, would like to get to know Canadian youth so they could find out more about the World Scouting Movement. Write to them at: 6932 Sandy Cove Dr., Harrison, TN, 37341, USA. X

Please Note

The Leader provides the *Pen Friends* column as a forum to exchange addresses between pen pals.

The Leader does not conduct any investigation prior to listing these names and assumes no responsibilities with respect to contacts made.

SCOUTER'S 5

Practise Random Acts of Kindness

- Recently an advertisement for a sweat shirt appeared in a catalogue. Bold words on the sweat shirt read, "Practise random acts of kindness."

It's a neat saying that has captured the imagination of many people worldwide. Where did it originate?

- The expression began when a lady called Anne Herbert wrote it on a placemat in a restaurant. Others read it and started living their lives according to the words; soon its encouraging message spread.

- The saying has affected many hundreds, even thousands, of people. In one case, a lady in a red car crossing a toll bridge paid for seven other cars waiting behind her. After she paid, the pay booth attendant told the following drivers, "Some lady already paid your fare. Have a nice day." You can bet they did. It must have caused some of them to pause, at least briefly, in their hectic lives and think about the real meaning of life.

Guerrilla Goodness

- The slogan, "Practise random acts of kindness", can now be seen on bumper stickers, walls, the bottom of letters, the back of business cards, even on sweat shirts. Wherever the expression appears, it inspires multitudes of people to practise its simple message.

But why "random" acts of kindness?

- Perhaps it's like the Cub motto about doing a good turn for somebody every day. There's a certain logic to the Scouting motto that goes beyond its few words. If Cubs learn to do one good turn a day, by the time they're adults, maybe they'll be doing more than just one a day. Neat theory, eh?

Acts of kindness that are spontaneous at times appear truer and more altruistic than carefully planned out generous deeds. Perhaps that's why

Scouter's 5 Minutes, p.761

May '96

GAMES

Break the Hands

- For this game you need a stuffed animal to place in the middle of a circle.

All your Beavers except one (IT) should stand in a circle holding hands. IT goes around the outside of the circle and gently breaks apart the hands of two players. The two Beavers whose hands were broken apart must run around the circle in opposite directions. IT stands in their spot with his legs spread open. The first child to make it around the circle, crawls through IT's legs and grabs the stuffed animal in the middle of the circle gets to break the next round.

Continue until everyone has had a turn running around the circle.



Tail Snatch

- For every player except one (the caller) you need a cloth tail (4 cm wide and 50 cm long). Children should stuff about half of the tail down the back of their pants. With the caller in the middle of the room, the rest of the Beavers stand at one end of the hall. When the caller yells "GO!" everyone runs to the other end of the room trying to avoid the caller who seeks to grab the tails as they fly by. If a child loses her tail, she helps the caller during the next round. Continue until all children have lost their tails.

— Both from Linda Benz, 1st Caroline Beavers, Alberta.

Games, p.315

May '96

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Relay Madness

These relay games come from Prince George, BC, Scouter Mike McLaren.



Bricklayer's Relay

Play this game inside or out. For each team you need one hard hat, one dustpan, and 10 bricks (or blocks of styrofoam or wood).

Divide your group into teams. Get them to stand in parallel straight lines at one end of the playing area. When the leader shouts, "BUILD!" the first member of each team dons the hard hat, places a brick in the dustpan and runs down to the other end of the playing area. He places the brick on the ground and runs back to the starting line. Each team member in turn races down to build up the wall. The race continues until one team uses up all its bricks. *The team with the highest wall, not necessarily the one finishing first, wins.*

If the wall falls down during the race, all bricks must return to the starting line and the team begins again.

Checker Relay

You will need six wooden checkers per six or patrol.

Cubs/Scouts must race up and down the hall in relay formation with six checkers balanced on the back of one hand. The only time they are allowed to touch the checkers with the other hand is either when they have dropped them and are picking them up, or when they are transferring the checkers to another child on their team.

Games, p.316

"random" is the key word. If we learn to do occasional, random acts of kindness we will grow to be able to do those acts much more consistently. If consistency in obeying the Law and Promise seems too difficult, perhaps the place to start is with random acts of obedience.

Action Plan

How can your Beavers, Cubs and Scouts start putting random acts of kindness into action? Ask them. Can they think up a relay race with this theme? Can they make a special summer holiday craft to drop in the mailbox of a friend with the words, "A secret friend hopes you have a terrific vacation!"

Challenge your patrol to think up a service project they can do secretly so no one knows who did it. Can they think of ways to encourage parents, friends or total strangers? Ask them if spontaneity really matters. What's the difference between a spontaneous act and a carefully planned out deed? What would happen if all people lived their lives looking for opportunities to help out when needed?

