

the leader

February 1998

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SCOUT-GUIDE WEEK
February 15-22, 1998



GERM WARFARE • B.-P. THEME NIGHT • INVESTITURE

INTRODUCING OUR NEW NATIONAL COMMISSIONER

by Sam Elsworth

Serving as your National Commissioner will be an honour and a privilege. I realize the immense responsibility of the role and look forward to the challenge. The previous National Commissioner, Herb Pitts, showed real dedication and leadership. Herb, with his wife (Marianne), made an outstanding contribution that has created a strong, proud Movement.

Life-Changing Impact

Scouting has been the most important single influence in my life. I began Scouting as a Wolf Cub (before Beavers existed), and then moved up to Scouts. Two of my proudest achievements were when I earned my Queen's Scout Award, and Bushman's Thong. My fondest memories of Cubs and Scouts centre around the caring attitudes and positive influences of my leaders. Their examples and encouragement prepared all of us in the group for life.

Global progress and advancement are relentless. Therefore, Scouting must be prepared to embrace necessary changes, remain at the forefront of technological developments, and adopt appropriate methodology. Nonetheless, many constants remain that have stood the test of time; these need not change.

Our Mission, and (to some extent) our Promises, Laws and Mottos, fall into this category. Many of the teachings and examples cited by B.-P. are still applicable in our fast-paced



Last November, Sam Elsworth met the Chief Scout.

society. Our challenge as leaders is to maintain Scouting's traditions of integrity, values, personal development, and leadership.

Future Priorities

Let's look at some priorities facing us. Although we are the largest youth-serving agency in Canada, we can't afford to lose any more members. This issue has perplexed our leaders for years, and despite creative efforts, Scouting continues to lose ground. The slippage may appear insignificant if we look at only annual figures, but over years and decades the affect can be devastating. Everyone in our

organization should assign a high priority to increase membership.

Membership is important, but so is our commitment to strengthening and promoting *youth* involvement at all levels. Try giving over more and more leadership roles to young members.

Does your Beaver colony have a Keoo? When did your Cub pack Sixers' Council meet last? Do you have a Kim? Is your troop using the Court of Honour system? Venturer and Rover advisors, how are your executives doing?

When we let youth grow and develop in leadership roles, it has an amazing impact on the delivery of a challenging program. What did B.-P. say? "Teach them, train them... let them lead!"

Doing My Best

I can only promise to "do my best." Herb Pitts, and those who preceded him, left us an amazing legacy. Let's build on what we've been given and take Scouting to even greater heights.

Here's to a fun, action-packed Scouting future!

Sam Elsworth
National Commissioner

Photo: Randy Stille

Executive Editor
Andy McLaughlin

Editor
Allen Macartney

Art Director
Richard Petsche

Advertising/Circulation
Laureen Duquette



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PO Box 5112, Stn LCD-Merivale, Ottawa ON K2C 3H4
Phone: (613) 224-5131.
Fax: (613) 224-5982.
E-mail: leader@scouts.ca
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the leader

The Canadian Leader Magazine

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Volume 28, No.6

FEATURES

Germ Warfare for Beginners	4
Don't Be Afraid: Put Youth in their Place	7
"Would the Real B.-P. Please Stand Up!"	8
Attitude Is Everything	10
Mid-Winter Yuk Yuks	12
How To Behave at a Training Session Avoid these embarrassing social blunders	13
High Character, Gallantry and Commitment 1997 Chief Scout's Investiture	14
Go Ahead! Make the Call	17
Book Talk	22
Scouting Extravaganza Photo Contest Extended	38

REGULARS

Swap Shop Does your pack have a promise rock?.....	18
Fun at the Pond A month of parties!	20
Venturer Log "Tailoring" your program — September 1998 style.....	23
Outdoors Risk management: it's for everyone to learn	24
Paksak/Sharing Making money makes good cents	26
Network Let's build better relationships	29
For Volunteers Local heroes help save sections	34
Patrol Corner More new Scout badges	37

ALSO

Editorial Page.....	2	Scouter's 5 & Skits	35
Cross-Country Photos	30	Supply News.....	32



Proud Memories on Promise Rock

page 18

GERM WARFARE

FOR BEGINNERS

by Rick Smith

WINTER IS THE SEASON FOR COLDS, FLU, AND RUNNY NOSES. GERMS ARE LURKING EVERYWHERE, OR SO IT SEEMS. WHEN BITTER FEBRUARY WINDS DRIVE YOUR COLONY OR PACK INDOORS, IT'S TIME FOR A "GERM WARFARE" THEME EVENING.

Use these activities as a jumping-off point for a discussion about how germs invade your body, and what you can do to build up defences. Snuffles, sniffles, coughs and itches can disrupt a colony or pack. Look for discussion and learning opportunities everywhere, so your group will be better prepared for the season.

Start by asking your youth if they know anyone who is feeling sick right now — a friend or member of the family. Can they describe, or better yet act out, the symptoms? Use the following paragraphs to launch your program.

Long ago, people had strange ideas about illness. They thought ghosts and goblins made people sick, and that disease was a punishment for being bad. However, inexplicably to them, even very good people became sick despite their wearing charms and lucky objects. Today, we know that germs, bacteria and viruses cause illnesses. The type of disease you get depends on the germ that has invaded your body.

Germs are tiny, invisible living things. They're smaller than a speck of sand, and grow everywhere. Many germs are actually good for you. They help leaves and other dead plants break down in your composter. Some

germs even help turn milk into yogurt and cheese.

Two kinds of germs make people sick: bacteria and viruses. Bacteria likes to get into warm, dark, moist places (like your ear) and cause disease.

Viruses are even smaller than bacteria; they can only grow inside living cells like the ones in your body. As a virus grows, it kills cells, making you feel aches and pains.

Now... on to the activities!

"Quick! I need a doctor!"

This game can either be very competitive, or run at a more sedate pace, depending on the age of the children playing. It teaches Beavers and Cubs how to read a glass thermometer. Use the game to talk about normal body temperature (37°C or 98.6°F) and fever. Your group can discuss

ways parents help control fever.

You'll need six or more *glass thermometers*, six or more clear glasses filled with water of varying temperatures (from very cold to very hot), and pencils and papers for everyone. Line up the six glasses of water (with different temperatures) on a table in a row — a half metre between glasses. Put one thermometer in each water glass.



TAKE PROPER PRECAUTIONS DURING THE FLU SEASON, BUT THERE'S NO NEED TO GO OVERBOARD.

The first child in each team must run up to the table, choose a glass, read the water temperature from the thermometer, write it down on a piece of paper, then race back to the next person on her team. The first team to finish must shout out, "Quick! I need a doctor!"

Bundle Up!

Each team will need one or two rolls of toilet paper. Introduce the game by explaining that if you don't bundle up during winter weather, you're just inviting a cold or flu.

On "Go!", each team must start wrapping one of its members up with toilet paper. (Smart teams will choose short members to bundle up.) The team that has wrapped its member up the best after 30 seconds, wins.

"Germy run quick."

Choose one Beaver to be "The Germ" and identify one part of the room as a safe zone — where everyone gets lots of rest, exercise, good food and sunshine. Players are safe when they're in that area but, if "The Germ" tags someone outside the safe zone, that person gets sick and must curl up on the floor where she got tagged. Continue until everyone is "sick." The last Beaver to succumb, becomes the new "Germ."

DON'T GET TOO CLOSE TO OTHERS IF YOU KNOW THEY AREN'T FEELING WELL.

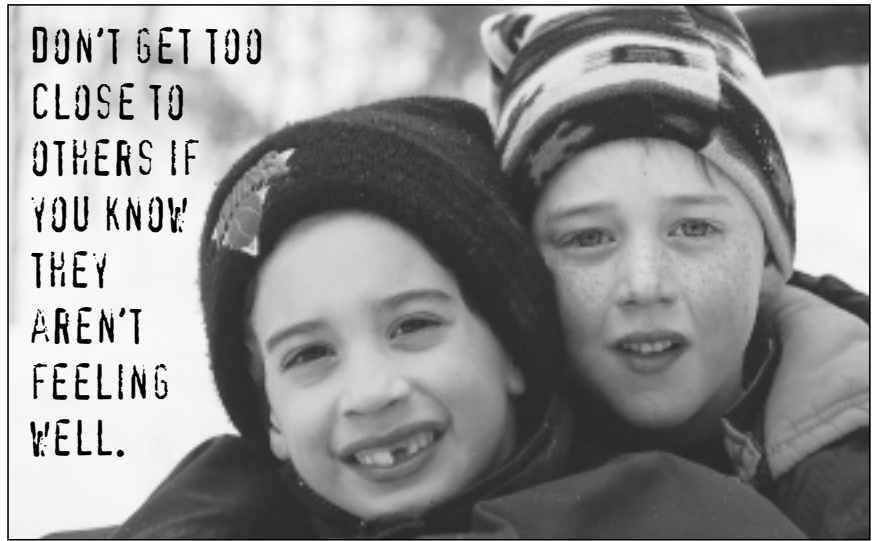


Photo: Paul Ritchie

Flu Battin' Warriors

Winter is the time many people get a common germ called "flu" — short for influenza. Some people call this "the grip." Once you have the flu, no medicine will really cure it; your body has to cure itself. In fact, when your body gets the flu, it tries to fight it off; part of the internal body fighting makes you feel terrible.

The best thing to do when you get the flu is to stay warm, rest and drink plenty of water or juice. Resting lets your body use its energy to fight germs, while drinking water keeps you from dehydrating.

Here are some simple crafts to make for family or friends who are either sick or recovering from the flu.

Pop-Up Card

A pop-up card is a great way to encourage a friend or parent. Start with a piece of stiff card stock or construction paper. Fold the paper in half. Make two parallel cuts of equal length from the folded side. (See diagram) Push these through into the card, then cut out a figure to glue on the pop-up. This might be a picture of someone lying in bed, a large valentine, a clown face, or a person skiing.

POP-UP CARD CONSTRUCTION

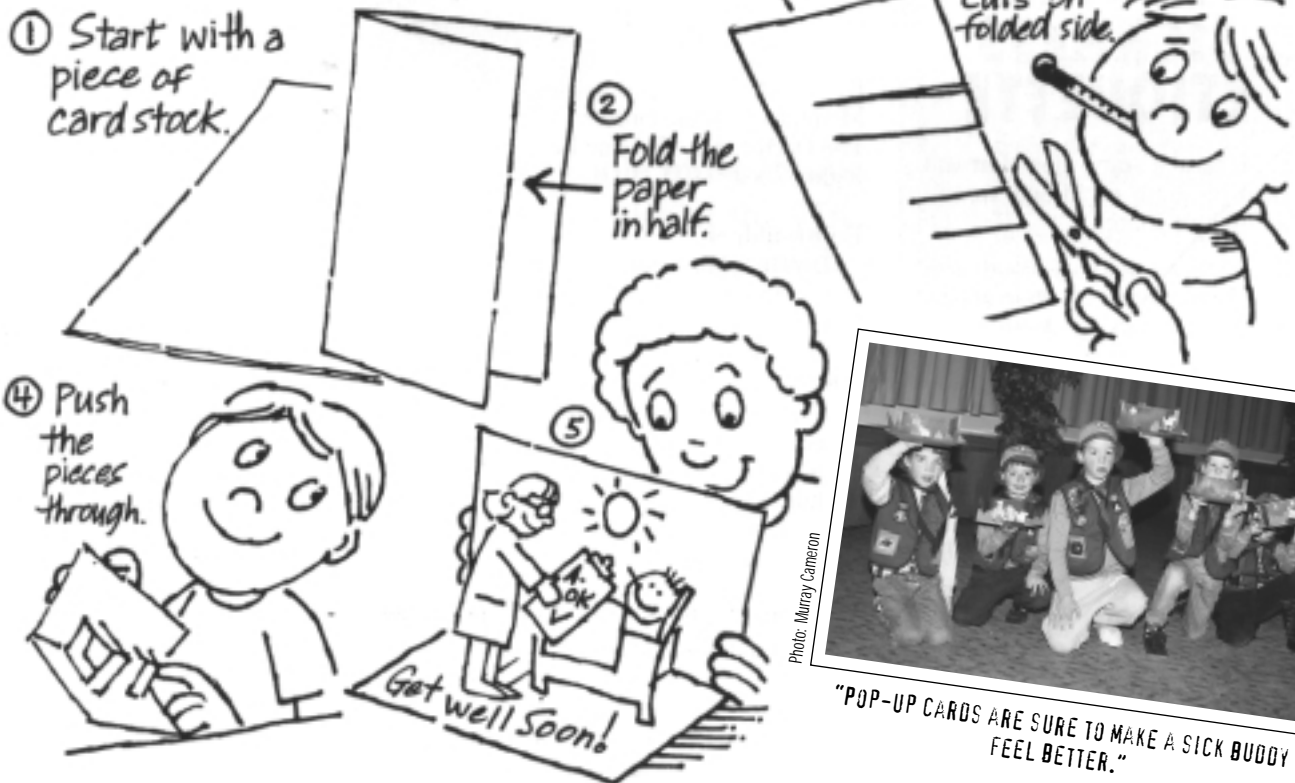


Photo: Murray Cameron



"POP-UP CARDS ARE SURE TO MAKE A SICK BUDDY FEEL BETTER."

Make more parallel cuts, once again starting from the folded side. Glue on more figures, then colour in the background so you have a beautiful three-dimensional scene. Glue a backing on your card, but be careful not to anchor the pop-up figures to the paper.

Bedside Fishing

You'll need construction paper, paper clips, small magnets, string and a short stick. Cut out eight to ten fish shapes (various sizes from different coloured paper), and attach a paper clip on each. Tie or hot glue a small magnet to the string and tie one end onto your stick. Place your fish on the floor and use the magnet "fishing pole" to catch them.

Paper Chain

A little decoration will brighten up any sick child's room. Make a paper chain (like Christmas tree chains) from cheerfully-coloured construction paper, scissors, as well as glue or tape. Cut thin strips of paper out, and join them together forming loops. Add sparkles.

WINTER SICKNESS ETIQUETTE

Here are some tips that will help you both avoid and spread germs this winter.

- Always cover your mouth with a hand or tissue when sneezing or coughing. A big cough or sneeze actually sends out a cloud of spray from your mouth and lungs — a cloud that contains many germs.
- If you're not feeling well, try to stay away from others. Germs love it when you whisper secrets into a buddy's ear.
- Don't share drink bottles or food with friends at school.
- If you're sick, don't use the same towel or hair brush as others.

"YOU'VE GOT TO BE CAREFUL NOT TO SHARE GLASSES WITH YOUR FRIENDS AT CAMP."



Five Little Beavers Rhyme

Five little Beavers
 Jumping on the bed,
 One fell off and bumped his head.
 Momma called the Doctor,
 The Doctor said, "No more Beavers
 Jumping on the bed!"
(Continue counting down to one)
 One little Beaver
 Jumping on the bed
 He fell off and bumped his head.
 Momma called the Doctor,
 The Doctor said, "Put that Beaver
 Right to bed!"

Bodybuilders

Divide your colony into teams. At the end of the room place a large box full of empty food containers or pictures of food cut from magazines. (Let your Beavers help you prepare for this game by cutting out the pictures.) Include a mixture of both nutritious and junk foods. For example, include empty milk cartons, egg cartons, chocolate bar wrappers, a picture of a fast food hamburger, a cake box, and more.

The first child in each team runs to the box, and chooses a food item. If the food is nutritious, then he'll have energy to run full steam back to his team. If the Beaver chooses a junk food item, then he has to crawl slowly back to his team. (Make sure

all teams have to choose one or two junk food items.) When players return to their team, they tag the next member who races for the food bin.

Use this game to discuss healthy food choices. Make sure you emphasize that cakes, cookies, and pop are fine occasionally, and as long as they are eating their proper daily intake of healthy food.

Doctor Tag

Choose one child as the Doctor who chases all the others. When the Doctor tags another child, that Beaver or Cub has to touch (and keep on touching) the tagged part of his body. The Doctor can tag any child as many times as possible; players may keep running as long as they can still move and touch all the tagged parts of their bodies. Start again with a new Doctor when the game has slowed to a crawl.

I Feel Awful Song

(Tune: Frère Jacques)
 I feel awful, I feel awful
 Caught the flu, caught the flu,
 Think I'm gonna sneeze,
 Think I'm gonna sneeze,
 "Ah, ah, CHOO!"
 "Ah, ah, CHOO!"

Do Your Best

Why do people get sick so often in winter? It's because our bodies have to adjust to the cold outside, and then the warmth indoors. We also don't get as much sunshine (and resulting vitamin D) as during the summer. Let's try to avoid winter colds and flu by getting plenty of sleep, exercise and good food. Make sure you wear a hat, gloves, scarf and boots whenever you go outside.

Don't let flu season slip by this year without doing something to combat its ill affects. A germ warfare theme program will not only strengthen your colony or pack's defences, but lift everyone's spirits. ^

— Rick Smith is a 'germ warfare specialist' with the 1st New Maryland Beavers in New Brunswick

Photo: Paul Ritchie

Don't Be Afraid Put Youth in their Place!

by Michael Lee Zwiers

Scouting is primarily a Movement for youth. Let's repeat those words several times.

In my first year as a Scouter, our troop met at the local community hall. With more than 30 boisterous young members and four leaders, we made good use of that large hall, filling it with noisy fun.

Once every month, however, we were 'bumped' from our large room into an old hockey change room. It was very cramped. Narrow benches lined its walls. We wouldn't have minded, except while we squeezed into this tiny space, a group of adults (one quarter our size) met around a table in the middle of "our" large hall, discussing community business. Their voices reverberated off the walls like echoes in an empty cavern.

For some of those nights we planned a field trip or spent our time outside. But on cold, winter nights, or stormy, spring evenings, we sat crammed together for two hours like rush-hour subway commuters. Eventually we convinced the community executives to swap places with us; it wasn't easy, and it took a few heated discussions about who needed the space more.

The More Things Change

Some things don't change. Recently, a Service Scouter phoned a local group and booked their Scout room for a planning meeting. Because it was to take place on a Scout night, he informed the troop leader that the youth would have to relocate to a small room jammed full of art and craft supplies. It wasn't the first time these Scouts

had been relocated into a closet. The Scouter was about to relinquish his space when I intervened. I argued that Scouts should take precedence over an adult group. Our discussion went something like this:



Young people must always take their place at the TOP of the Scouting pyramid.

meet at the hall. It's been theirs for a long time."

Zwiers: "That's exactly why they should give it up and let some new Scouts have a turn."

Eventually we found another spot for the adult meeting that pleased everyone. None the less, the confrontation rankled me. Small skirmishes like these take place in Scouting groups across the country. They point to a deeper problem: in many communities, adult members repeatedly take precedence over youth members. And not all of the problems involve such minor details.

Put Your Money Where...

Have you ever heard stories how money was given to Scouting groups or councils, and instead it ended up spent on Scout office supplies, renovations to buildings, photocopying for adults, or some other non-youth related activity? We must keep the very best interests of our Scouts in perfect focus.

As a boy, I benefitted from the goodwill of individuals who donated their time, money, and resources to Scouting. Without such generosity I couldn't have been able to afford to take an active part in Scouting, and my growing-up years wouldn't have been as rich.

We adults have a responsibility to put our own and others' resources to the best possible use. Young members must be our *first* priority. We must make all decisions with them in mind. Spend more time thinking about the youth.

It's time to give Scouting back to the kids. Whether we're working at the local, regional, or national level, let's put the Scouts in their proper place... at the head of the line. X

— Michael Lee Zwiers has Scouted in Alberta, British Columbia and Ontario.

Zwiers: "The Scouts have to be our first priority."

Service Scouter: "We are planning something for our next jamboree."

Zwiers: "That's great! Meet somewhere else or choose another night."

Service Scouter: "These guys are with the B.-P. Guild, and some of them built that hall."

Zwiers: "Right! And who did they build it for?"

Service Scouter: "Scouts. But maybe they'd be upset if they couldn't

"Would the Real B.-P."



How well do your members know Lord Baden-Powell, the founder of Scouting? This program will familiarize everyone with his life. Use it as a starting point to build an exciting evening with lots of program links.

It's a perfect theme for either February (Scout-Guide Week) or an early November meeting before Remembrance Day.

One of B.-P.'s prime motivations for starting Scouting was to help spread world brotherhood and peace. You might want to add other crafts or games that relate to friendship, peace and personal bridge-building.

Minefield Compass Watch

Mines were a constant hazard to people, even in B.-P.'s life. This game will teach Cubs and Scouts how to work together in a team, and how to use a compass.

Line your players up in groups. Scatter opened pieces of newspaper in front of each group so the floor is completely covered. With a leader who acts as an umpire, identify a number of pieces of paper that will represent mines. Don't tell the first person standing in line which papers represent mines. (You might even want to place some obstacles (like chairs) around on the newspaper to make the task more confusing.) On "Go!" the first person in each line must follow compass headings called out to him by the last person in line to find a safe path through the minefield. (E.g. "Two steps at a heading of 220°.")

If the person being guided through the minefield steps on a mine, the Cub or Scout must return to the start.

Use this activity to discuss why Canada played such an active role in the recently-signed land mine treaty. Today, there are over 100 million mines in the world. Most victims are children.

Make a Flag

B.-P. was an army general who loved flags and ceremonies. Because February 15 is Flag Day in Canada, get your group to make flags from around the world, starting with our own.

Beavers could make their flags from straws (poles), and rectangular strips of white paper, and marking pens. Older Beavers might wish to cut out various shapes and symbols appearing on the flags from construction paper, then glue them onto the flag. Encourage your Cubs and Scouts to make their flags from multi-coloured cloth, using a sewing machine or needle and thread.

B.-P. Cupcakes

With a regular cake mix from a grocery store, get Beavers and Cubs to make up some cupcakes. Set up a large picture of B.-P. in your meeting hall, and ask your members to create a three-dimensional face of B.-P. on their cupcake using various colours of icing. Cubs or Scouts might want to 'paint' a camping scene on their cupcake or some other Scouting illustration (e.g. wolf cub, world Scouting emblem, beaver). When finished, put sparklers on the cupcakes and enjoy your snack.



Photo: Paul Ritchie

B.-P. stressed using the outdoors for all activities.

Please Stand Up!"

by Ali Eason

The Story of B.-P.

The following story will help everyone remember B.-P.'s life. Use the questions (below) as a quiz for Cubs and Scouts. (Perhaps you could think up a relay race that ties into the questionnaire.) If you're a Beaver leader, divide your colony into small groups. Assign each group one or more of the italicized words in the story. When Beavers hear "their" word (e.g. B.-P.) they must jump to their feet and yell it out enthusiastically.

B.-P.'s full name was Robert Stevenson Smythe Baden-Powell. He was born on February 22 in London, England. He was ambidextrous, which means he could use both hands equally well. He could even draw pictures with both hands. With his brothers he camped. They loved boating, wildlife and plants. He attended Charterhouse School in England.

When he was 19 years old B.-P. joined the army and helped to put down the Zulu Rebellion in Kenya. Chief Dinizulu surrendered and gave B.-P. a necklace of wooden beads. Baden-Powell later used these to give to leaders completing their Woodbadge training.

In 1899, B.-P. fought in the Boer War where he used young boys as messengers, lookout runners and first aiders. They became army cadets. In 1907, B.-P. held his first camp at Brownsea Island, England. Twenty youths attended. He also wrote a book called *Scouting for Boys* that became an instant best-seller. In 1910, Scouting had grown from 20 to 80,000 youths; that year B.-P. was knighted Lord Baden-Powell. B.-P. held the 1st International Scout Camp called a jamboree in 1920, where he was named the first Chief Scout of the world.

B.-P. died in January 1944 in Kenya, and is buried there. At present Scouting in Canada comprises about 220,000 members — 170,000 are youth. We are part of a worldwide organization that includes over 25 million members in 116 countries and territories.

"I'm going to make my B.-P. cupcake look like Rainbow."



Photo: Queenie Monk

Your B.-P. theme night can involve a wide range of activities and games. Adapt some activities found in *Games from A to Z* or in JUMPSTART program packages (available at Scout Shops) for more ideas.

"Who is B.-P. you ask? Let me tell you all about him." \

— Ali Eason has Scouted in Ontario and Manitoba.



B.-P. QUESTIONNAIRE

1. What was B.-P.'s full name?
2. What do we call someone who can use both hands equally well?
3. What did B.-P. like to do as a child?
4. Where did B.-P. fight the Zulus?
5. What was the Zulu chief's name?
6. What did the Zulu chief give B.-P.?
7. When and where did Scouting start?
8. When did B.-P. fight in the Boer War?
9. B.-P. used young boys to fulfil a specific military role in the war. What was it?
10. Where was B.-P.'s first camp?
11. When was B.-P. knighted?
12. What is a jamboree?
13. Where is B.-P. buried?
14. How many active Scouting members are there in Canada?
15. Why do we shake with our left hand?

- ANSWERS
1. Lord Robert Stevenson Smythe Baden-Powell.
 2. Ambidextrous.
 3. Camping, boating, wildlife, plants.
 4. In Kenya.
 5. Chief Dinizulu.
 6. A wooden bead necklace.
 7. 1907 in London, England.
 8. 1899.
 9. Messengers, lookout runners and first aiders.
 10. Brownsea Island.
 11. 1910.
 12. A very large group of Scouting youth.
 13. Kenya.
 14. About 220,000.
 15. Sign of trust.

Attitude Is Everything

by Francie Baltazar-Schwartz

"Pain is inevitable, but misery is definitely a choice."

Are the winter blues getting you down? Are they affecting your conversation and attitude at section meetings? Here's an inspiring story for everyone. Read it at your Scouter's Club, and to your Venturers, Scouts and Rovers. Then discuss our opening quote about pain and misery.

Brainstorm with other Scouters as you look for program ideas that will build an attitude of thankfulness. What games can you play? Is there a mid-winter Thanksgiving craft or relay race you can run? When the ideas start flowing, don't stop them. Plan an entire month around this thanksgiving theme. Tie it into making choices.

Here's the story...

Light in the Forest

Jerry was a restaurant manager, and the kind of guy you love to hate. He was always in a good mood, and always had something positive to say. When someone would ask him how he was doing, he would reply, "If I were any better, I'd be twins!"

He was a unique manager because he had several waiters who had followed him around from restaurant to restaurant during his career. The

reason the waiters followed Jerry was because of his attitude; he was a natural motivator. If an employee was having a bad day, Jerry was there telling the person how to look on the positive side of the situation.

Seeing this style really made me curious, so one day I went up to Jerry



You've just crashed your sled and you've got two choices: complain, or climb smiling to the top again.

and asked him, "I don't get it. You can't be a positive person all the time. How do you do it?"

Jerry replied: "Each morning I wake up and say to myself, 'Jerry, you have two choices today. You can choose to be in a good mood, or you can choose to be in a bad mood.' I choose to be in a good mood. Each time something bad happens, I can choose to be a victim or I can choose to learn from it. I choose to learn. Every time someone comes to me complaining, I can choose to accept their complaining or point out the positive side of life. I choose the positive side of life."

"Yeah, right," I protested. "It's not that easy."