Kindness Builds Spiritual Muscle

Random acts of kindness not only help tune us into a gentler world, they help *make* it gentler. The unexpected thoughtful example of a single person can have an enormous ripple affect in a community by spreading peace and understanding where none would have existed. They help us shift the focus off our own hectic lives and onto the welfare of those around us. They encourage others to try similar methods.

Ultimately, random acts of kindness are a reflection of the tenderness and beauty of our Father in Heaven. That's something for us all to watch for expectantly.

— Adapted from an article by Scouter Rob Brown.

Scouter's 5 Minutes, p.762

For Service to Scouting

compiled by Cheryl Dinelle

In this issue we are pleased to announce the names of people in Scouting who have been recognized for gallantry and service between August 16, 1995 and January 31, 1996. We will announce awards made after January 31, 1996 in a fall issue of **the Leader**.

CERTIFICATE FOR MERITORIOUS CONDUCT

(for meritorious conduct worthy of recorded commendation)

Corey L.G. Clarke, Paradise, NF
Ian Comeau, Hamilton, ON
Douglas Cowan, Toronto, ON
Charles Daniels, Kelowna, BC
Egbert Feihle, Edmonton, AB
Vaughn Fife, Fonthill, ON
Claire Johnstone, Rockland, ON
Bruce Masters, Regina, SK
Karl Mezger, Nepean, ON
Jason Neskar, Dauphin, MB
David Thomas, Baldonnel, BC

CERTIFICATE FOR GALLANTRY

(for gallantry with slight risk and worthy of recorded commendation)

David Burton, Delta, BC

CERTIFICATE FOR MERITORIOUS CONDUCT

(for meritorious conduct worthy of recorded commendation)

8th Burnaby Venturer Company,
Burnaby, BC
Jamie K. Brown, Libau, MB
Larry Burden, Chilliwack, BC
Cameron Dodd, Burnaby, BC
Vaughan Good, Yarker, ON
Kenneth Hammond, St. John's, NF
David Holsworth, Kingston, ON
Colin Leeder, Ottawa, ON
Darren Mullard, Burnaby, BC
Michael O'Brien, Saint John, NB
Shane Provencal, East Selkirk, MB
Arthur Sanderson, Burnaby, BC
Steven Swan, Burnaby, BC
Gregor Tonn, Chilliwack, BC
John Williams, Burnaby, BC
Michael Wong, Burnaby, BC

BAR TO SILVER ACORN

(for further especially distinguished service to Scouting)

David Hutson, Clifford, ON
Robert G. Matthews, Westmount, PQ

SILVER ACORN

(for especially distinguished service to Scouting)

David Barnett, Guelph, ON
Maurice F. Blaquiere, Dalhousie, NB
Dewane J. Hala, Victoria, BC
Hersch Hanson, Lethbridge, AB
John Harbour, Ancaster, ON
Rob Hebden, Delta, BC
Larry Merkley, Orem, Utah, USA
George A. Morris, Windsor, ON
Darrell Nunn, Toronto, ON
Edwin Railton, Burnaby, BC
Joan Randall, Elgin, NB
Robert Rick, Ajax, ON
Wayne D. Stade, Sylvan Lake, AB
Bob S. Wright, Strathroy, ON
Marian Zaichkowski, Riverview, NB

BAR TO MEDAL OF MERIT

(for further especially good service to Scouting)

Anthony Eason, Winnipeg, MB
Patrick Hayward, St. John's, NF
Terry Lambert, Lower Sackville, NS
John Rumsey, Smiths Falls, ON
Earl Wiltsie, Saint-Laurent, PQ

MEDAL OF MERIT

(for especially good service to Scouting)

Ervin Aleve, Toronto, ON
Brian Anderson, Mississauga, ON
Glenn Armstrong, Winnipeg, MB
Duane O. Becker, Eatonville, SK
Wallace C. Boustead, Weston, ON
Garry Burgart, Surrey, BC
Larry Bush, Pierrefonds, PQ
Reg Bush, St. Laurent, PQ
Faye Cameron, Kentville, NS
Gregory Cameron, Kentville, NS
Wayne Campbell, Greenwood, NS
E. Allan Carey, Kelowna, BC
Ellen Close, Moncton, NB
Glenn Cockwell, Scarborough, ON
Oscar Coleman, Moncton, NB
Richard Coleman, Orleans, ON