"Yes it is," Jerry countered. "Life is all about choices. When you cut away all the junk, every situation is a choice. You choose how you react to situations. You choose how people will affect your mood. You choose to be in a good mood or a bad mood. The bottom line is this: it's your choice how you live life."

I reflected on what Jerry said. Soon after, I left the restaurant industry to start my own business. We lost touch, but I often thought about him when I made a choice about life, instead of reacting to it.

Several years later, I heard that Jerry did something you are never supposed to do in the restaurant business: he left the back door open one morning. Three armed robbers came through the door and held him up. While trying to open the safe, his hand (shaking from nervousness) slipped off the combination. The robbers panicked and shot him. Luckily, Jerry was found relatively quickly, and rushed to the hospital. After 18 hours of surgery and weeks of intensive care, he was released from hospital with bullet fragments still in his body.

I saw Jerry about six months after the accident. When I asked him how he was, he replied, "If I were any better, I'd be twins. Wanna see my scars?" I declined, but did ask him what had gone through his mind as the robbery took place.

"The first thing I thought was that I should have locked the back door," Jerry replied. "Then, as I lay on the floor, I remembered that I had two choices: I could choose to live, or I could choose to die. I chose to live."

"Weren't you scared? Did you lose consciousness?" I asked.

Jerry continued, "The paramedics were great. They kept telling me I was

Photo: Paul Ritchie

It's a matter of choice

going to be fine. But when they wheeled me into the emergency room and I saw the expressions on the faces of the doctors and nurses, I got really scared. In their eyes, I read, 'He's a dead man.' I knew I needed to take action."

"What could you do?" I asked. "You didn't have any choices to make."

"Well, there was a big, burly nurse shouting questions at me," said Jerry. "She asked if I was allergic to anything. 'Yes,' I replied. The doctors and nurses stopped working as they waited for my reply. I took a deep breath and yelled, 'Bullets!' Over their laughter, I told them, 'I am choosing to live. Operate on me as if I am alive, not dead.'"

Jerry lived thanks to the skill of his doctors, but also because of his amazing attitude. I learned from him that every day we have the choice to live fully. Attitude, after all, is everything.

Go for the Control Button

Are you and your Scouts like Jerry? What positive steps can you take *right*

now to start moving in his direction? Make a list and choose three of them to put into practice this week. Next week, find out about the successes your group experienced.

could tie in with programs dealing with team-building, peer pressure, and drug awareness.

Life offers us many choices. A changed attitude can change your life,

**"The bottom line is this:
it's your choice how
you live life."**

Look for phrases in your conversation like, "I didn't really have any choice," then confront the statement. Ask group members to make a list of every choice alternative possible in a given situation. Some might be ridiculous, some more practical. This activity

and help others. It can make your group turn into proactive decision-makers. [^]

— *Special thanks to BC Scouter Paul Whitfield for sharing this story.*



A good attitude and good friends can get you through almost anything.

MOVING?

Please let us know. Print your new address in the space provided. Tape the address label that now appears on the cover of your LEADER in the box marked "Previous Address".

New Address

Name _____

Address _____

Prov. _____ Code _____

Previous Address

(Affix label here)

Mail to **the Leader**
PO Box 5112, Stn F
Ottawa, Ontario
K2C 3H4

Photo: Paul Ritzi

Mid-Winter *Yuk Yuk*

It's time you organized a joke night!

If you're like Scouter Tim Leitch of the 10th Whitby Cubs in Ontario, you plan jokes into every evening. Kids — young and old — love jokes. Use a regular joke session to increase public speaking

skills and confidence in your members. It could even help generate team-building and team spirit.

Here are a few jokes to stoke the mirthful fires in your group. Once they're lit, ask each child to contribute a joke. Perhaps a six or patrol could act out a joke, while others watch and try to figure out the story and punch line.

It's Your Call

An impenetrable fog hugged the coastline of British Columbia. Ships were blasting their fog horns to warn others nearby of their presence. Radar technicians in fishing boats and passenger liners watched their radar screens closely looking for danger. Suddenly a large aircraft carrier in the area received an urgent radio transmission.

Unidentified caller: "Large ship! Immediately turn 15° north to avoid collision!"

Ship's captain: "We are a huge and important naval vessel. **You** turn 15° north to avoid collision."

Unidentified caller: "No! **You** turn 15° north. Do it now, please!"

Ship's captain: (*Speaking slowly with confidence*) "Perhaps you don't understand. We are a very large and very important aircraft carrier. If you want to avoid this collision, **you** turn 15° north."

Unidentified caller: "Large ship, we are a Canadian lighthouse. It's your call."

Questions and Answers

Q: Why do oceans roar?

A: You would too if you had lobsters in your bed!

Q: How did the firefly feel when it rained?

A: De-lighted!

Q: Why is 6 afraid of 7?

A: Because 7-8-9!

Q: What do you call a cow eating grass?

A: A lawn moo-er.



"Why did the Canadian cross the road? You don't know? To get to the centre!"

Q: What kind of beans will never grow in the garden?

A: Jellybeans.

Q: What do you get if you cross a sheepdog carrying a daisy?

A: A collie-flower.

Q: What happens only once in a minute, twice in a moment, but not once in a thousand years?

A: The letter "M."

Q: How many turkeys can you get into an empty telephone booth?

A: One. After one is in there, it isn't empty.

Q: Ten birds were sitting on a telephone wire. Seven decided to fly away. How many were left on the telephone wire?

A: Ten. They only decided to fly away; they hadn't left yet.

Strange but True

According to Scouters Paul Whitfield and Bruce Thomson of Vancouver, BC, these comical stories are all true.

The Kelowna Daily Courier crime column reported that a man walked into a burger restaurant in Kelowna, BC, at 7:30 a.m., and flashed a gun.

Robber: "Give me your cash!"

Clerk: "No. I can't open the cash register without a food order."

Robber: "Okay then, I'll have onion rings."

Clerk: "They're not available for breakfast."

Robber: "What! I'm outta here!"

(Running away in frustration)

A man suspected of robbing a jewelry store in Regina, SK, said he couldn't have done it because he was busy breaking into a school at the same time. Police arrested him for that crime.

A man was arrested in northern BC for trying to rob a local hotel. He was armed with only an electric chain saw. It wasn't plugged in! \wedge

Photo: Allen Macartney

How To Behave at a Training Session

Avoid these embarrassing social blunders

by Colin Wallace

Etiquette is s-o-o-o important, don't you think?

I mean, observing the proper protocols identifies one as a civilised and cultured being, *n'est pas?*

The fifth of the original ten Scout Laws declared firmly that "a Scout is courteous." Unfortunately, although courtesy continues to endure as an admirable goal, Scout skills in the social graces have eroded somewhat since 1907.

Our youth cannot be blamed for their lack of *savoir faire*; they blindly mimic the manners of their leaders who are themselves ignorant of the correct, cultivated behaviour. Knowing how one should behave in every social circumstance can be difficult, especially when a situation is new and unfamiliar.

Let's take Scouter training sessions, for example. How should one behave at a Scouter training session without committing an unpardonable *faux pas*?

Mister Manner's Tells All

Blush no more! Avoid further embarrassment by following Mister Manner's timely tips for etiquette.

1. Participation at training activities and exercises is not only allowed, but encouraged. Sharing one's ideas and experiences can only enrich a session. However, one should never monopolize the participatory opportunities no matter how inspirational one feels one's contribution might be. Allow some of the humbler Scouters to offer their two cents worth (even if you feel that two cents might be overpricing their worth).

2. Frequent breaks are customary in a training program, but one should feel free to take care of one's own needs — espresso, mineral water, yoga stretching, going to the powder room — at any time. How should you accomplish this? Why, simply excuse yourself and dis-

creetly go about your business. No need to attract attention to oneself by loudly announcing to all and sundry that one is visiting the kybo for the seventh time since breakfast. Good heavens!

3. Take time to get to know other participants, even those who appear crass or pedestrian. They could be super resources after the program. Be sure to shake hands with them — left hands. Do not shake too vigorously. You are forming a friendship, not getting water from a pump.

4. One's instructor can also be a valuable resource, and is usually available for questions and advice before and after a session. Remember to say "thank you" for any help received. After all, instructors are volunteers too. Offering lavish gifts to one's instructors is unnecessary in most cases. A cashier's cheque (not a personal cheque) for a modest amount will usually suffice to express appreciation. Never, ever offer cash, especially coins.

5. Questions are expected and welcome but, having asked a question, one must pay one's instructor the courtesy of listening to the answer, regardless of

whether or not you agree with it. It is considered a social blunder *of the worst order* (please take note!) to make rude raspy noises when rebutting an instructor's explanation.

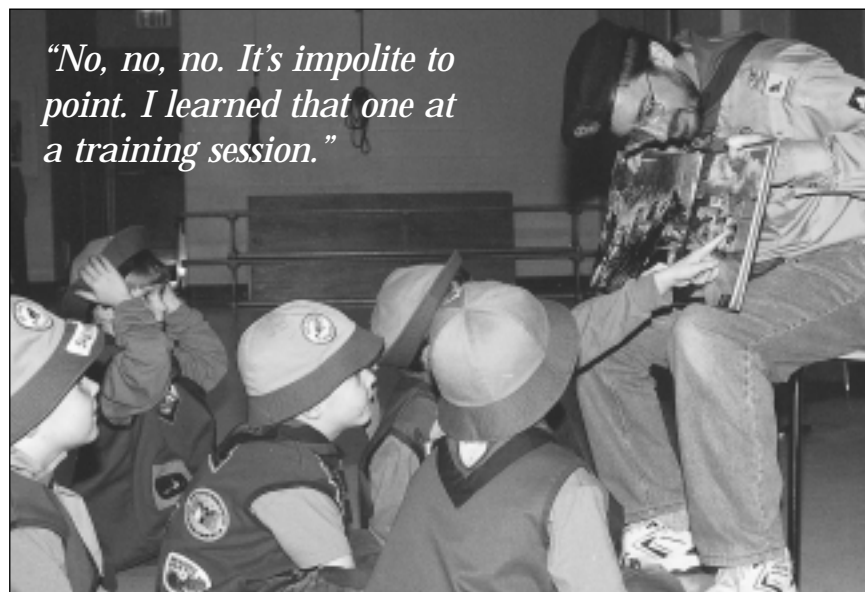
6. Complete uniform is *de rigueur* at every training session, especially at *repas* (meals), Scouts' Own, and ceremonies. It is generally considered unseemly (terribly so) and a mark of social immaturity to augment one's uniform with accessories of one's own design.

Social Bear Traps

Every training session will present new and different social challenges, so please be prepared for almost any situation. Conduct yourself with the poise and polish appropriate to one's position and, through it all, keep one's woggle tight and one's little finger pointed skyward.

Here's an easy-to-remember rule of thumb: maintain one's deportment vis-a-vis the *hoi polloi* with the same civilities and proprieties as you would have them behave towards you. This is particularly significant when attending a Scouter training session.

Tah tah for now. ^



"No, no, no. It's impolite to point. I learned that one at a training session."

Photo: Allen Macartney

High Character, Gallantry and Commitment

1997 CHIEF SCOUT'S INVESTITURE

Twenty dedicated and brave Scouting members received Scouts Canada's highest honours this year from His Excellency, the Right Honourable Roméo Leblanc,

Governor General and Chief Scout of Canada. On November 21, 1997 these members joined with families and friends at Government House in Ottawa for our annual Investiture ceremony.

"I would like to congratulate all the heroes of different kinds whom we honour today," said the Chief Scout. "Through your actions, you have all demonstrated high character, gallantry, and commitment to service."

"In many cases you used skills that you learned in Scouting. But you also showed the attitudes that go together with Scouting, especially the willingness to put others first."

Remembering his own days in Scouting as a boy, the Chief Scout spoke about camping under the stars, learning to read compasses, and working on badges. Scouting teaches self-reliance, acceptance of others, and learning by doing, he said. All these were used by those honoured at the Investiture.

"All of you have inspired us with your actions and brought honour to yourselves and to the Movement you represent," he said in closing. "As Governor General, Chief Scout of Canada, and a former Scout, I congratulate and thank you."

THE JACK CORNWELL DECORATION

(for having undergone great suffering in a heroic manner)

This decoration bears the name of a British Scout who in 1916, at the age of sixteen, served in the Royal Navy at the Battle of Jutland. He was mortally wounded in this action, but heroically remained at his post with others dead and dying around him. He was posthumously awarded the Victoria Cross.

Three youths received the Jack Cornwell Award.

Thomas V. Brown (11, Black Diamond, AB) has shown great courage, fortitude and personal growth despite his physical challenges. His high personal commitment to Scouting exceeds all expectations. His fun-loving, optimistic outlook on life, and his great smile have been an inspiration to everyone. His strength of character personifies true dedication to the Scout Promise and Law.

Tyler Douglas Edward Mauro (11, Prince George, BC) has shown outstanding courage in the face of much pain and suffering. By enthusiastically participating in all Scouting events, Tyler has demonstrated high character and strong determination. His never-give-up attitude challenges those around him to do their best. Tyler personifies the Scouting spirit.

Kyle McLean (17, Edmonton, AB) has demonstrated great courage and fortitude in spite of physical challenges by eagerly participating in Scouting activities. He has overcome great obstacles, is devoted to Scouting, and has been a great inspiration to his fellow Scouts. Kyle has truly lived up to the Scout Promise and Law, and has always done his best.

THE GOLD CROSS

(for gallantry with special heroism and extraordinary risk)

One member received the Gold Cross this year.

Beatrice Alida Skopyk (Meadow Lake, SK) risked her life on October 20, 1996, when she successfully rescued a tenant from a basement apartment during a fire at her residence. The individual was overcome by smoke, and would likely have perished if Beatrice had not entered the basement to help him up the stairs. Her heroic efforts saved a life.

THE SILVER CROSS

(for gallantry, with considerable risk)

One person received the Silver Cross this year from the Governor General.

Jeffrey Baker (Waterdown, ON) responded to a fire call on March 21, 1995. People were trapped inside a



Photos: Randy Stille

Thomas Brown's optimistic outlook on life, and dedication to the Scouting Promise and Law inspires everyone around him.

burning seniors' home. Despite initially being driven back by intense heat and smoke, Jeffrey persevered. His quick and courageous act of gallantry saved lives.

THE BRONZE CROSS

(for gallantry, with moderate risk)

This year six people received the Bronze Cross.

Daniel Douglas (14, Irvine, AB) reacted quickly on January 22, 1997, when he saw a car on fire which threatened to engulf a mobile home nearby. After safely evacuating the residents, Daniel took control of the situation and alerted neighbours who helped control the fire. Daniel's quick action saved lives, and was instrumental in limiting fire damage to the home.

Aaron Grin (14, Chatham, ON) was cycling with his brother on May 20, 1995, when a pickup truck drove through an intersection, struck and ran over his brother, leaving him injured in the middle of traffic. Aaron ran into the traffic and carried his brother to safety where he promptly applied first aid and summoned help. Aaron risked his life to save his brother.

Anthony J. Langlois (17, Calgary, AB) was helping a group member up a steep slope covered in loose scree,



Cameron Moore led his elderly aunt through her smoke-filled apartment to safety.

when a boulder (dislodged by others), fell rapidly downward toward his friend. Reacting quickly, Anthony jumped in front of her. Using his bike helmet, he successfully deflected the large boulder, which bounced off his arm to the ground. Anthony's action saved his friend from serious injury.

While on an overnight camp on January 19, 1997, **John Nightingale** (Calgary, AB) became concerned about a Scout who had not returned from a trip to the washroom. Approaching the lavatory, John sensed a strong natural gas odour. Without hesitation John entered, found the disoriented youth lying on the floor, and brought him out safely. John then informed camp officials of the emergency, and successfully cut off the gas supply.

While fishing in March 1996, **Nathan Olsen** (14, Raymond, AB) inched cautiously across thin ice to rescue a friend who had fallen suddenly into icy water. On a separate occasion, Nathan used his knowledge of first aid skills to treat a friend who had sustained a severe head injury. Nathan's quick reaction and gallant efforts saved lives.

Dereck James Toker (14, Grande Prairie, AB) was on a snowmobiling trip with a group in the Quintette Mountains of British Columbia in January 1997. Suddenly an avalanche developed and buried Dereck's father under ice-packed snow. Despite the threat of another avalanche, Dereck calmly co-operated with others in the group who used their hands to free his father.



Scouts Canada is very proud of these outstanding members of the Scouting Movement.

Dereck's heroic efforts helped save his father's life.

THE MEDAL FOR MERITORIOUS CONDUCT

(for especially meritorious conduct not involving heroism or risk of life)

Five youths received the Medal for Meritorious Conduct.

Colin Courchesne (16, Edmonton, AB) and **Christopher Andrew Vladicka** (17, Edmonton, AB) were hiking on Signal Mountain, AB, on July 6, 1996. Suddenly, Colin's father collapsed, suffering a heart attack. Reacting quickly, Colin and Chris used their first aid skills and two-person CPR to try to revive Colin's father, while another hiker went for help. Scouting commends Colin and Chris for their perseverance, courage and gallant efforts under extreme conditions, despite the tragic outcome.

Without hesitation, **Cameron Moore** (10, Calgary, AB) entered a smoke-filled apartment complex where his elderly aunt lived. Because she is hard of hearing and had great difficulty walking, he made her aware of the danger and led her to safety. Cameron's quick action saved his aunt from a potentially fatal incident.

On September 14, 1995, the sister of **John Dennis Potts** (14, London, ON) was inhaling steam from a vaporizer to help with nasal congestion. Suddenly, the vaporizer accidentally tipped over, spilling hot water on her. Reacting quickly, John brought his sister to the kitchen, removed her clothing, and placed cold compresses on the burn areas. John's calmness and proper use of first aid skills resulted in only superficial burns to his sister's body.

On August 29, 1995, the brother of **Michael Spencer** (14, Chelmsford, ON) accidentally put his fist through a pane of glass on a door and sustained deep lacerations. Taking charge, Michael placed cold compresses on the cut, applied direct pressure, and placed his brother's arm above his head to prevent shock and bleeding. Scouts Canada commends Michael for his proper use of first aid skills under extreme circumstances.



Colin Courchesne and Christopher Vladicka used their first aid skills to try to save the life of Colin's father.

THE SILVER FOX

(for service of the most exceptional character to Scouting in the international field, performed by persons who are not members of Scouts Canada)

A single person received the Silver Fox this year.

From an active leadership role in Victoria, Australia, **Neil Westaway** (Melbourne, Australia) has advanced



For his dedication to Scouting, John Brugmans received the Silver Maple Leaf.

to Chief Commissioner of the Scout Association of Australia. Neil served in numerous capacities at Australian and World Jamborees and Conferences, becoming Chair of the World Scout Committee in 1993. Neil has seen membership grow, and is a proud representative of the World Organization.

THE SILVER WOLF

(for service of the most exceptional character to Scouting, normally of national importance)

Two people received the Silver Wolf this year.

J. Leigh Cotterill (Calgary, AB) has served Scouting in numerous capacities since becoming a leader in 1957. Between then and the present he has served on group committees, service teams, as Regional Commissioner, Provincial Commissioner and Provincial President. In addition, Leigh also played key roles in a number of Provincial, National and World Jamborees.

Actively committed to Scouting, **Sam Elsworth** (Bridgewater, Nova Scotia) has served at all levels of the Movement in Canada. Following a term as Provincial Commissioner, Sam became Chair of the National Program Committee, and Vice-President of National Council. Respect for Sam's keen planning abilities, interpersonal skills, and his strong communication skills were the key factors in his selection as the National Commissioner of Scouts Canada.

THE SILVER MAPLE LEAF

(for service to Scouting in excess of 25 years, as a member of the executive staff — awarded upon retirement)

For 34 years, **John Brugmans** (Oxford Station, ON) has dedicated his life to Scouting. He joined staff in 1963 as a Provincial Field Executive in Ontario Provincial Council, then went on to perform field duties in both the Mississagi and Great Lakes Region. John was Assistant Executive Director in our National Capital Region, and became Director of Sales and Marketing at the National Office in 1987. John also served as staff resource at numerous Canadian and World Jamborees.

Go Ahead!

Make the Call

by Bob Craig

If you already know the basics of running public relations displays, then you're ready for the next step. Scout-Guide Week is a great time to advance your knowledge in this field.

Imagine for a second: It's Scout-Guide Week, someone (a youth or adult) approaches you showing extreme enthusiasm for joining Scouting. The person gives her name and phone number, then leaves. But the person never joins Scouting.

Why?

No one followed up.

"This never happens to us," perhaps you're saying.

But I've *just* witnessed it, and I know it happens too often. Recruiting involves more than collecting names. The next step is to get the child or adult involved.

Coordinate!

When you're recruiting adult volunteers, know *exactly* what you're looking for, and identify some particularly desirable qualities. Do this *before* you set up your mall display. Define the position clearly, and determine what skills and experience the volunteer needs.

If you're recruiting a youth member, find out what groups have openings, where and when they meet, and if they're co-ed or not.

Once you have these details, make sure everyone at the display knows them too. An informed Scouter will recruit more adults and youth than someone who is always asking other Scouters questions at the display.

Be Prepared to What?

Be prepared to answer questions. People will want to know everything from the cost of a uniform, to the number of hours a week a position involves.

Think out your answers before someone asks. A spouse or a friend who isn't involved in Scouting may be an excellent resource to identify the "top 10" questions.

Although most people will remember, make sure you have these essentials on hand:

- pen and paper,
- business cards with local Scout office phone number (or your phone number if appropriate),
- a map showing where to meet.



Scouting relies on enthusiastic volunteers to recruit new members into the Movement.

Write it down!

Sometimes a person arrives at a display and says "I'm interested!", but we don't remember the person's name or number afterwards. If we do write it down, often we don't make sure the person's name is passed on to someone for follow-up. It doesn't take too much work to prepare a list of new members. As you recruit people, take down this information:

- their name,
- their phone number,
- the area in which they'd like to get involved, or the group they'd like to join.

At the end of your recruiting event, this list is vital. Use it to re-establish contact, and to get the person into the Movement. Don't let the list lie around gathering dust for several weeks. Seize

the opportunity and make the call! If you don't, the person might lose interest, or some other organization might 'find' them.

If you aren't responsible for making the calls, ensure that the person who *is* responsible makes them as soon as possible. Sure, our other Scouting duties sometimes prevent us from calling back quickly, but if we wait more than several days, we lose the initiative.

Does your regional or provincial council have guidelines for contacting possible recruits? Ask your Service Scouter. These guidelines set up time lines, and identify people who are accountable for making the calls. They also identify a back-up person who will make the calls within 10 days if the Scouter originally assigned the task is unable to perform the job.

It's Not Rocket Science

"Yes, I'm interested!"

When possible volunteers say this, they're not only making a commitment to get involved, they also understand that *we* are making a commitment to follow up.

Part of this follow-up involves making sure the person is suitable for our programs. If we discover that a person doesn't 'fit', we're still responsible to tell them about our decision.

How were you recruited? Did someone call you back? How long did it take? How would you feel if you enthusiastically said, "Yes!", then didn't get a call back thanking you?

We're obliged to make that call both because the person offered to help and also because we, or someone else, spoke to the possible recruit and "sold" him or her on the idea of joining Scouting.

Let's keep our promise. It may also open the door to welcoming a valuable new member to Scouting. λ

— Bob Craig chairs the National Communications Committee.

Your Cub Pack Needs a Promise Rock

Shadows danced in the night as lanterns moved along the forest trail. 'Wolves' were crouching all around us. They melted into the dark forest, and at a signal re-appeared howling and surrounded Akela, standing on Promise Rock. New Wolf Cubs joined Akela on the rock to say their Promise, and moments later were invested as members of the 14th Murray Street Wolf Cub Pack.



Every year, all new pack members make their promise at night on Promise Rock — a decades-long tradition. Parents and Cubs alike look forward to this night. Their memories will stay with them forever.

Our Promise Rock has been here for 10,000 years or more. Years ago when Camp Nassau stood around this rock, many Cubs were invested here. The camp is gone now, just scattered ruins on the forest floor, but the sun still shines on Promise Rock.

Do you have a huge rock in your neighbourhood? Make it into your own Promise Rock. It'll help ignite the imaginations of hundreds of Cubs and their parents. Gather your Cubs here one, two or three times a year, whenever you bring new members into the pack.

— Bob Greer lives in Peterborough, ON.

Photo: Bob Greer

YOU CAN MAKE YOUR OWN PAPER

Because Lunenburg County in Nova Scotia is called the "Forestry Capital of Canada", the 5th Bridgewater Colony decided to run a series of theme programs all aimed at getting to know paper and forestry products better. We started our program by inviting a forestry specialist to visit us and talk about the history of paper. Did you know a Canadian was the first person to discover how to make paper from pulp? He lived in Lower Sackville, NS, and worked out the problem because paper mill employees were frequently out of work.

After piquing our interest, our guest helped us make our own paper. He brought along some wood pulp, then showed our Beavers how to press a handful of it between sheets of absorbent material. This is the part our colony members loved best. There's nothing like getting your hands into some cold, soggy wood pulp! After several passes with a rolling pin we all had a sheet. After drying them, the kids made cards and drew pictures on their freshly-made paper.

During our next meeting we visited a Christmas tree operation. Kirk's For-

est Products is the largest Christmas tree farm in Eastern Canada. In December it delivers trees all over the world, including places like the Caribbean, Florida and the Northwest Territories. At the farm we watched how the trees were fertilized, groomed and trimmed (to guarantee a well-rounded tree), and bundled in a special tree baler. We also learned how recycled Christmas trees are mulched

for gardens, and how they are used to save migrating sand dunes.

We also learned how to tell a black spruce from a scotch pine or balsam.

Is there a pulp mill or forestry expert living near your group. He can help you design a fascinating program that will make your rambles and hikes more interesting.

— Stephen Thompson lives in Lunenburg County, NS.