Gordon Craig, Chilliwack, BC
John Dickins, Azilda, ON
Calvin G. Diegel, Brantford, ON
Peter Dow, Arcadia, NS
Frank G. Draper, Thunder Bay, ON
Robert G. Eisner, Willowdale, ON
Tom Evanoff, Hamilton, ON
David Everett, Hamilton, ON
Patricia Faith, Brantford, ON
Kenneth Farrish, Delta, BC
Eric Gannon, Metcalfe, ON
Pat Gillis, Moncton, NB
Steve Gillis, Moncton, NB
Gib Hammond, Ottawa, ON
Graham Hardy, Kentville, NS
Grace Hebert, Bonnyville, AB
Alan Henderson, Dartmouth, NS
Lee Horning, Merrickville, ON
Bernie Jackson, Aylesford, NS
Silver Kask, Scarborough, ON
Winnifred Kennedy, Toronto, ON
Helen Knowles, Bathurst, NB
Anthony Kopf-Johnson, Nepean, ON
Ken Krebs, Winnipeg, MB
Eino Kuris, Don Mills, ON
Roberta Landerman,
Greenfield Park, PQ
Christine Laviolette, Gatineau, PQ
Bruce Leavitt, Lethbridge, AB
Bert MacDonald, New Glasgow, NS
Roy T. Marsh, Dartmouth, NS
Kevin McIntyre, Kitchener, ON
Bill McKelvey, Winnipeg, MB
Lyle McLeod, Saskatoon, SK
John Peach, Lower Sackville, NS
Helen Pearen, Mooretown, ON
Lou Peterson, Yorkton, SK
Lia Pikkov, Don Mills, ON
Joan Ploeger, Vernon, BC
Klaus Ploeger, Vernon, BC
Richard F. Pritchett, London, ON
Frances Re, Hamilton, ON
Jim G. Remenda, Kitchener, ON
Glen Roelofs, Lethbridge, AB
Steve Sandham, Tillsonburg, ON
Marlene Shurtliff, Kingston, ON
Carol Sissons, Ottawa, ON
Sue Sitts, Coutland, ON
Margaret Smith, Trenton, ON
John Stone, North Bay, ON
Marion Taylor, Riverview, NB
Alan Torgerson, Melville, SK
Bill Van Der Valk, Pickering, ON
Valerie Van Veen, White Rock, BC
Valerie Wadsworth, Courtenay, BC
Frederick G. Weatherbee, Truro, NS
Alex Whibley, Vernon, BC
Jack Zess, Regina, SK

Risky Business

by Ian Mitchell

Boasting a motto like “Challenge”, no one should be surprised that the Venturer program includes many activities containing some level of risk. In fact, it’s safe to say that almost every activity that Venturers undertake contains risks. The role of adults within our organization — without exception — is to manage those risks so the program is as safe as possible.

All leaders should know that certain high risk activities are no longer covered by Scouts Canada’s insurance policy. To name a few these include: hang gliding, sky diving, paint ball shooting, ultralite aircraft flying and bungee jumping. But our program still contains activities which, when properly managed, give our youth the types of challenges they yearn for: risky, never-been-done-

before type challenges. So, as responsible adults concerned with safety, how do we manage this “risk” taking?

Effective Risk Managers

The Oxford Dictionary defines risk as “the chance of bad consequences or loss” and “exposure to mischance.” It’s this “chance” or “exposure” that we as Scouting leaders must pay attention to and try to minimize.

Don’t equate managing risk with eliminating it. The Venturer program will always contain some elements of it. But, leaders must consider what risks are involved with an activity and plan to avoid, or strictly control, them. This is only common sense.

Managing risk should become part of the Venturers’ planning process; make sure it’s kept as simple as possible. It doesn’t need to be exhaustive, yet it should be thorough and satisfy adult leaders that “exposure to mischance” has been fully considered.

Following is a system used in the Province of Alberta which we have modified. As you’ll see, it’s both simple to carry out, yet can be readily expanded to provide an extra measure of safety and comfort.

Activity Risk Considerations

Complete this checklist before your challenge activity.

1. Describe the event in detail; list safety contact persons.
2. Brainstorm at least 10 risky situations that could happen during your event. (See chart below)

3. List how you can minimize the risk in each of these 10 situations. Include required safety equipment, or actions needed to operate a safe event.
4. Identify support services available or needed (e.g. hospitals, first aiders, etc.).
5. Modify or reject activities involving extreme risk levels.
6. Advise appropriate emergency services of your activity details.

No Scare Tactics

This article isn’t meant to scare you. However, we do want to make sure everyone understands the need to pay strict attention to risk management.