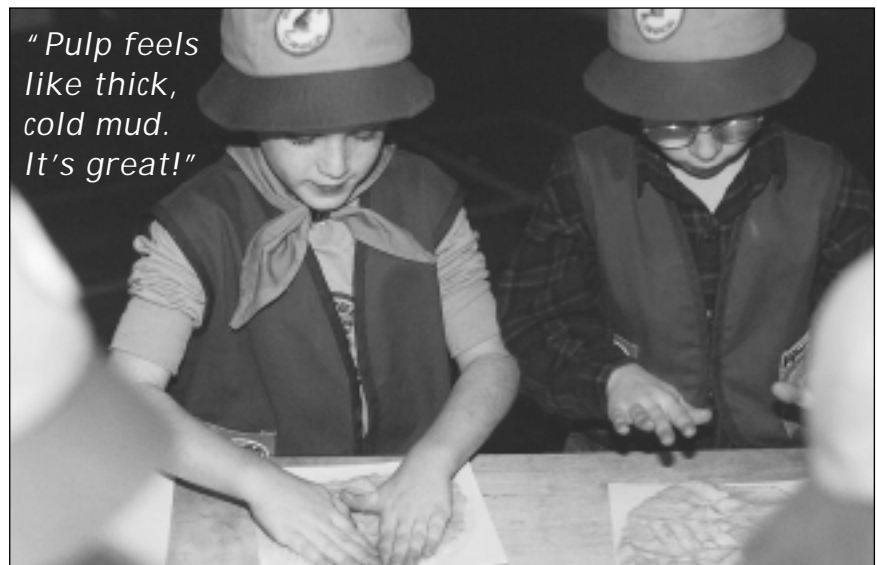


Photo: Allen Macartney

EMERGENCY PHONE CARD

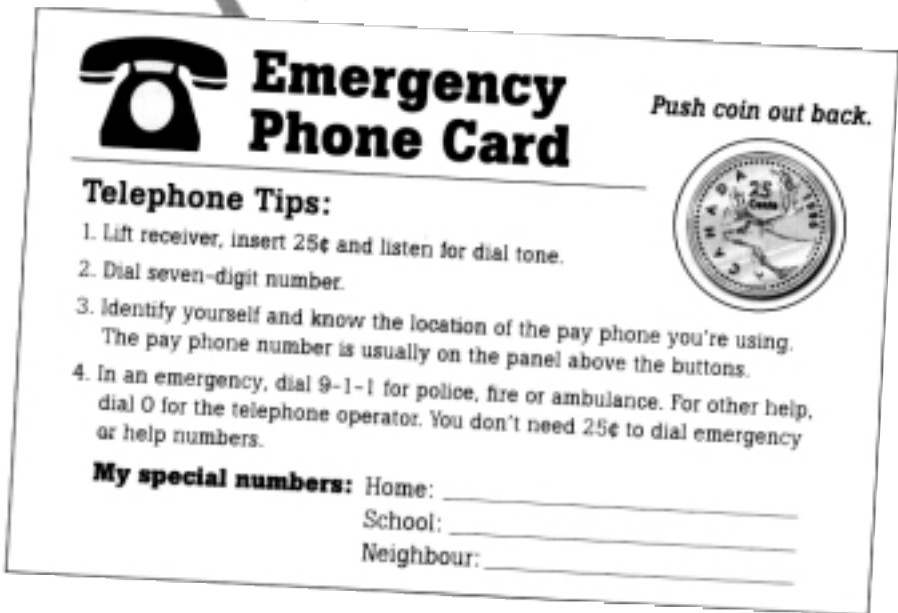
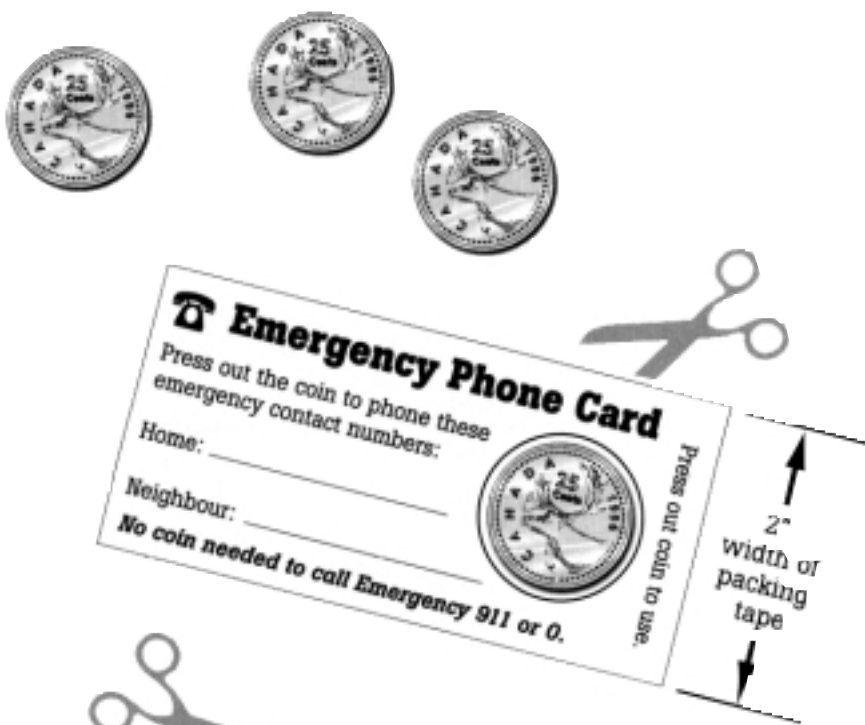
Encouraged in part by recent incidents in the Toronto area involving the safety of children, the 8th Etobicoke Pack made this Emergency Phone Card craft. It's easy, and helps kids make emergency calls from pay phones. Materials are minimal, and can be produced from the attached two templates.

Photocopy one of the templates (preferably on coloured bond paper). Write down the emergency contact numbers, place a quarter in the designated spot, and seal the top of the card with clear packing tape. Leave the back of the paper unsealed, so when the coin is required for an emergency it can be simply pressed out the back and the call made to one of the identified numbers.

Cubs or Scouts can keep this paper in a school bag or backpack or in a coat pocket. You could use a punch to make a hole for a safety pin. Then you could fasten the phone card inside a younger child's coat if on a field trip.

Why doesn't your group make up a bunch of these to distribute at a mall display during Scout-Guide Week. Put the Scouting logo on it as a means to advertise Scouting.

Your Cubs will not only enjoy this craft, but be safer when they carry it with them.



It's Time to PITCH-IN CANADA

May 4-10, 1998.

That's the week-long date of our national PITCH-IN CANADA clean-up and beautification campaign. Your group can participate.

Did you know that Scouting has been an active participant in PITCH-IN CANADA since the early 1970s? Scouters were founding members of this non-profit organization that seeks to clean up and beautify our country.

This year, register your project "on-line" by signing onto PITCH-IN CANADA's website (www.pitch-in.ca).

It has a special link for Scouts Canada. The website has lots of free and useful information. It'll also explain how to conduct a land or marine pollution count.

If you're not on the information highway yet, you can obtain a registration form and other information by calling or sending us a self-addressed stamped envelope.

Register early! Here's how to contact us: Allard van Veen, President & Founding Member, PITCH-IN CANADA, Box 45011, Ocean Park RPO, White Rock, BC, V4A 9L1. E-mail: avanveen@pitch-in.ca; tel. (604) 473-6495; fax: (604) 535-4653. X

Fun at the Pond

by Lena Wong

February is a month filled with program

opportunities. You'll have lots of time for some late-winter activities outside, and to celebrate Scout-Guide Week from February 15-22. Valentine's Day is on February 14. Not only does it provide a good opportunity to talk to Beavers about affection for other people, but it's easy to find plenty of great craft ideas. As well, February is Heritage Month, so use this excellent excuse to visit the library with your Beavers to find books about Canada's fascinating history.

SCOUT-GUIDE WEEK

This special week celebrates the birthday of Lord Baden-Powell, Scouting's founder. It's a good time to publicly show off your Beavers' skills and activities.

Make a Beaver mural for your local mall display. Use a long piece of brown wrapping paper. Put the name of your Beaver colony across the top in large multi-coloured lettering. Ask each Beaver and leader to draw and colour a picture of a favourite activity anywhere on the paper. Get them to sign their artistic endeavours so all members of the colony get their names on the mural. Fill the mural in with photos of colony outings and meetings. Why not add as many coloured hand prints to the mural as possible?

Make sure your Beavers put in an appearance at the mall. Shoppers might enjoy hearing them sing a song or two, and perhaps some enthusiastic cheers. Here are some examples.

Direction Cheer

<i>Leader</i>	<i>Beavers</i>
"All up!"	Stand
"All down!"	Sit
"All left!"	Lean left
"ALL RIGHT!"	Yell

Wonderful Cheer

<i>Leader shouts</i>	<i>Beavers shout</i>
"Was it a 5?"	"No!"
"Was it a 4?"	"No!"
"Was it a 3?"	"No!"
"Was it a 2?"	"No!"
"Was it a 1?"	"Yes!"
"WONDERFUL!"	

I'm a Little Beaver

(Tune: "I'm a Little Teapot")

I'm a little Beaver, short and stout,
Here is my tail and here is my snout.
When you pull my tail, you'll
hear me SHOUT,
"Hey, I'm a little Beaver
short and stout!"
(Shout the last line loudly)

Beaver's Song

(Tune: "C is for Cookie")

B is for Beavers, a busy time for me;
E is for Eager, the way I want to be;
A is for always; I always, always care and
V is for the Very middle of the word.
E is for Energy that I always spend;
R is for Resting, I do that in the end; and
S is for Singing, I see that you are glad:
Oh, would you care to sing
along with me?
EVERYONE! (Repeat verse,
with last line)
It's nice to see that you have
made US glad!

VALENTINE'S DAY

Have you ever wondered about the origins of this day of romantic fancy?

Like so many of our celebrations, it has its roots in Roman times when a festival called "Lupercali" was celebrated on February 15. Young Roman women put their names in a box. Young men would draw a maiden's name from the box — next year's sweetheart. In more recent times, folks in the middle ages believed February 14 was the date when birds picked their mates; consequently, the day was used to honour all lovers. The day is called St. Valentine's because February 14 also happens to be when several Christian saints named "Valentine" are honoured. They were models of devotion.

These two crafts from Health Canada are excellent Valentine's Day gifts.

Heartstring Bookmark

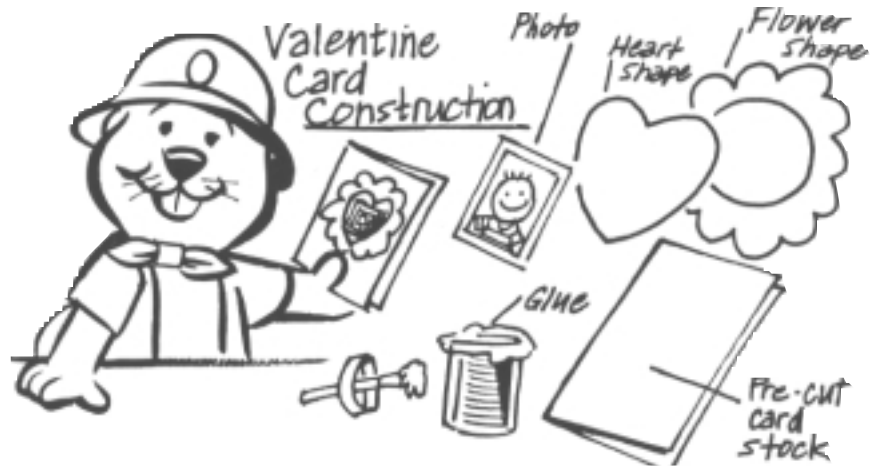
You need construction paper or bristol board, scissors, glue, markers, and glitter. Cut the paper or bristol board into 21 x 5 cm (8.5" x 2") rectangles. Cut heart shapes (in red) and glue one or more onto the rectangle. Use the markers and/or glitter for additional decorations. As an alternative to construction paper or bristol board, you could use felt or leather.

Heartstring Pin

You need red ribbon, red felt, glue, scissors, and small safety pins. Cut out a heart-shaped paper pattern, and use it to cut felt hearts. Cut a 13 cm (7") piece of ribbon. Fold the ribbon as shown in the diagram. Glue the heart in the middle of the overlap. Secure with a safety pin at the back of the heart. Decorate with glitter for extra excitement.

Valentine Card

This is a gift for a parent or a grandparent. You'll need pre-cut card stock, a white flower shape (almost large enough to fill the whole card), a red heart shape (to fit inside the flower), a small photo of each Beaver (to fit inside the heart), and glue. Glue the flower onto the card, the heart onto the flower, and the photo onto the heart. If you can't get photos, let the Beavers decorate the hearts with glitter or tiny stickers.



HERITAGE ACTIVITIES

If you have the opportunity to visit a museum with displays of early pioneer life in Canada (or local history), prepare your colony by reading stories of settlers and voyageurs. (A Saturday morning museum visit would be very popular.) Play some games enjoyed by children during pioneer times. Examples might include "Blindman's Buff," "King of the Hill," "Hide and Seek," and numerous song-games like "London Bridge is Falling Down."

Blindman's Wand

(a version of Blindman's Buff)

Seat the Beavers in a circle, and draw straws for the first person to be IT. Put IT in the centre of the circle with a cardboard tube stick. Instruct IT to turn around while slowly extending the stick carefully towards the other players. When a player grabs the end of the stick, IT asks three questions and, from the sound of the answering voice, tries to guess the person's name. At the end of the turn, the player who grabbed the stick is the new IT. Depending on the ages and dispositions of your Beavers, you can make the game a little more difficult by encouraging the players to disguise their voices.

Warmer weather is just around the corner! Next month we'll look at some early spring activities and outings. X

ENERGY BURNERS

It's time to burn off energy with some active games. Make sure you include several energy burning games at each meeting so your Beavers get a chance to run off some steam before going home. Parents will really appreciate your thoughtfulness.



GAWKY RUN

Players bend down and grab the left heel with the left hand and the right heel with the right hand. The challenge is to move along from one end of the room to the other as fast as possible. No wonder the game is called "Gawky Run."



BUNNY HOP

Beavers hop from one side of the room to the other by placing their arms between their knees and touching their hands to the floor each time they hop. You could try making this into a non-competitive relay race.



RIGID LEGS

Run a race along the length of the room, but here's the challenge: players must keep their legs absolutely straight while running or walking. "Look at me! I'm a robot."



BALL GAMES

Provide some beach balls or other lightweight balls for free play. Beavers might wish to play in pairs throwing the ball to one another. Others, might decide to throw the ball under a lifted leg, around their backs, or bounce it off their foreheads. A group of five or six players could throw the ball around a circle from one to another, or bounce the ball across the circle to someone standing opposite them. Play an indoor version of soccer using teams of five players — one in goal and four in the field. Your Beaver soccer players may kick and dribble the ball, but make sure they don't get too boisterous.



Book Talk

by Dave Jenkinson



In today's computer-centred world, casual written communication between people often occurs via e-mail, but, in *Postcards Talk*, Linda Granfield reminds us of an earlier form of informal communication — the humble postcard.

You could build an entire Cub meeting or two around this slim book's contents. Beginning by making their own blank postcards using the provided outline, Cubs could decorate the "picture" side by drawing or painting something (**Artist Badge 1, 2, 3, 7**), or they might use a photograph they've taken (**Photography Badge B**) and mount it on the postcard. By employing one of Granfield's "hidden message" methods (**Tawny Star A10**) or a typewriter (**Tawny A2**), Cubs can complete the message side. Then the cards could be mailed to Cubs somewhere else in Canada. (**Canadian Heritage Badge 8**) An entire six could contribute to the multiple part "folding postcard." Who knows, perhaps some Cubs will become so interested in these objects that they'll start to collect them (**Collector Badge**) and mount them in the postcard album made from Granfield's plans. (**Handicraft Badge 5**)

A lightweight modelling material you may not have used before is Crayola Model Magic™ which air dries in about 24 hours. Its colorants may stain clothing and work surfaces, but a modelling smock made from an old shirt, and paper to cover working areas will overcome the problem easily. Those who really like to plan far into the future might want to pick up *Christmas Crafts with Crayola Model Magic*. The book's author, Kim Fernandes, who is well known for her three-dimensional illustrations in children's picturebooks,

turns her considerable skills to producing some 16 Christmas related crafts using this commercial medium. Each double page provides a materials listing and illustrated, detailed instructions for completing one or two projects. Beavers could easily handle the tree ornaments made with cookie cutters, while Cubs will be challenged by the characters modelled around cardboard tubes. Though *Christmas Crafts* is packaged with two 28g pouches of Model Magic™, you'll likely want to visit a toy or craft store to expand your colour variety. (One 113g package costs about \$5.00.) (**Cubs: Tawny Star A2; Handicraft Badge 5**)

Ojibway storyteller Basil Johnston has spent a quarter of a century recording his people's heritage, especially its language and mythology. *The Star Man and Other Tales* contains nine brief Ojibway tales, but, because Johnston has maintained the style of the original tellers, young readers may experience difficulty understanding some of the stories. However, three of the "pourquoi" or "why" tales would definitely be enjoyed by Cubs. "Short Tail" explains why the animals no longer fight with each other, while "What the Dog Did" describes how the dog treacherously sided with humans, not the animals. As a result, dogs today can no longer communicate with wild creatures. Finally, "The Closed-Eyes Dance" is an amusing story involving the trickster, Nanabush, who hungrily invites the animals to his "banquet." (**Cubs: Aboriginal Awareness Badge 4**)

Scout and Venturer leaders will want to consider adding Glen Stedham's *Bush Basics: A Commonsense Guide to Backwoods Adventure* to their unit's reference library. An active member of a search and rescue organization and a longtime outdoorsman, Stedham has put together a most readable compendium of practical, experience-based advice on backcountry hiking. Beginning

with "Staying Warm and Dry," which deals with hypothermia, Stedham goes on to examine maps, compass and navigation aids, route finding, hiking technique, foot care, getting lost (and found), dealing with bears and insects, fire and water, plus food and gear. What's particularly enjoyable about *Bush Basics* is that Stedham, the "expert," is not afraid to tell the occasional story on himself and show how he "messed" up.

And if you're out hiking, you might want to take along *Animal Tracks*, one of the "Peterson Flash Guides." About 4 1/2 by 8 1/2 inches, the accordion fold, plastic covered guide will slip into a pack's side pocket where it can be easily retrieved when you run across tracks you cannot identify. For each of the approximately 100 birds and animals, the guide provides a small illustration of the "critter" plus illustrations of its track (and stride, if unusual), and droppings/scat when distinctive. Brief text describes the bird's/animal's habitat, and offers other identifying hints. (**Scouts: Naturalist Badge 3**)

BOOK DETAILS

K. Fernandes, *Christmas Crafts with Crayola Model Magic*, Scholastic, 1997: \$11.99.

L. Granfield, *Postcards Talk*, Illustrated by Mark Thurman, Pembroke, 1998: \$5.95.

B. H. Johnston, and G. Jonas, *The Star Man and Other Tales*, Illustrated by Ken Syrette. Royal Ontario Museum, (distributed by University of Toronto Press), 1997: \$19.95.

O. Murie, and R. P. Grossenheider, *Animal Tracks*, Houghton Mifflin, 1996: \$10.95.

G. Stedham, *Bush Basics: A Commonsense Guide to Backwoods Adventure*, Orca, 1997: \$16.95. ^

"Tailoring" Your Program — September 1998 Style

by Ross Francis

Venturer: "How is the new Venturer program that's coming in September going to affect our Fire Venturer Company?"

Advisor: "The new program is very similar to the old one. We won't need to change our emphasis on firefighting-type activities; we'll continue taking part in program activities that explore all six activity areas, as outlined in your handbook."

Venturer: "Cool."

Program Focus

Throughout the Venturer Program Review, young people involved in vocationally-focused companies made it obvious that they were both enjoying and learning from their Scouting experiences. Repeatedly, people told us that exploring vocational opportunities was highly valued by youth; this reinforces the validity of the "Vocational Award" as one of the six components making up the Venturer program.

Our Review examined the ongoing concern that some companies had assumed a "cadet-like" program. In the context of our program, Venturing continues to be made up of activities and learnings in areas of service, personal fitness, vocational, personal interest, social/cultural/spiritual and exploration. Venturers can, and want to, establish their own program activities within each of these six areas. Balancing your activities in each area remains the key to a successful program.

If you feel uncomfortable about this, let's look at an internal review just completed by the RCMP. To determine the effectiveness of Venturer programs with an RCMP focus, the Mounties spoke to members (youth and adults) across the country who are involved in the program. Here's what the report said: "It is clear that young people join Venturer companies (RCMP) looking for an experience that is broader than police-specific activities."



"This new program is going to make Venturing even better!"

Police-type activities were very important to the youth — that's why they joined this type of company — but it wasn't all the Venturers were wanting. The RCMP also identified a Venturer need for outdoor activities, events with other companies, and social activities. In the report's words, "Young people want active activities that are fun."

Resources

The *Venturer Advisor's Handbook* chapter entitled "Program Planning" features the *Interest Questionnaire* — an excellent tool for tailoring a perfect fit for your program. The questionnaire lets members provide the input, while clearly showing how to weigh each of the activity areas to guarantee a balanced program. The questionnaire makes it impossible for youth to leave out one or more program areas.

Servicing

Venturer companies with a tailored program need servicing just like any other section. Service teams should make regular visits to **all** companies, providing feedback and passing on necessary information. Just because your Venturers have a vocational program doesn't mean they don't need the benefits that come from regular servicing. Great program ideas, information, knowing you're not alone, another resource person — who would want to turn this down? Speak to your local commissioner if you have any questions.

Ongoing Assessment

Every two or three months, review your past meetings and activities with your Venturers. List the six activity areas, and place a tick mark beside those areas that match up with an activity experienced by your Venturers. You'll soon see where your program's strong and weak areas lie.

Don't stop here. Now ask your Venturers how they can build upon the weaker areas to develop a more rounded and interesting program.

In the End

Variety is the spice of life, but for Venturer-aged youth variety is essential! If you follow Scouting's basic program outline, your Venturers will reap the many benefits, all the while having a lot of fun. The new Venturer program will make your program even better. \

Risk Management: It's for Everyone to Learn

by Ross Francis

Risk: "...the chance of injury, damage or loss."

(Webster's Dictionary)

We face risks everyday, in almost everything we do, and everywhere we go. As we identify risks, we consciously (or subconsciously) assess each one and modify our behaviour to either minimize the risk, eliminate it entirely, or meet the risk head on. Risks aren't necessarily bad. In some cases, it's the element of risk that provides the thrill or challenge that originally drew our interest in the first place.

Three Steps to Safety

There's a key to risk management; it's being able to identify the potential dangers/hazards, and assess them against our own knowledge, skills and abilities. Then we must make the right decision about whether to proceed, postpone or cancel.



There's often a difference between real risk and perceived risk.

Photo: Paul Ritchi

The first step involves accurately identifying potential risks and possible consequences you may face if you choose to accept the risk, but fail. Before you can identify potential risks, you must first determine what could/might cause injury, loss or damage to you or your group. To find answers to this question:

- read books to find out the risks associated with that type of activity, and
- talk to experts who can help you assess the risks.

The weather: it's one final factor you must consider for outdoor programs. Poor weather can increase overall risks, pushing it beyond the acceptable zone.

- ask people who have recently done whatever it is that you are considering,

Step Two

The second step is to assess the group's knowledge, skills and abilities as related to the challenge at hand. When travelling with a group, it is important to find out what previous experience and/or training members have had, and what equipment/resources they have access to. Leaders should also have some idea what each member is capable of doing. With this information in hand you are in a better position to determine how well suited the group is for a particular activity.

Step Three

The most important step (number three) involves making the correct decision whether or not to accept the risks and proceed, or to decline and try something else. This decision can be very difficult, especially if it involves cancelling an exciting activity. As your group plans for the event, the antipa-



Before setting sail, make sure you've weighed all the hazards.

Photo: Paul Ritchi

tion associated with the challenge builds — sometimes to a very high level. Once this has happened, it is very difficult to cancel. However, it's crucial that you base your decision to proceed on good, clear judgement. Never let it be clouded by wild excitement of the moment.

A decision to cancel does not have to be permanent. In some cases the best decision might involve postponing the event/outing until the group's knowledge, skills and abilities have improved.

It may mean that the group requires more training, experience, or more qualified adults to help lead the team.

A Learning Experience

Risk management shouldn't begin and end with adult leaders. The youth and — depending on the risk — the parents, and possibly even local Scouting personnel, should be in on the final decision to proceed.

When you involve young members in the three steps, they'll become aware of the potential risks and the importance of matching their skills and abilities to the challenge. As they become more involved in risk management, their appreciation and respect for their leaders will grow.

Try this experiment at your regular meetings; before playing a game of dodge ball in the hall, ask the group to

identify potential risks. Which ones can they change, and which ones do they have no control over? Then let them choose how to proceed. This will help them assess risk factors and "own" the decision.

ement of challenge or risk. For example, your Scouts or Venturers have discovered a 30-metre cliff that they would love to climb. Climbing without proper training, equipment and support would be unacceptable; however, with the

When youth become more involved in risk management, their appreciation and respect for their leaders will grow.

Real Risk Vs. Perceived Risk

In many cases, leaders will let young members believe that there are significant risks involved, when in fact they have taken precautions to minimize the risks to guarantee a safe trip or activity. (The challenge will still be present, but the potential for injury, loss or damage has been minimized.) Leaders must be able to recognize the "real" risks and manage them appropriately without damaging the Scouts' or Venturers' perspective of risk.

How can you accomplish this? Try building in rules or procedures that heighten the safety, but still leave an el-

proper training and support, it might be quite acceptable.

Don't ever think that risk management is something for only the most extreme activities. It's not. Scouters must consider risk management an ongoing process. Involve everyone in it. Whether just planning games and activities for the meeting place or planning a week-long canoe trip, leaders and youths must identify potential risks and hazards, and decide what is acceptable for the group based on their knowledge, skills and abilities. What a great skill for leaders to pass on to young members! X

Making Money Makes Good Cents

by Ross Francis

When the early settlers arrived in what is now Canada, they quickly discovered that they needed some consistent standard value for bartering and trading goods and services. Bartering was the process used to negotiate “fair value or price” for

everything they needed. Settlers requiring tools and materials for building their homes and cultivating the land would trade furs and other items for supplies.

But a problem existed. The barter system was not always consistent; the value of goods depended on the condition of the furs or items being traded.

Going Loonie Over Coins

“We need some form of money,” people started to say to each other. Soon, settlers and merchants began using coins from their various homelands: England, France, Spain and United States. But once more they found that coins from different countries had different values; they weren’t easily traded. The problem with money continued to grow as more and more people came to Canada. Eventually, our government decided to make its own coins.

Canada’s first minted coins were authorized in 1858, and produced at the Royal Mint in London, England. Canadians continued to use coins from England until January 1, 1908, when the Royal Canadian Mint in Ottawa opened.

Now that you know the background, let’s go loonie over some activities found in a Royal Canadian Mint

publication called, *The Coin Collection*. This publication (as well as other excellent materials) is available by writing to the Royal Canadian Mint, 320 Sussex Drive, Ottawa, Ontario, Canada, K1A 0G8. You’ll also find more information on their web site: www.rcmint.ca/en/numismatic/1cent.html.

Start your evening program by getting some youth members to talk about their coin collections. You might ask a coin collector to explain how to get started in the hobby.

These activities will provide great program fun, while at the same time teach your members how to distinguish between different Canadian coins.