Many people share a genuine concern that the Venturer program, with its many challenging activities, may eventually be phased out because of the increasing cost of insuring youth when they take part in challenging activities. By actively managing risk, Scouters not only ensure safety but also prove to all that we are concerned and taking measures to avoid unnecessary problems in Venturer programming.

Even these measures won’t protect us if we are negligent when actually carrying out the activity. Scouters must ensure that they act as reasonable, responsible adults in all situations, even if it means falling out of favour with our youth.

Deciding as a company whether or not you should take on a particular challenging activity is never an easy one. Plan your adventure fully and carefully weigh the risks before you get into trouble. ^

Event Description		
Possible Situations and Responses	Chance of Occurring (low, medium, high)	Consequence or result if it happens
1. Description of Situation: Actions to reduce risk: Emergency services notes:		

*** Repeat this chart for each risk situation.*

Letters to the Editor

Well Done!

I wish to express my appreciation to Scouting for the leadership the 1st Washago Scouts, ON, have provided our community for two years during the Orillia Wildfowl Festival. I help chair this activity.

Scouting members have diligently performed their duties day after day while they camped nearby. It has been a pleasure to observe the esprit de corps of this little troop — their well-kept campsite radiantly glowing the Scouting Movement's goals to others. They truly reflect your Founder's spirit.

There is no doubt in my mind that these youth will be the real winners in life's challenges. They will accomplish far greater things than those who are unwilling to venture and participate through cooperation and liaison with others.

— Ray Raaflaub, Director, Orillia Wildfowl Festival, ON.

Calling Cub Leaders

Our Cubs (18th "B" Oshawa) are looking for one pack from each province and territory to join us for a "Cubs Clean Across Canada" project.

Interested?

Each Cub pack will undertake a local cleanup project, and tape its efforts on video. After completing the video, all packs will send them to us to combine into one long, edited version. We will then send each pack a copy of the full production as a souvenir. (Cubs love seeing themselves on video. It'll also help them earn badges.)

If you want to find out more information, write or call me for details at: Alex Scott, 61 Townline Road South, Courtice, ON, L1E 2J1. (905-725-9364)
— Alex Scott, Oshawa, ON.

Not Really a Beaver

Every year at our first meeting, I tell our new Beavers that before they're invested and become a "real Beaver" (i.e. get a hat, vest, scarf, etc.) they must grow a tail.

One little guy took me seriously. The night before our investiture one Beaver went to his mother and asked her if he could still come and visit her occasion-

ally! His startled mother asked him what he was talking about. (The Beaver even had his bags packed.)

Sitting him down, his mother listened quietly as the child explained that "Hawkeye" said he was going to grow a real tail and become a real beaver. "So," he said, "after tomorrow night, I have to go and live with the beavers in their dam in the lake."

After I explained to him that the tail I spoke of was made from cloth, he was happy to stay home with his parents. Over the next months he enjoyed a wonderful first year in Beavers.

— Gary Selig, Winnipeg, MB.

Editor's Note

Please send us your thoughts and comments. We publish only signed letters and will edit for length and readability.

RECIPES CUTOUT PAGES

Scouter Bryon Feagan recently pointed out an error in the numbering sequence of the *Recipes* cutout pages. The mistake began in the August/September 1995 issue where they were wrongly numbered as p.583 and p.584. (They should have been numbered p.585 and p.586.) The error continued in the January '96 issue; the page number sequence should have been p.587 and p.588. Our apologies to all cutout page collectors.



19th World Jamboree

December 27, 1998 - January 6, 1999, Chile

The 19th World Jamboree will take place over the 1998/99 New Year during Chile's warm summer season. Thousands of Scouting youth from around the world will attend. Hosted by the Asociacion de Guias y Scouts de Chile, the jamboree's theme is "Building Peace Together."

Located near the town of San Francisco de Mostazal (about 60 kilometres south of the Chilean capital, Santiago), the jamboree site will be at a newly-acquired hacienda called "Picarquin." The area features many beautiful places for excursions, and offers a stunning view of the Andes, the coastal mountain range and the central valley.

The event is open to Scouting boys and girls aged 14 to 17 at the time of the jamboree.

Scouts Canada plans to assemble a contingent of several hundred participants who will be organized into composite troops of 36 youth and 4 leaders.

There will also be opportunities for young people between the ages of 18 to 28 to volunteer for International Service Staff positions helping the host country operate the event.

As well as the jamboree, the Canadian program will probably include pre-jamboree assembly and sightseeing. We're also hoping participants will be able to experience a few days of home hospitality.

Watch upcoming issues of **the Leader** for further details!