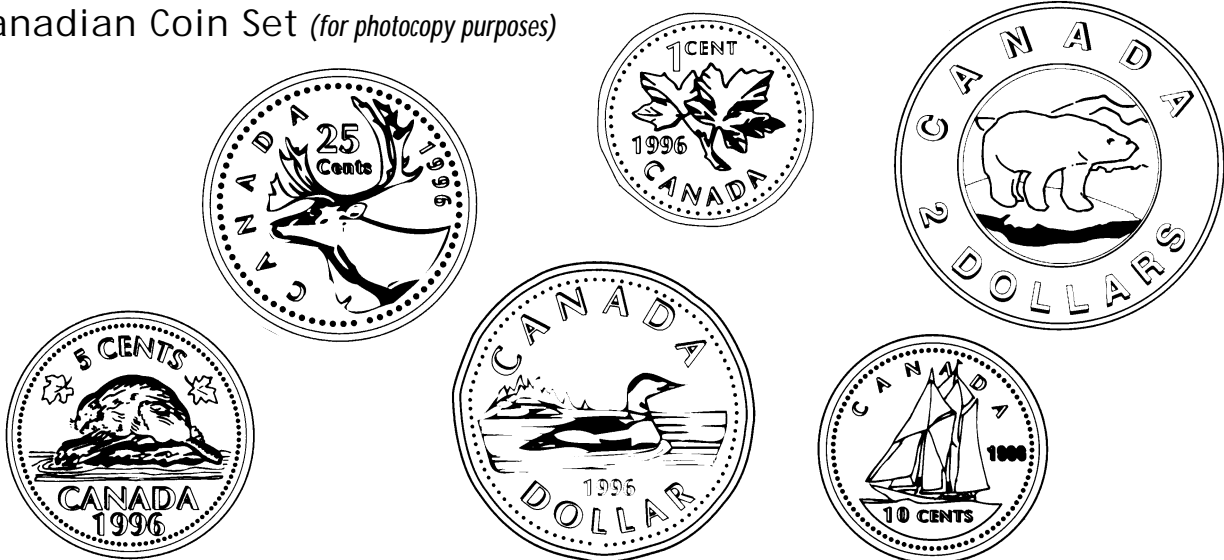
Giant Jigsaw

Plan about 15 minutes to make this giant jigsaw puzzle. All you need is one piece of bristol board, scissors, an en-

larged photocopy of the coin set (see diagram), white glue, colouring pencils, crayons (or magic markers), and one plastic bag for puzzle parts.

Start by colouring the coins you plan to use in the puzzle. Then, cut and paste the coins onto the piece of bristol board. Cut out the puzzle pieces using a very sharp x-acto knife. Cut in straight lines, though if you are well-practiced you might want to create traditionally-shaped pieces. (*Note: This is a task only for adults!*) Beavers will want larger puzzle pieces, while Cubs will naturally insist on smaller ones. Now that you have your puzzle, let your Beavers put it together several times. If Cubs have made it, get them to turn the puzzle over, face down. Let sixes race against each other to see which one can put the puzzle together fastest.

Canadian Coin Set (for photocopy purposes)



Coin Mobile

Why do Beavers and Cubs like mobiles so much? Perhaps it's because mobiles are always moving, just as they are.

This coin mobile will take about 45 minutes. It works best when you break your children into groups of four. Here's what you'll need:

- your favourite play dough mixture (don't add colour),
- a set of real coins (1¢, 5¢, 10¢, 25¢, \$1, \$2) per group of four,
- white glue,
- popsicle sticks,
- waxed paper,
- pencil,
- thin string or thread, and
- paints and brushes

1. Before beginning, point out the different size of each coin to your children. Notice that (generally), the more valuable the coin, the bigger its size. Don't make your mobiles too large or the coins will get lost in the structure.
2. Glue popsicle sticks in the shape of an X. (Clamp it in position with a clothes pin.) Allow 15 minutes for the glue to dry completely.
3. Give each group one large ball of play dough, waxed paper, a pencil, and a coin for each student in the group.



An older Cub would make a good role model to help younger members draw up a budget.

Photo: Paul Ritchi

Make six play dough balls, each a different size.

4. Flatten the first ball, and gently press your coin into the play dough. Remove the coin carefully.
5. Pierce a hole through the top of the play dough coin with your pencil.
6. Repeat this process until you have a set of six coins. Let them harden.
7. When firm, paint each coin with a different colour, and let them dry for at least 30 minutes.
8. Slip the string or thread through the coin, making a knot between the base of the coin and the thread. (Younger hands may need some assistance.) Then, thread the remaining string over the arms of the mobile base and tie securely.

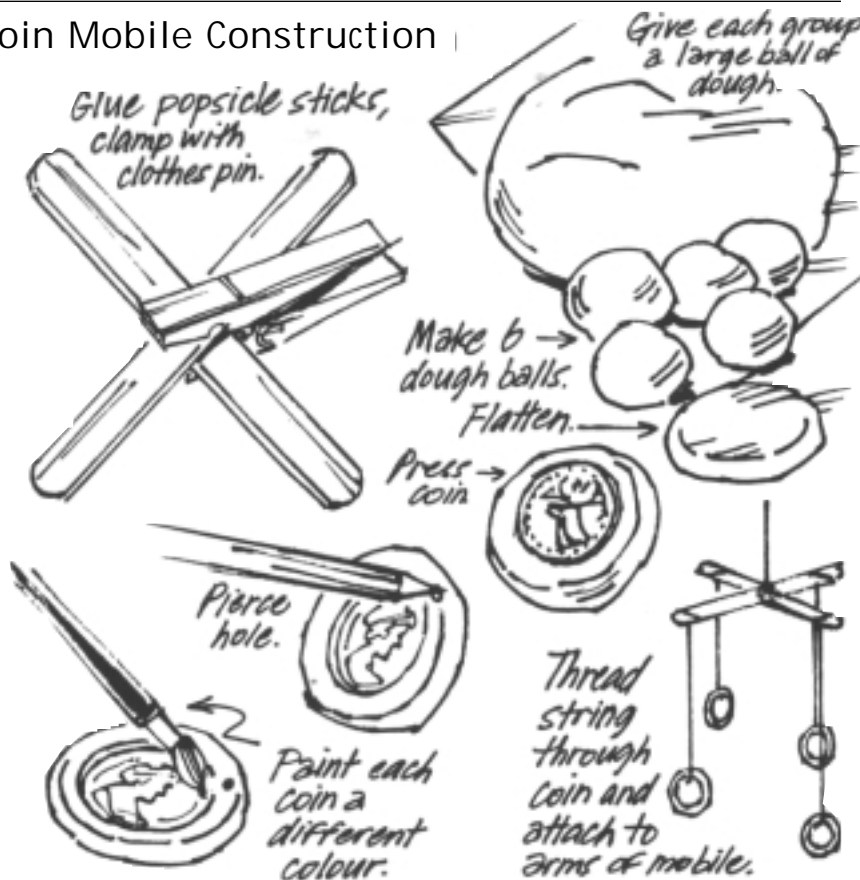
A Day in the Life of T.C. (Two Dollar Coin)

You'll need three (3) one-hour blocks of time to prepare this activity, as well as the following materials:

- 8" x 10" pieces of lightly coloured construction paper,
- coloured pencils,
- glue,
- ruler,
- two empty paper towel rolls for each Cub, and
- scissors.

1. Fold construction paper in half lengthwise and cut along the fold. Paste each strip end-to-end, and let dry.

Coin Mobile Construction



BIG BUCKS Money Quiz

2. Prepare a short story about a day in the life of T.C. — Canada's two dollar coin. Be as descriptive as possible. (Remember, this coin has feelings, so don't forget to use question marks (?) and exclamation marks (!) where they're needed.) What action-packed adventures happen to him? Does everyone treat him the same? Perhaps he rolls under a table and a dog starts gnawing on him.
3. Transfer the story to comic strip format by dividing your short story into a list of events.
4. Measure and draw your comic strip boxes so you have an equal number of boxes and events. Make sure each box is the same size.
5. Illustrate each box and add a speech bubble for characters who have something to say. Fill in the bubble with one or two sentences.
6. Glue each *end* of your completed comic strip to a paper towel roll so it makes a scroll.
7. When the glue dries, roll the strip onto one side of the scroll until you are ready to read "A Day in the Life of T.C."

1. How many maple leaves are on the back of a penny?
2. Which coin has a beaver on it?
3. How much is the coin with the loon on it worth?
4. How many coins have two maple leaves on the back?
5. What kind of bear is on the two dollar coin?
6. Which coin has a fishing schooner on it?
7. What kind of animal is on the back of the quarter?
8. Which coin is Canada's newest?
9. Who's profile is on the front of each of these coins?
10. How many pennies can you get with a dollar?

- Answers
1. Two.
 2. Nickel.
 3. One dollar.
 4. Two. The penny and the nickel.
 5. Polar Bear.
 6. Dime.
 7. Caribou.
 8. Two dollar coin.
 9. Elizabeth II.
 10. 100 pennies.

Where's the Loot?

Using extra coins you made in the coin puzzle activity, plan an evening where your group will actually simulate an adult's daily experience with money. Perhaps your members will have to "work" to earn some of the play money, then put a portion of their earnings in a "bank." Why don't you set up a small store, or a series of stores made from cardboard boxes, where the youth can "buy" different items.

Only your imagination will limit this activity. You may have your members clean up their meeting place, or other simple "jobs", to "earn" some play money. When they receive a "pay cheque," they'll have to take it to the "bank" to cash before receiving play money to go shopping. You may decide to have a "store" where they can perhaps purchase some baked goods, used books brought from home, or games made during craft time. X

*Can your
Beavers or Cubs
think up their own
game or develop
an activity that
relates to money?*

Photo: Scouts Canada



Send Us
YOUR BEST
Program Ideas

Do you have a really exciting program idea that your Beavers or Cubs love? Send it to me and I'll share it with other Leader readers. Here's my address: Ross Francis, Scouts Canada, 1345 Baseline Road, P.O. Box 5151, Station LCD-Merivale, Ottawa, Ontario, K2C 3G7; e-mail: rfrancis@scouts.ca.

Let's Build Better Relationships

by Bryon Milliere

What special recognition will you give your partner during Scout-Guide Week this year?

For our church partners, Scout-Guide Week provides opportunities for parades and attendance at services. For service clubs, many groups attend one of their partner's meetings to say thank you.

When you meet with the Lion's Club or the Fire Chief, why not bring along some youth representatives who can tell how much their support means to them. Cubs, Scouts, Venturers and Rovers have a unique way of expressing themselves.

Involving youth is also a great way to focus everyone's attention on the main reason your partner agreed to get involved with Scouting. While the original people and contacts have probably changed many times over the years, we hope the values that motivated the founding members are still present.

As a group committee is formed and the group becomes established, the need for support and direction from your partner often decreases. Contact may be reduced to signing forms, requests for financial support, and resolving problems relating to space.

The priorities of the partner shift also, as membership, community challenges, and leadership changes. Many of our active church and service club partners are facing difficulties, such as aging and declining membership. In some cases, these threaten their existence. With churches, Scouting may have started decades ago in the congregation as a program for youth. Now, with an older congregation, church members may see themselves as providers of meeting space. In some cases this might mean they're less tolerant of children activities.

Going the Distance

Groups *can* maintain a strong, interactive relationship with their partners over several decades. Here's how. Start by ensuring you keep the communication lines wide open. Talk to your partner frequently, and involve their representative on your group committee. Make sure your partner always sees your annual reports. Get them involved in events such as church parades, and sitting at seats of honour for banquets or barbecues. Your group might wear some partner identification on its neckerchief, give special recognition to the representative for significant years of support, and offer help during service projects of your partner.

It's time for relationship building if you have little contact through the year with each other. What are your partner's top priorities? How and why does this organization lend its name to your Scouting group? Does Scouting have any "champions" within the partner executive? Find out the history of the relationship — both high and low points.

Get your group committee to consider the benefits of an informed and involved partner. Scouting and our partner organizations are important components of the community. There's a natural link.

Active partners support Scouting by providing:

- facilities,
- funding,
- assistance with projects and events,
- a network to community resources,
- expertise,
- a source of youth and adult members, and
- a link to the community.

Partners often have a proud history of community involvement and a wealth of expertise among its members. Reach out and draw on that tremendous pool of talent.

Plan of Action

Draw up a plan for reviving the relationship. Set up a meeting with the partner representative to renew the relationship. Review what you know of the history, discuss the partnership agreement, and ask them for their ideas to make the link more vital and meaningful for both parties. Ask some youth to describe how important Scouting is in their lives. Sum up by making links between the partner's mission, values and priorities and those of Scouting.

Building relationships takes vision, time, and effort, but the benefits of an involved and active partner are worth it. [^]

CROSS-COUNTRY PHOTOS

"SOMETIMES
YOU JUST HAVE
TO CHILL OUT."

After building tin can stoves, going for a winter hike and enjoying a campfire with some friends, this Cub from the 4th Sackville Pack in Nova Scotia decided it was time to "chill out" and "kick back." Aahhh. There's nothing like sharing good times with Scouting buddies. Photo: Jim Brewer.



"WE'RE GOING ICE FISHING."

Adventure. That's what Cubs want. These girls from the 4th Orleans Pack, ON, have just heard they're going ice fishing on the Ottawa River next Saturday. "We can't wait!" Photo: David Villeneuve.



Snowshoeing isn't always easy. That's what 128th Skyline Group Scouts from Greater Toronto Region learned at Woodland Trails Camp when they tried to walk up a slippery hill. The first person made better progress than the last one, but that was all part of the adventure. Photo: Alan Wu. \

Supply Services Name Changed to National Retail Services

by Ben Kruser

The name of the Supply Services Committee and office department were officially changed to National Retail Services at the National Council meeting last November.

This move caps a year of intense management restructuring to bring the old military depot image of "Supply and Services" up to speed with demands and expectations in today's retailing field. Scouts Canada is depending more and more on its Scout Shops to provide funds for member services by becoming the retailing point of choice for Scouting families and friends interested in program and outdoor products. By working in a cooperative manner, members can receive good value for products, while ensuring profits are funnelled back into Scouting programs, and not shareholder pockets.

Interesting News

The National Retail Services Management Plan Overview outlines a number of management thrusts which may interest you. (The Overview was sent to councils and key volunteers last November.) The first thrust involves creating a win-win partnership with local Scout Shops for providing a variety of products. Scouts Canada is the sole owner and distributor of products sold that bear the official logos. Rather than retain all the profits, National Council shares this profit with local councils through the sale of Scouting books, badges, uniforms and other trademarked items. National Retail Services will work to expand the licenced product lines to provide value and choice for youths and parents looking for distinctive Scouting items. In return, National Retail Services will limit its involvement in the book, handicraft, low-end awards, and outdoor and family camping lines. This will allow Scout Shops to source these non-Scouting products directly to offer competitive pricing, and gain the full margin value. These dollars — along with revenue raised by licenced products — go directly back into local Scouting programs.

To help Scout Shops develop their product lines and source new items, National Retail Services has created a new staff position called "Store Development." This person's job is to work directly with local shops by locating sources, sharing field ideas and providing retailing advice.

We're Listening to You

Do you have any product ideas for Scout Shops?

Take them directly to your local Shop manager. Often, we are sent products to review on behalf of Scout Shops to see if the program relation, quality and pricing would meet member needs. Last year we reviewed submissions from over 200 suppliers, and brought in 40 new products for national use. As well, through the Store Developer, we have referred an equal number of products directly to Shops to review. These book, handicraft, award and family camping products offer good margin potential for *just* the Shops.

Next month, we'll introduce our new column name, *In the Market*.^λ

Local Heroes Help Save Sections

by Rob Stewart

Scouts Canada continues to focus on starting new groups; this is a main interest as we continue to monitor our membership and seek ways to improve Scouting's penetration of the youth market. In any discussion about membership we always recognize the need to retain current members, but we quickly slip back into discussions about new initiatives to start new groups.

Is there any glory or recognition for saving groups? Not much. Generally, we save glory and honour for those who start new ones. Business leaders, however, will tell you it's much more costly to attract new clients than it is to retain the ones you have.

I know that some of you who read this column are thinking, "There he goes. He's just concerned with numbers." In fact, I *am* concerned with numbers. Not because they equate to membership dollars, but because "numbers" are the best way to determine if we are reaching lots of Canadian youth.

True Believers

Do we believe in Scouts Canada's Mission? I hope so.

Do we want as many people as possible enjoying our programs?

Again, I hope so. Scouting's Mission Statement keeps our programs oriented toward this fundamental goal.

The more young people who get the opportunity to participate in Scouting programs, the better our chances of influencing their lives in a positive way.

Your Mission: Search and Respond

What can you do?

I'm not suggesting for one minute that we cease trying to start up new groups. Of course, that work must continue. It's vital. But something else is *equally* important. Let's ensure that every section in Canada that needs support and coaching gets it. Some are folding because Service Scouters couldn't identify and respond to their problems.

Example. I received an e-mail from a Beaver parent last week who was very concerned about the program being offered to her son. The colony program is the same each week, she said. It's so similar her son doesn't want to return. Apparently the colony's leadership team doesn't plan any program, but just plays the same two or three games each week. No wonder the kids are bored!

The colony has lost half of its members since September. What can we do to help? I advised the parent to contact the local council commissioner. A Service Scouter should visit the group and give advice and support to the leaders. But this raises more questions: Have the

colony leaders ever taken training? Do they understand the program? If not, could someone at least give them some Beaver JUMPSTART packages to help them add variety and excitement to the program? Are the leaders keen to learn and deliver a good program? If not, the group committee or the council should find more dynamic volunteers.

If we lose these Beavers now, it's unlikely they'll ever return.

No Second Chances

Scouting seems to attract members pretty well, but we don't hold onto them as they progress through several sections. That's the key. Our true test as an organization comes when a group or section runs into trouble. How we respond tests our commitment to achieving our Mission.

Let's work harder at putting more glory into saving existing groups. I see lots of honours and award applications that identify a Scouter as being "instrumental in starting several Scouting groups." I have *not* seen many applications that say a Scouter played a key role saving groups or sections in danger of folding.

Of course, it is quite easy to identify someone who starts a group up, but more difficult to determine how, when, and if someone actually saved a section. But let's look around us, and watch out for these local heroes. \

SCOUTER'S 5

All: Our Father, who art in Heaven,

- Youth: We are all Your sons and daughters: all brothers and sisters in Scouting. Bestow upon us a spirit of respect for our differences. *(Moment of silence)*

All: Hallowed be Your name,

- Youth: May the words of all Scouts honour and glorify You, O Lord. *(Moment of silence)*

All: Thy Kingdom come,

- Youth: May Brotherhood in Scouting be a living testimony to Thy greatness and to Thy Kingdom. *(Moment of silence)*

All: Thy will be done, on Earth as it is in Heaven,

- Youth: Instill in all Scouts unselfish obedience to the message of love Your gospel teaches us. *(Moment of silence)*

All: Forgive us our trespasses,

- Youth: Forgive us if we are weak or if we forget our Promise or our Law. *(Moment of silence)*

All: As we forgive those who trespass against us,

- Youth: Teach us, O Lord, to live in peace and harmony with one another. *(Moment of silence)*

All: And lead us not into temptation,

- Youth: Cause Scouting youth to be always prepared, able to face the most difficult situations. *(Moment of silence)*

continued...

Scouter's 5 Minutes

Feb. '98

SKITS

- Skits are ever-popular. Here is a selection from Brenda Beckett of Owen Sound, ON. (If you have some favourites, send them to **the Leader**.)

TV Commercials

- Each participant (on cue) recites some familiar segments of popular radio and TV commercials while another participant simulates changing channels on his TV.

Example:

- "Do you have problems with clogged drains? Then why not use... *(CLICK)* ...smooth milkshakes from Harvey's the next time you're... *(CLICK)* ...painting the house. It'll go on so easily and dry in an hour. And it looks like... *(CLICK)* ... a disaster. The Province Insurance Company helps out disaster victims by... *(CLICK)* (back to #1) ...eating through the grime that plugged your drain."

Faulty Airplane

Number of participants: 4; props: none.

- Scene:* Inside an airplane.
Pilot #1: (Looks at the faulty engine, then says to the co-pilot) "Well, there goes engine number four." (Announcing to the passengers) "We have lost the use of one of our four jet engines. As a result, we will be 30 minutes late landing at the airport." (This scene is repeated for engines two and three.)
 Passenger: (After the third announcement, one passenger says to his neighbour) "The fourth engine had better not quit, or we'll be up here all night!"

Skits

Feb. '98

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leader

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the **leader** 

The Stiff Neck

You'll need four or more participants. The scene opens with #1 participant wandering alone, looking up at the sky continuously swinging his head slowly. #2 enters, sees #1, and looks up too. #3 enters, sees the other two looking up, and does the same.

#3: "What are we looking up at?"

#2: "I don't know. I'm looking up because he's looking us."

#4: (*Enters and sees the others all looking up. He goes up to #1 and asks*)

#1: "I don't know about the other two, but I've got a stiff neck!"

My Sick Mother

Number of participants: 3. The scene opens with a child accompanying his sick mother (another Cub dressed up). Together they approach a wealthy-looking gentleman.

Child: "Would you give me \$5 for my very sick mother?"

Gentleman: (*Looking full of pity and handing the child a bill*) "Okay, here's the \$5."

Child: "*Thanks. Here's my sick mother!*" (*Hands her to him*)

Skits

All: But deliver us from evil.

Youth: Help us, through Your message of love and our Promise, to discover real truth, and to one day share Your kingdom.

— *Alain Dubeau, 1st, McMasterville/Beloil Group, Quebec.*

Are We Good Caretakers?

Treat the Earth and all that dwell thereon with respect.

Remain close to the Great Spirit.

Show great respect for your fellow beings.

Work together for the benefit of all Mankind.

Give assistance and kindness wherever needed.

Do what you know to be right.

Look after the well-being of mind and body.

Dedicate a share of your efforts to the greater good.

Be truthful and honest at all times.

Take full responsibility for your actions."

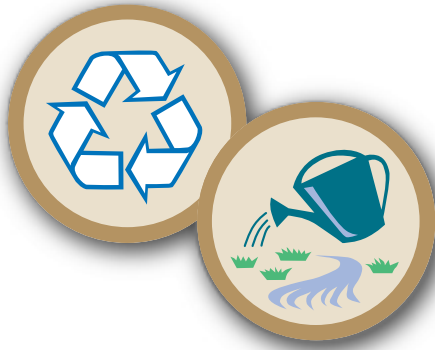
— *Quoted from Earth Prayers. (This book has many excellent prayers and thoughts for ecology or Native theme programs.) Thanks to Susan Sharp, 1st Gabriola Scouts, BC.*

Scouting Leadership Thoughts

These thoughts are taken from Colin McKay, *A Canny Crack* (extracts from the popular *Scouting Magazine* series).

- The art of leadership in Scouting is to retain the adventurous spirit without going overboard.
- Scouting is a neighbourhood Movement. Young people don't need to be told it exists to join; they only need to see that it's adventurous, fun, and offers them opportunities they can't get elsewhere.

Scouter's 5 Minutes



More New Scout Badges

by Ian Mitchell

The excitement is building. Our new Scout program, which comes into effect in September, features the Challenge Badges categorized into seven areas. Check the insert for a complete listing, and to find out more about Scouting's revised Challenge Awards.

Here, we present two new Challenge Badges found in the "environment" category.

Recycling Badge

Purpose

Demonstrate your knowledge and involvement in recycling.

Requirements

1. Lead a discussion about the meaning of recycling, and describe why recycling has become more important in recent years.
- ** Activity: Take a trip to your nearest landfill operation or dump site. It will open a few eyes.
2. Report on the "recycling process" in your community. What happens to a tin can or bottle?

3. a) Start a recycling program at your house, school, church, troop, or other location. If you already have an ongoing program, get involved and take a more active role. Continue this for at least three months.

or

- b) At a camp, with members of your patrol, organize a recycling program for the duration of the camp, and deposit all recyclable materials at your local recycling centre. Document your program details, and share them with the camp administrator.

Soil/Water Management Badge

Requirements

Demonstrate your knowledge and involvement in soil and water management.

Requirements

1. Investigate and discuss soil and water management concerns as they relate to soil erosion, food cycle, water cycle, and the water table.
- ** Activity: Farmers are an obvious resource for this task, but anyone who demonstrates a green thumb (even a gardener) will be helpful. If not, ask a local nursery for project ideas.
2. Demonstrate different soil make-ups in your area, and describe the advantages and disadvantages of each.
3. Visit local farm lands, industrial sites, marsh areas, ponds or lakes, and describe their importance in relation to soil and water management.

Get your troop ready for September right now. Start working on these great new badges. \

Scouting Extravaganza


PHOTO CONTEST EXTENDED!

We've extended the deadline for our "Scouting Extravaganza" photo contest to February 28, 1998. There's still time to enter your best shots!

Retail Services is offering over 45 terrific prizes, including a three-person tent, a spacious Brownsea backpack, a Coleman stove, ten Scout knives, fifteen bush hats, and twenty winter toques.

What does Scouting mean to you? Is it fun? Does it mean exploring Canada's great outdoors? Is it games and crafts? Is it unexpected thrills? Tell us... through pictures!

It's simple to enter. Just read the contest rules in the October '97 **Leader**, then pick out your best Scouting shots. Label each with your name and address, as well as a brief description of the photo. Mail your entries to **the Leader** so they arrive no later than February 28. We'll announce the winners in the May issue.

Get snappin'! Help celebrate the adventure and spirit of Scouting. 

**PRIZES!
PRIZES!
PRIZES!**

Retail Services is providing over 45 top-quality prizes.

First Prize

A three-person Premier North Trail Clip Stalker III tent. This square dome, lightweight tent will add greatly to your camping trips. Value: \$160.00

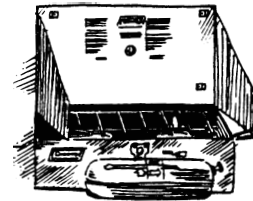


Second Prize

A spacious Brownsea, 60-litre backpack. Value: \$94.95

Third Prize

A two-burner, propane-powered Coleman stove. Value: \$64.95

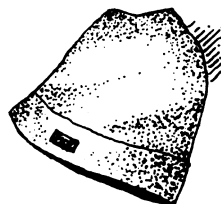
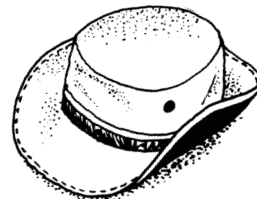


Fourth Prizes

Ten Scout knives (seven functions). Value: \$24.95

Fifth Prizes

Fifteen "Scout Lifestyle" bush hats. Value: \$15.88



Honourable Mentions

Twenty Scouts Canada winter toques. Value: \$8.95

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There's no up-front money or pre-ordering required and there's never any leftover product after the sale.

Many groups earn over \$10,000 in 2 weeks. Most new groups earn over \$2,000 their first year and double that amount their second year.

The complete program offers training videos, publicity kits, incentive prizes, workbooks, and everything else you need for a successful sale.

The highest quality products and packaging have been developed exclusively for Scouts Canada.

To find out how you can take part in this year's sale, call your local Council, or call Trail's End at **1-800-782-4255** for more information.

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- High quality products with Scouts Canada packaging
- Incentive prizes for youth
- Training videos and handbooks for every aspect of the sale
- Television commercials, radio commercials, and window posters
- Corporate sale materials and guidelines





**Was this your
last meeting?...**



**...it doesn't
have to be.**

Photo: Courtesy of Paul Ricchi

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Each package includes:

- Four dynamic weekly themes
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- Ideas that could develop into weekend events

One-stop shopping for those special program nights!

Be Prepared... and if you are not... JUMPSTART!